WHAT'S IN THIS BOX?
An Explanation of the Parts

This boxed Trollpak RuneQuest® supplement contains 3 referee's books, 2 additional independent scenarios, player handouts, a map of Dagori Inkarth and environs, and a trollball field backprinted on the Dagori Inkarth map. Each major item fulfills particular needs.

UZ LORE contains background for the both the referee and the players concerning troll myth, history, anatomy, likes and dislikes, and so on. If the players are going to play troll characters, then the players should read this book.

THE BOOK OF UZ is mostly about playing troll characters, including standard troll types for the referee and a broad selection of troll religious cults important in the area. If the players are going to run troll player-characters, they also should study this book.

INTO UZDOM is a book of scenarios, with additional notes. The Sazdorf Clan scenario is particularly extensive, and can provide many hours of adventures.

MUNCHROOMS A and B are the same scenario told from opposing points of view. The referee can assign a side to the players or let them choose; the information available to each side is different in several respects. The cavern map held by the trollkin always is the correct one, in cases of conflict.

The DAGORI INKARTH map shows surrounding lands as well as the troll region; the assumption is if human characters are run, then they will start from a human town. The largest town in the region, Boldhome, is just off the map on the road south from Jonstown. Characters from the Borderlands scenario pack probably would start from Pavis. Lunar characters could start from Aldachur/Alone.

Back-printed on the Dagori Inkarth map is a trollball field, at a 1-meter-to-1-hex scale. The rules for trollball are in the Into Uzdom book.

PLAYER HANDOUTS include various reports, letters, and so on. Any of the player handouts may be photocopied by the referee for personal use only. Instructions in each scenario indicate when the handouts should be distributed and how expensive is the information. The Thunderbreath Restaurant menu, appropriated from the Crabtown branch, may be given to the players at the referee's discretion. (There are six locations in all, so enjoy every one!)

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DESIGNER'S NOTES FOR TROLLPAK

Glorantha began as a place, not as a game, and so it exhibits characteristics which sometimes are difficult to turn into quick or easy game form. The world has grown out of an intense curiosity of mine in investigating the world about me, and speculating on it and upon alternatives.

My speculations have often begun in one place, seemingly known to us all, and gone on into more and more detail as I learned bits and pieces through reading, writing, thought, or game playing. Sometimes, as with the common races of legend (elves, dwarves, and trolls) my speculations went far from the originals, taking the old labels with them.

Trolls illustrate how it happened. They were first a species in my lofty histories, dark villains of the night with odd and frightening powers. They were never the greatest, but always ready in the corners to take advantage of weakness.

I wrote volumes of history, maybe a million words, and every so often there would be something new for me about them. In one very old tale, about the Fronelan Jonat, two things appear which are like trolls, but are quite different. Now only one of those is a troll, the other is a different monster.

The RQ game brought a new revelation, for this was the first time that we were to see numbers of trolls close up. Old Xem, Jonat's friend, was almost always in the darkness, unseen, and his great activities all took place offstage, reported by sorry survivors rescued by noble Jonat. But in RQ they quickly became a favorite monster – their every measurement was taken and turned into a viable stat.

They were surely a favorite of mine. The Sazdorf Clan is the second scenario which I ever began and played, and it was in play for quite a while. During this time, I was determined to show my players that these creatures were something besides monsters to kill. With a rallying cry of "trolls have kin, too!" I began to show how they worked.

Of course, the details were quite a surprise to me as well! I didn't know (at first) about the details of their sonar senses, nor about their amazing digestive system. I did know they ate, hated light, and worshipped ancient Kyger Litor.

The results of these studies are presented here for you. This volume contains many hints for scenarios beyond the ones in this package.

I hope you enjoy it.

Greg Stafford

Now that the project is complete, it seems that I have been working on Trollpak for as long as I can remember. Was it really only the fall of 1980 that I began? I have been playing in and with the world of Glorantha for years. When Greg Stafford allowed me to collaborate with him on a description of trolls – a most interesting-sounding project – I was quite pleased.

I had certain preconceptions about how a troll worked when I began writing for Trollpak. As the project grew, my ideas and theories grew with it. The trolls matured and developed into fully-rounded individuals, and their race became a fascinating complex of creatures. As I delved deeper and deeper in the motivations of trolls, their customs and mores, I began to respect them, and to understand trolls almost as well as I understand myself.

