

**ST: 14** SR(DE/SI): 3/1  
**CO: 11** Mov.: 3  
**SI: 19** **HP: 15/3**  
**IN: 14**  
**MA: 12** **MP: 12/9**  
**DE: 13**  
**AP: 10** **EP: 25/18**

**Dark Troll (m)** **1**  
**(peaceloving)**  
**Equipment**  
 Unique magical  
 Artefact (combat)  
 Coins and treasures for  
 360 Pennies

Weapon	Phase	Damage	A%	P%	AP
Hit	7	D3+D6	71		
Kick	7	D6+D6	57		
Head	7	D4+D6	45		
Self Bow	3/9	D6+1	68	90/120	5
Boomerang War	3*	D8+D3	60	30/50	6
Dodge			43		

Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	1	5/3
L. Leg	05-08	04-06	1	5/3
Abdomen	09-11	07-10	1	5
Chest	12	11-15	2	6/4
R. Arm	13-15	16-17	3	4/2
L. Arm	16-18	18-19	3	4/2
Head	19-20	20	3	5/3

Spell	Type	%	MP	SR

**ST: 15** SR(DE/SI): 4/3  
**CO: 16** Mov.: 3  
**SI: 6** **HP: 11/9**  
**IN: 18**  
**MA: 13** **MP: 13**  
**DE: 7**  
**AP: 14** **EP: 31/18**

**Dwarf (m)** **2**  
**(happy)**  
**Equipment**  
 Magic point matrix  
 (6+2D6)  
 Coins and treasures for  
 2340 Pennies

Weapon	Phase	Damage	A%	P%	AP
Hit	10	D3	82		
Kick	10	D6	72		
Head	10	D4	57		
Short Spear 1H	9	D8+1	29	25	10
Dodge			55		

Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	7/5	4/2
L. Leg	05-08	04-06	7/5	4
Abdomen	09-11	07-10	5/3	4
Chest	12	11-15	8	4
R. Arm	13-15	16-17	2	3
L. Arm	16-18	18-19	2/1	3
Head	19-20	20	3	4

Spell	Type	%	MP	SR
Extinguish	(Spirit)	75	4	8
Restore_____	(Divine)	110	1	5
Enhance_____	(Sorcery)	109	1	5
Regenerate	(Sorcery)	104	1	5
Flight	(Sorcery)	109	1	5