

THOUL

Source: 2e *Mystara Monstrous Compendium Appendix*.

A thoul is a magical hybrid of hobgoblin, troll and ghoul that usually strongly resembles a hobgoblin with slight trollish features, such as greenish skin, a long nose, thin, gangly limbs or wiry black trollish hair. Though thouls are a true species and are capable of breeding, they have a relatively low birth rate, comparable to that of gnomes. This is offset, to some degree, by their regeneration. Thouls are often found amongst hobgoblins, sometimes serving as leaders or shock troops. However, a thoul dwelling among hobgoblins is always treated as an outcast, set apart by its mixed blood.

Thoul Clubber

Medium natural humanoid

Level 2 Brute

XP 125

HP 46; **Bloodied** 23

AC 14; **Fortitude** 16; **Reflex** 14; **Will** 12

Speed 6

Resist 5 necrotic

Initiative +3

Perception +0

Darkvision

TRAITS

Regeneration

If the thoul has at least 1 hit point at the start of its turn, it regains 5 hit points. If it takes acid or fire damage, the thoul's regeneration does not function on its next turn.

STANDARD ACTIONS

(mbasic) Club (weapon) * At Will

Attack: Melee 1 (one creature); +7 vs.AC.

Hit: 1d6+5 damage.

(melee) Savage Blow * At Will

Attack: Melee 1 (one creature); +7 vs.AC.

Hit: 2d6+5 damage.

(melee) Trounce * At Will

Attack: Melee 1 (one immobilized creature); +5 vs. Fortitude.

Hit: 3d6+5 damage and the target falls prone.

(melee) Paralyzing Claw * Recharge 5 6

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 1d8+5 damage, and the target is immobilized (save ends).

Str 17 **Dex** 13 **Wis** 8

Con 16 **Int** 6 **Cha** 6

Alignment chaotic evil

Languages Giant, Goblin

Equipment leather armor, club

Thoul Render

Medium natural humanoid

Level 3 Soldier

XP 150

HP 47; **Bloodied** 23

AC 19; **Fortitude** 17; **Reflex** 15; **Will** 14

Speed 6

Resist 5 necrotic

Initiative +5

Perception +2

Darkvision

TRAITS

Regeneration

If the thoul has at least 1 hit point at the start of its turn, it regains 5 hit points. If it takes acid or fire damage, the thoul's regeneration does not function on its next turn.

STANDARD ACTIONS

(mbasic) Paralyzing Claws * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 2d8+2 damage and the target is immobilized (save ends).

(melee) Rend * At Will

Attack: Melee 1 (one immobilized creature); +10 vs. AC.

Hit: 3d8+2 damage.

MOVE ACTIONS

Stand My Ground * At Will

Effect: Until the beginning of the thoul's next turn, it reduces forced movement on it by 3 squares.

Str 18 Dex 15 Wis 13

Con 15 Int 6 Cha 6

Alignment chaotic evil

Languages Giant, Goblin

Equipment chain mail

Thoul Archer

Level 7 Artillery

Medium natural humanoid

XP 300

HP 62; Bloodied 31

Initiative +7

AC 19; Fortitude 19; Reflex 20; Will 18

Perception +5

Speed 6

Darkvision

Resist 5 necrotic

TRAITS

Regeneration

If the thoul has at least 1 hit point at the start of its turn, it regains 5 hit points. If it takes acid or fire damage, the thoul's regeneration does not function on its next turn.

STANDARD ACTIONS

(mbasic) Longsword (weapon) * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 2d8+6 damage.

(rbasic) Longbow (weapon) * At Will

Attack: Ranged 20 (one creature); +14 vs. AC.

Hit: 2d10+4 damage.

(ranged) Rapid Shot (weapon) * Recharge 6

Effect: The thoul archer uses *longbow* against three different targets.

TRIGGERED ACTIONS

(melee) Paralyzing Swipe * Encounter

Requirement: The thoul must be bloodied.

Trigger: An enemy enters a square adjacent to the thoul.

Attack (Immediate Reaction): Melee 1 (the triggering creature); +12 vs. AC.

Hit: 1d10+2 damage, and the target is immobilized (save ends).

Str 16 Dex 19 Wis 15

Con 14 Int 9 Cha 9

Alignment chaotic evil

Languages Giant, Goblin

Equipment chain mail, longbow, longsword, 36 arrows

Thoul Shock Trooper

Level 7 Elite Brute

Medium natural humanoid

XP 600

HP 196; Bloodied 98

Initiative +5

AC 19; Fortitude 20; Reflex 19; Will 18

Perception +4

Speed 6

Darkvision

Resist 10 necrotic

Saving Throws +2; Action Points 1

TRAITS

Regeneration

If the thoul has at least 1 hit point at the start of its turn, it regains 5 hit points. If it takes acid or fire damage, the thoul's regeneration does not function on its next turn.

STANDARD ACTIONS

(mbasic) Greataxe (weapon) * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 2d12+6 damage, and the thoul pushes the target 1 square.

(melee) Cleaving Blow * At Will

Effect: The thoul shock trooper uses *greataxe* against two different targets.

(melee) Force the Way * Encounter

Attack: Melee 1 (one creature); +10 vs. Fortitude.

Hit: 3d12+6 damage, the thoul pushes the target 4 squares and the target falls prone. The thoul then must shift 4 squares to the closest unoccupied space adjacent to the target.

Miss: The thoul pushes the target 2 squares, then must shift 2 squares to the closest unoccupied space adjacent to the target.

TRIGGERED ACTIONS

(melee) Paralyzing Swipe * At Will

Requirement: The thoul must be bloodied.

Trigger: An enemy enters a square adjacent to the thoul.

Attack (Immediate Reaction): Melee 1 (the triggering creature); +12 vs. AC.

Hit: 1d10+4 damage, and the target is immobilized (save ends).

Str 20 **Dex** 15 **Wis** 13

Con 18 **Int** 7 **Cha** 9

Alignment chaotic evil

Languages Giant, Goblin

Equipment plate armor, great axe

Thoul Guard

Medium natural humanoid

Level 13 Minion Soldier

XP 200

HP 1; a missed attack never damages a minion

Initiative +12

AC 29; **Fortitude** 26; **Reflex** 25; **Will** 24

Perception +8

Speed 6

Darkvision

Resist 10 necrotic

TRAITS

Hard to Kill

If the thoul guard takes damage other than acid or fire damage, it makes a saving throw. If it succeeds, instead of dying, it regains 1 hit point, falls prone and is stunned until the start of its next turn.

STANDARD ACTIONS

(mbasic) Paralyzing Claw * At Will

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 10 damage, and the target is immobilized (save ends).

Str 21 **Dex** 18 **Wis** 14

Con 18 **Int** 7 **Cha** 9

Alignment chaotic evil

Languages Giant, Goblin

Equipment plate armor, heavy shield