I wrote most of the 'scientific' data about trolls that was included in the final manuscript, such as the troll dissection, the skulls, and troll etiquette. I also completed most of the Book of Uz and about half the scenarios. I created the cults (except for Kyger Litor and Zorak Zoran) from Greg's notes, and my own imagination. They changed and molded themselves to fit troll personality better, and that is as it should be. Greg, an excellent myth-maker, wrote all the legends of the trolls, their history, and their philosophy. It was a happy alliance.

My favorite part in the completed work is the troll evolutionary family tree. Greg provided a time-line, and ideas for most of the creatures there, and I made the basis for the tree and did the initial drawings for the skulls. The result is a family tree that would look at home in any paleontology textbook. Another of my favorites is the troll menu, on the back of the Book of Uz. That menu was great fun to create and type up, and I will always feel affectionately towards Thunderbreath restaurants, though I would rather die than walk into one of their kitchens.

Trollpak is unique. It is the first game aid that completely describes an alien race. It is not only the first, but I am certain that it will remain one of the best for years to come. It has set a standard that will remain hard to equal. I hope sincerely that any following works, by the Chaosium or whoever, remain as high-quality as this. Use it as you see fit. I believe that it is difficult to read through this work without having a spark of desire ignite within you – a wish to see a troll, talk with one, or just take one to lunch. With the creation of Trollpak, trolls have become as well-rounded and interesting as humans. May they never go extinct.

Sandy Petersen

UZ LORE

BOOK ONE: TROLL LEGENDS AND NATURAL HISTORY

A CHAOSIUM Publication

UZ LORE

BOOK ONE OF TROLLPAK

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THIS IS A DOCUMENT of Lhankor Mhy, Lord of the Light of Inspiration, who seeks knowledge from beyond the ken of gods. His protection is on this document, sealed by the laws of Lhankor Mhy, Hail his Intelligence, and by Orlanth, King of the Gods. Their curses are upon any who profane this, misuse this, or who steal it without true value paid. FOR SALE: All contents - 100,000 Guilders, pure silver.

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CONTENTS

Mythos 2
Genealogy of Darkness Deities (chart) 3
Troll Migrations During the Storm Age (map) 7
Eleven Troll Battles (map) 9
Troll Eating Habits (study) 10
History 12
Genertela at the Dawn (map) 13
Kyger Litor Wrestles with Gbaji (famous story) . . . 18
Genertela During the Second Age (map) 21
Troll Types Examined (study) 22
Trollkin and Ownership (study) 26
Genertela During the Third Age (map) 29
The Shadowlands (map) 33
Snow Troll (illustration) 34
Hot Troll (illustration) 35
Castle of Lead Entrance (illustration) 36
Dagori Inkarth 37
Dagori Inkarth (map) 37
Sporewood (illustration) 40
Redstone Caverns 41
Redstone Caverns (overview map) 41
Redstone Caverns (detail maps) 42-47
Troll Anatomy and Digestion (study) 48
Troll Anatomy (illustration) 49
Skulls and Evolution (study) 50
Sazdorf Clan 52
Sazdorf Clan Genealogy (chart) 56
Organization Chart (chart) 58
Insect Study (study) 63

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Mythos

The Choosing of Kyger Litor

The actions of the Celestial Court are a mystery, even to later deities who worshiped them. Their world existed even before pre-Time, and from it came the world which is now known. Their motives are as remote and as mysterious as their origins.

Dame Darkness was the Celestial Court member who rose from the Darkness element. She is depicted as a lithe and slender ebon woman wrapped in a flowing black cape. It was she who chose, from among the formless blobs of shadow, some of the entities who grew to become gods. Three in particular are important here: the darkness goddesses of animals, plants, and of people.

Myths say that the Form Runes were made and passed as toys among the Celestial Court. Members who fancied a Rune copied it, imprinting it upon their own particular pattern. Thus when the Plant Rune was formed there were afterwards plants of darkness, plants of water, plants of earth, and plants of fire.

Mee Vorala is the name given to the goddess of fungus. From her body grew all of the types of fungi which embellish the worlds, and she is called the Goddess of Darkness Plants.

Sokazub is the name of the Goddess of Deep Dark Animals. From her body writhed and wriggled all of the types of protostomes which enrich the worlds. Other creatures also descended from her which filled the darkness with moving life.

Kyger Litor is the name of the Goddess of People of the Darkness. From her body crawled and leapt all of the trolls which inhabit the world today.

