

# Trilon

<b>CLIMATE/TERRAIN:</b>	Mountains, Hills, Forests (rare), Tundra
<b>FREQUENCY:</b>	Rare
<b>ORGANIZATION:</b>	Tribe
<b>ACTIVITY CYCLE:</b>	Any
<b>DIET:</b>	Carnivore
<b>INTELLIGENCE:</b>	Average (low)
<b>TREASURE:</b>	E, O <sub>x</sub> 2, J-N
<b>ALIGNMENT:</b>	Neutral (evil tendencies)

<b>NO. APPEARING:</b>	1-6
<b>ARMOR CLASS:</b>	4
<b>MOVEMENT:</b>	12
<b>HIT DICE:</b>	13+4
<b>THAC0:</b>	7
<b>NO. OF ATTACKS:</b>	2(3)
<b>DAMAGE/ATTACK:</b>	By weapon+14/d8+14/ d6+14/d6+14

<b>CRIT. HIT/FUMBLE:</b>	
<b>SPECIAL ATTACKS:</b>	See below
<b>SPECIAL DEFENSES:</b>	See below
<b>SIZE:</b>	L 14.5' tall 7' shoulders
<b>MORALE:</b>	Elite (14)
<b>XP VALUE:</b>	Male 9000 Leader 11,000 Shaman 10,000 Female 4000 Young 1000

The trilon is a fierce adversary and many adventurers have met their ends at the hands of these blue-skinned hulks. Trilons are believed to be the result of an unholy mating between a yeti and titan.

A trilon's skin is pale blue, covered with patches of white or gray hair. Its legs are fur-covered and cloven in a manner similar to that of a satyr. Trilons have three eyes set in a triangular pattern and three sharp blue horns, thus the name Trilon. The trilon's teeth are razor-sharp and its three-pronged purple tongue continually flicks in and out of its mouth in a manner similar to that of a snake. Each of its hands is a deadly weapon; the trilon's claws are like daggers which when combined with its immense strength (24-25) can cut an adventurer in half.

**Combat:** The trilon has a high dexterity and strength. These abilities help the trilon reign victorious in most melees. The trilon fights with weapons when available, otherwise it uses its razor-sharp claws and horns to rend



opponents. If a trilon scores a hit with both hands in melee it will try to bite an opponent. In order to bite the trilon must roll to hit as normal, if successful the bite causes 1d4 points of damage and the victim must make a save vs. poison or fall asleep for 2d6 rounds. Creatures affected by this poison may be awakened by vigorous slapping or any attack after a minimum of one-quarter of the total duration of the sleep effect has elapsed. Alternately, the trilon may bore with its horns for double damage instead of biting (50% chance of either.)

Trilons often dismay their opponents with their incredible manual dexterity. They have a 2 in 12 chance to dodge or catch any missile directed at them (they catch the missile on a roll of 1 and dodge the missile on a roll of 2). A trilon which dodges a missile must forfeit one of its normal attacks, and it may only attempt to dodge or catch a missile if it has one hand free.

Trilons typically arm themselves as follows: Two-handed

sword and mace; polearm and five spears; polearm and battle axe; two two-handed swords; two-handed battle axe and long sword; two two-handed battle axes; two polearms; sling and military fork; sling and gladiators net; battle axe and gladiators net.

**Habitat/Society:** Trilons live in a tribal community. Their leader is the strongest male, his word is final in all affairs. Trilon leaders have 16+4 Hit Dice.

Trilons may become shamans of up to third-level. These priests are respected by the tribe and rank second only in power to the chief. Their god is unknown.

A typical Trilon lair contains females equal to 125% of the number of males and young equal to 25% of the number of males. Females have 10+4 Hit Dice and young have 5+4 Hit Dice.

**Ecology:** Trilons are most often found dwelling in the hills and mountains. Some tribes of Trilons have also been identified in the Dark Forest. It is possible they dwell in other forested areas as well. Trilons are also known to dwell in the frozen wastes of the northern tundra. In general trilons prefer colder climates.

Trilons prefer horse meat, but will eat almost any type of meat available. They also eat some roots and berries found in their local habitat.

*Text ©2000 by Steve Stewart*

*Artwork ©2000 by Salvador Cisneros*

*All rights reserved. Permission is granted to copy for personal use only. This publication may not be published or re-posted electronically without the written permission of the author.*

This monster and other information for your AD&D 2nd edition game can be found at Zayix's Fälgorna Archives for Dungeons and Dragons

(<http://www.saintsilver.com/zayix/>)