The First Trolls

Dame Darkness took the Man Rune and stirred the sweet secret essence of Kyger Litor, who afterwards bore Korasting, the Mother of Many. Then Dame Darkness gave the Rune as a plaything to the two troll goddesses, and with no other aid each of them bore three more children. These are the ancestors of all trolls and with Korasting are sometimes called the Seven Sacred Ancestors, who with Kyger Litor make up the Circle of Eight.

These are the Seven Sacred Ancestors:

KORASTING, Mother of Many, favored of Kyger Litor. Korasting continued afterwards to bear many famous trolls of elder days in addition to her part of the Seven Sacred Ancestors.

KARRG, Master of Weapons, Valiant Protector, he was also the first male troll.

VANEEKARA, called the Hurler because of her everlasting fame at casting large objects over incredible distances.

JAKABOOM, Dancer in the Shadows, was also the first troll shaman, and taught the trolls their dances which protect them from malevolent spirits and help them to fight Chaos.

JESET the Ferryman was first of Korasting's children. He invented the first boat to help his kin, and later the dead, to cross the river Styx.

HOMBOBOBOM, the Great Drummer, who invented the many secret sounds of the trolls and also accompanies them in dancing. She was the second of Korasting's children.

BOZTAKANG, the Chaos Killer, who taught his magics to the whole of his race. He was the third child of Korasting.

MAN TROLLS

There is a particular thing about these dark trolls which we have noted. They are a rare and fearsome race which lives in shadows and abandoned places and which delight in great gory eatings. Mother frighten children with tales of them, and their armies have sacked empires of brave men. They are crude, hate fire, and love caves and holes for their raw meals and rough rites.

Yet the longer they live among men the more manlike they become. At first I could not understand those humans who lived alongside ramshackled troll villages, but now I think I see. They too had found the vision of affinity between us and these alien dark creatures. They saw their man-part rather than their dark-part.

In light of this new understanding, I propose that these creatures no longer be called dark trolls, but instead be recognized for what they are: *man trolls*!

— Lavanse the Longtongue

The Silent Stalker

Sometime during this era there was formed a darkness spirit named Zorak Zoran whose only previous experience was being burned by the light which had lain unborn in the underworld's womb.

Curious and strong, he often explored the unknown parts of the underworld. Cautious, he often secretly stalked the things he found moving about there.

One day he sighted Eurmal and Humakt, two foreign gods, being led through the infernal regions by Vivamort, another darkness spirit. Zorak Zoran stalked them and saw when they discovered their objective, a tantalizing and frightening power never before imagined.

Zorak Zoran followed the gods and spied upon them as they approached Grandfather Mortal, who fell to the new power and named it Death. Then he saw Eurmal exchange the weapon for a replica which worked for Humakt, and Orlanth used Death to slay Emperor Yelm. When the world grew darker, Zorak Zoran grew more confident. The weapon, Death, passed among many hands and spread its waste throughout the world. At last Zorak Zoran saw his opportunity and seized the magical blade. With it he chopped down Flamal, beloved God of Plants, and began the Great Hunger.

Death had come to paradise.

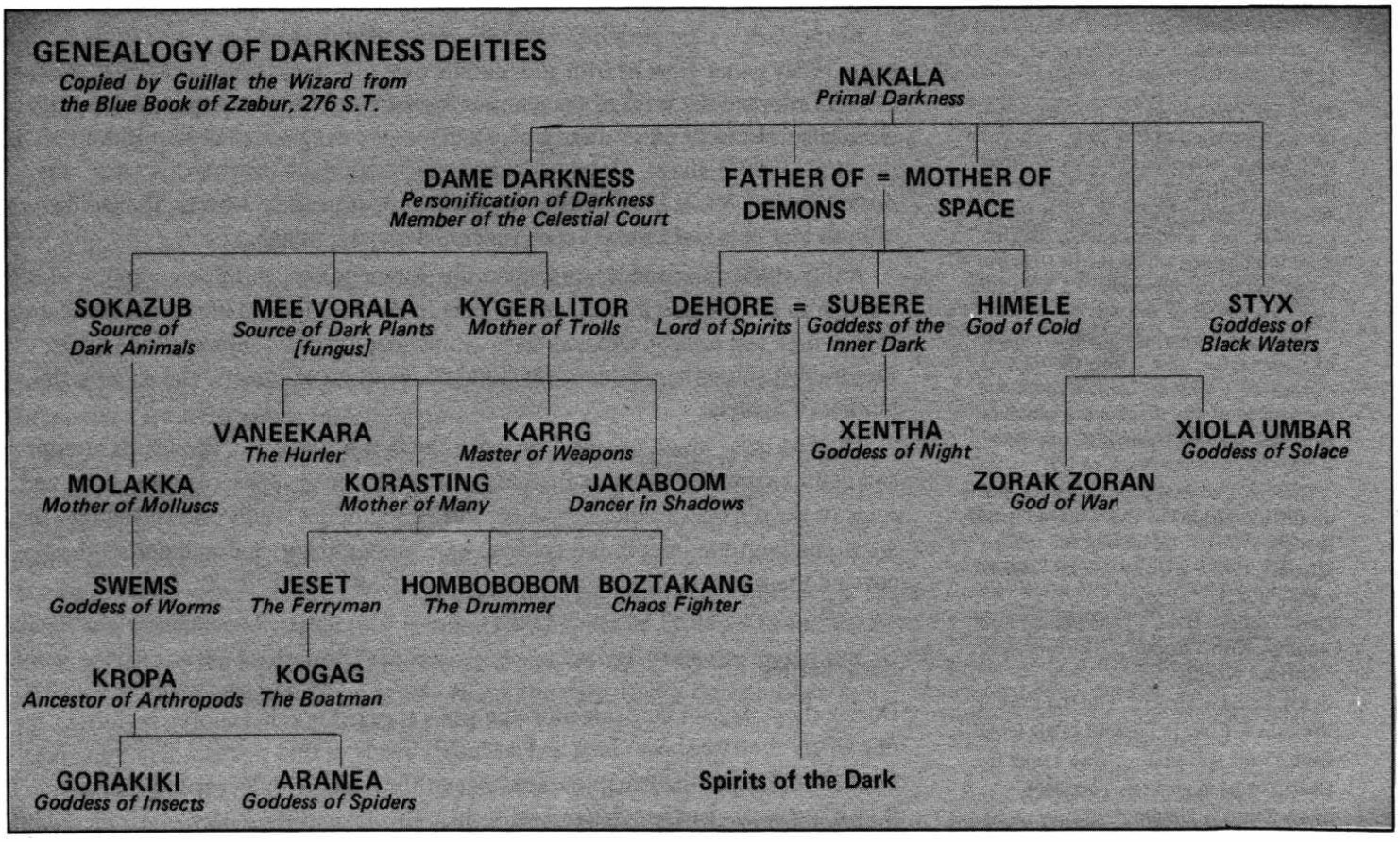
The Great Enemy

One day, in Wonderhome, a troll named Eristi the Doubter met a stranger walking through the land near a big rock which is called Vaneekara's Shot. Eristi thought the person the ugliest creature he'd ever seen and asked why he was there, and who he was.

"I am Old Man," came the reply. "Too many years I've spent with my old bones aching amidst the unappreciative younger generations. Ended now it is, and I am going to a place to rest and wait for the others."

Eristi the Doubter did not believe or understand that, but related the tale afterwards to anyone who would listen to it.

The next stranger who came had a retinue, and his arrival was more momentous. It was Yelm, the second being to die, who had been Emperor of the Universe and Sun God, Source of Fire.



Trolls had been in the light before, but never so close to Yelm. All the antipathy between Light and Darkness came to the fore and mustered all of the forces of Darkness to resist this invasion. The ranks of the gods and spirits swelled. Armies of ancient trolls massed to fight the lesser enemies crowding upon the train of the burning, bleeding god.

This was the Battle of Hanroo Field, a place which remained scorched and dead ever afterwards. It is a wide place in Yelm's crisped path which crosses the underworld from west to bottom.

Yelm was unstoppable. Armies of trolls were burnt to nothing. All shadows fled before the light. Subere shrank farther beneath the underworld. Yelm, gory and crying in pain, accompanied by his weeping and mourning minions, strode through Wonderhome and settled nearby, close enough so his light hurt the trolls and frightened the spirits. Worst of all was that more new creatures, often beings of Light, came and joined their wailing companions in the underworld.

The most terrible loss for the trolls was Korasting, Mother of Many and favorite daughter of Kyger Litor. She was the trolls' fertility goddess, but she was stricken by Yelm, so she could not escape with the others. Instead she remained behind, a prisoner in the land of the dead, so her powers of plenty were withheld from her kin.

Wonderhome

As the race of trolls multiplied, they spread to live in a place of ease and bliss which they called Wonderhome.

Wonderhome was a place of total darkness where the temperature was perfect for trolls. Everyone had their choice of things to eat, depending only on how far they wanted to walk between meals. Ranges of fungi, molds, and jellies were smeared as far as could be sensed.

It is known that the goddess Subere, Goddess of the Inner Darkness, and Dehore, God of Darkness Spirits, were worshipped by trolls then, and that Himile had some friends who were trolls when he moved away from his kin.

Styx, the Goddess of Black Waters, was also born nearby the trolls' Wonderhome. Sometimes she is called a puddle, sometimes a pool or fountain, sometimes lake, river, or ocean.

As the dark waters grew beyond their realm, they became less dark and more water. They water grew its own gods and its own life. Trolls hunted there, and some of them adopted the ways of the goddess Robber who became Magasta's net. They were called sea trolls. Also there grew Molokka, the daughter of Sokazub, who is the Mother of Molluscs. Molokka had another important daughter too who was named Swems. She is the Goddess of Annelids, or segmented worms. The children of both Molokka and Swems are considered darkness animals.

A tiny speck appeared floating upon the waters. It was land. It grew to become an island, then a continent. It grew its own deities and life forms. Foremost at that time was Kropa, who had many children and reigned supreme for a while. Best known among her children are Gorakiki, Goddess of Insects, and Aranea, the Mother of Spiders.

The Fire Age, which followed, changed the face of the earth, though its interior and depths were untouched at first. Many new life forms appeared at this time, and some of the old ones found themselves able to reproduce wildly and spread far. The latest children, the insects and spiders, were among them, and millions of them covered the worlds.

Early Battles

During those days of lazy splendor, the trolls engaged in other sports, preferring the one where they went over long and legendary roads to find places where other creatures lived. One of their first journeys was to the Spike with Kyger Litor where they discovered elves and dwarves with their already ancient rivalry.

UZ

They call themselves Uz, a word which can be translated as 'the folk.' Everyone who uses a language has a word which means 'the folk,' or 'us' as clearly distinct from everything else. Most thinking creatures are species-centric, despite their intelligence which seems to prove it is healthy to be otherwise. To the trolls, Uz is the center of the world.

More specifically, Uz is the living part of Kyger Litor, who is also the incarnation of all trolldom. Uz is a mundane appendage of the great black goddess, who has further powers in her own worlds beyond the reach of Uz.

There are, as would be expected, many modified versions of this word to specify specific types of Uz among the trolls.

Mistress Trolls – Uzuz ["The Folk of the Folk"]
Dark Trolls – Uzko ["The Pained Folk," comp. with "Komor," Hurtplace, or Surface World]
Great Trolls – Uzdo ["The Big Folk"]
Trollkin – Elno ["Twisted Little Ones"]
Cave Trolls – Romal ["Nose Loper"]
Dead Trolls, in general – Uztagor
Snow Trolls – Uzhim

Trolls delighted in taking advantage of the ancient feud. When Jongale the Silent plucked some leaves from Shanasse's locks, it was blamed on the dwarves. The Mostali also blamed the elves for the ruin of their famed Castle of Delicacy which was smashed by a landslide, but Vaneekara often boasted about the huge rocks she hurled at the structure.

Once elves appeared in Wonderhome and they took many types of fungi away. The trolls and black elves resisted stubbornly but were defeated, and since then some rusts and molds still feud with other plants. Trolls pursued but were captured and chopped up, and it took many songs to fix them again.

Another battle with dwarves is recorded at the Blind Bird's Tree. Here a whole clan of trolls was captured and shamed, all of them even taking wounds as part of their punishment.

Neither incident disrupted the ease of the troll's lives, There were more raids made against the trolls and more made by them as well. Gore and Gash, two troll heroes, discovered a secret route to a world where other creatures lived and troll fighters often explored there, though it was very dangerous.

Kyger Litor was struck by a deep, unyielding sorrow which permeated the whole troll race. So deep was her pain, and so critical the energy lost with Korasting, that all trolls born since that time have differed greatly from the more ancient type. The ancient race is called the Mistress Race, but the new race are called Dark Trolls. The former persists in historical times, but is slowly dying out despite troll efforts to make it otherwise.

The Exodus

Kyger Litor ordered the evacuation of her people from their primal lands. Other deities had already fled upward, out of the underworld and into the realms above. Xentha had seized great powers and realms and was called Goddess of Night. Zorak Zoran was already there, gladly fighting and conquering the lesser things which were dependent upon light and the sun. Xiola Umbar was there too, following her brother's trail and making many friends with the confused lesser creatures. Gorakiki said he was no longer inferior, but preyed upon all of the world and was thriving.

The trolls left the underworld in three major groups. Kyger Litor led the largest one, Gore and Gash took the Backhill Path, and Kogag, the son of Jeset the Ferryman, led many by boat.

Kyger Litor led the mass of trolldom through secret paths to the roots of the Spike. Trolls crowded into the palace of Dame Darkness. Some ancient maps show a part of the Spike as a troll kingdom, which was this region. From there armies and peoples migrated in other directions, but especially southward.

Gore and Gash were two famous warrior trolls. They were cut off by the Sun God's presence and took a large portion of the trolls by their war trail into the upper world.

Kogag and the boat trolls sailed down the River Styx hoping to reach the Black Sea and, from there, find safety. Their travels were delayed and detoured and they disappeared from the world for a long time.

During this escape, the route was nearly destroyed. A fragile path ran through the realm of Asrelia, Goddess within the Earth. She was deeply engaged in a terrible struggle with Lodril, God of Volcanoes, who was trying to drive her from her own realm. The trolls, led by Gore and Gash, chose to intervene and aid the goddess. Thus was Lodril driven off for a time. Since then the goddess Asrelia has been a friend and worshipped by trolls. She is called the Goddess of Darkness in the Earth. She is goddess of the Underworld for many peoples, though everyone knows the Darkness worlds lie deeper. Some people claim, too, that Lodril is her husband.

The Genertelan Treks

Gore and Gash were both male trolls. They grew up in the Three Towers, a famous mountain stronghold in the underworld which had a unique valley perched high up

THREE CURIOUS SPIRITS

The struggle between Light and Darkness is said to have begun even before the birth of Light when the foetal Aether huddled helplessly in the womb of its mother. Unborn, it lay in darkness, and there the creatures of the dark came to investigate it. They saw that it was a wrapped bundle and they could feel its emanations from afar. For a time they viewed it from a distance and made up their minds about what they thought it was.

There were three gods of Darkness viewing it. One was called Argan Argar, one was Xiola Umbar, and one was Zorak Zoran.

"It is Friendship from afar," said Xiola Umbar.

"It is just another godling," said Argan Argar.

"It is an enemy," said Zorak Zoran, "and I shall eat it to hide it away from us." Then he lifted the bundle and uncovered its veil. Zorak Zoran was burned horribly by the intense light and heat and made ugly to the light ever afterwards. Argan Argar, further away, turned his back from the view and had no permanent damage. Xiola Umbar, furthest from the light, blinked rapidly but remembered what she saw.

This is a Darkness myth. We believe it alludes to the Xiola Umbar "Secret of the Light Within."

between the peaks. Upon and within the mountain were bred many insects, and also there lived Gadblad the Smith.

When the decision was made to desert unlivable Wonderhome, Gore and Gash gathered many sacred items and brought them to the upper world.

This segment of the population remained intact until they came to the exit of the Backhill Path, which emptied upon the world they called Hurtplace. After much discussion and debate, they decided to separate into three parties and search for a place to live.

One group hiked eastward. They came upon a newly-raised god called Black Sun. Together they continued eastwards and came to the sorry Kingdom of Ignorance. The people there saw Black Sun as a fulfillment for their prophecies and were happy to make the trolls their ruling and priestly class. The trolls called this land Dozaki's Newhome, but everyone else continued to call it the Kingdom of Ignorance.

A second group led by Bostakang, marched northward. They went until they came to great sheets of ice. They recognized this as Himele's element and searched long until they found some of their long-gone kin living as ice trolls with Valind, God of Winter, helping to spread his realm. Bostakang's tribe joined the ice trolls and became safe, famous, and dangerous.

Gore and Gash led the third group. They headed southwest first, but they were sighted by an army of elves who waited for more help. Their overlord, Genert, responded. When the forces of elves and trolls came to battle, a whole range of mountains was thrown at the darkness men. This terrified them so much they turned and fled far away.

After some wandering and highly satisfactory eating, the troll army was again confronted by foes. These were both elves and remants of the Dara Happan Empire, sun-worshipping humans. Yelmalio aided them. Again the trolls were sent to fight, running and hiding in a northward direction.

When they smelled water the trolls turned westward and came to the shores of the White Sea. An argument began and fighting would have broken out between trolls except that they decided to once again divide up. Half marched north and half went south, led by Gore and Gash with many of their ancient treasures.

The northern portion were met after a while by a sea creature. It was huge, with glowing eyes and bass voice, and it offered to carry everyone to safety. The trolls, glad to find a friend, agreed to take the aid. The creature told everyone to line up, close their senses, and march forward towards the funny noise ahead of him. He warned them to never dare open their eyes nor to slow their pace or the magic would not work.

Everyone followed the instructions except Eristi the Doubter who was last in line. To him it sounded like the noise of eating and he opened his sonar. He saw the creature chomp the troll in front of him before he turned and fled. He found his way back to trolldom many years later after a furtive existence during the Gods War.

Gore and Gash continued southward until they reached the edge of the Dara Happan Empire. There was another battle which the trolls won. To mark their victory, they set up a huge wooden pillar, but it was later destroyed.

Then the troll forces made their way secretly and slowly along the border shared by Dara Happan and Genert. On their journey they met Zorak Zoran and aided him at the Hill of Gold where Yelmalio was sorely wounded. Emboldened, they pushed further southwards until they came to a region with new mountains rising amid raging windstorms. Dragonewt ruins dotted the range and provided temporary shelter. The trolls dug in, then Gadblad mustered all his forces to make the Castle of Lead. Gore and Gash held the singer's arms aloft as the massive structure was made by demons and things from the underworld summoned by the song.

A kygerlith was erected and evoked. Kyger Litor moved into the Castle of Lead.

Gore and Gash lived there with their leaders for a long time afterwards. They aided Karrg one time when he snuffed out some stars which had gotten tangled in

TROLL LANGUAGE

Troll language is an abbreviated form of the mistress language which itself derives from Darktongue.

Sound and listening are associated with the element of Darkness, and so it is not surprising to find the mistress language to be pleasant and sonorous, even to a trained human ear. Their language is tonal in nature, rising and falling with a musical lilt. The many sounds of the language are identified variously as hoots, whistles, clicks, and shrieks by ignorant humans.

The mistress race language has only a limited vocabulary suited to the simpler age from which they descend. When members of that august race speak it is usually in the Darktongue of dark trolls.

Dark trolls have well-developed lips and tongue and can make all human sounds. Their language contains abbreviated versions of the rich sounds and tones of the elder tongue. Darktongue vocabulary is extensive and includes many polysyllabic words. It is rich in imagery, contains an onomatopoeic sub-language to convey emotions, and has an even dozen methods of conveying genealogical information. For unknown reasons, trolls in the east tonally speak a half-octave higher than those of the far west.

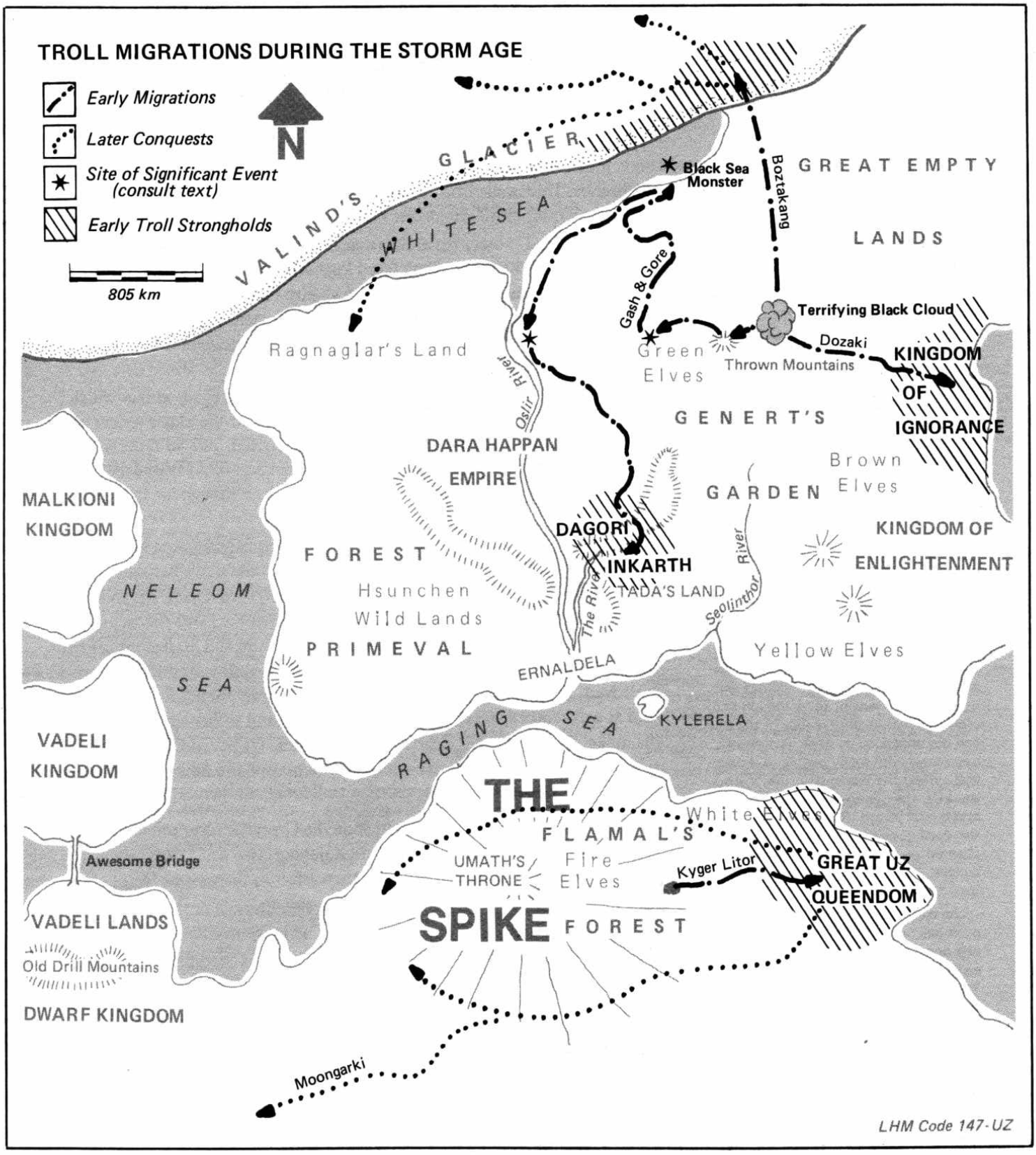
Night's hair. Armies went from the Castle of Lead and spread darkness wherever they went.

The darkness grew, and the trolls thrived amidst it.

Trolls Versus Chaos

The Lesser Darkness was a time of troubles and woe for most of the world, including the trolls. However, the trolls were more often perceived as the problem rather than as fellow victims of the darkness. Great enmity grew between the creatures of the darkness and the trolls. Those who did not oppose the trolls sometimes embraced the troll ways and thereby found refuge and safety against the dark.

The problems of the elder races were compounded during the Greater Darkness, also known as the Chaos Wars. Whatever equilibrium had been found by the living



during the Lesser Dark was smashed and destroyed forever when the alien races of chaos surged, flopped, and marched across Glorantha. Many beings, peoples, and places disappeared from the land of the known world forever.

The trolls had previously confronted chaos through the person of Bostakang the Great. Bostakang had once backtracked the trail of a mad darkness god who was later called Vivamort. He felt compelled to discover the source of Vivamort's agony. As he neared the place in Hell where Vivamort had seen what follows Death, Bostakang was confronted by Arrquong, a chaos spirit who guards the entry place into Glorantha. Boztakang dispatched Arrquong and, with a twist of his magical incisors, ripped a secret power from the spirit. Newly armed with his secret power, Boztakang peered into the hole, viewing the horrors of chaos to come. Boztakang then returned to his clan and began teaching them what he had seen, done, and of his new power. This new power is recognized as the special ability which trolls have in fighting chaos. It is now a part of Kyger Litor, whose descendants have inherited it as well.

The anti-chaos ability of Boztakang and his kin and followers was critically important in aiding their survival during the Great Darkness. Forearmed, they confronted their foes without fear but with complete resignation and acceptance.

Other forces often confronted and fought the chaos army. They usually fell and were, much to their eternal horror, melted and mutated into monsters of chaos themselves. This swelled the chaos armies so much that each battle usually saw two chaos armies slither off where one had arrived before.

Magics helped protect the trolls from this horror. The ultimate test of the troll resistance came when Boztakang faced Pocharngo the Mutator, a powerful chaos god who had already turned one troll army into mutants we now call cave trolls. Boztakang smashed Pocharngo, and then scattered the splattered remains upon the chaos army. Pocharngo's minions were themselves changed, and then dispersed across the world.

Even such victories seriously damaged the trolls. The chaos armies which the trolls fought were usually brought to a standstill, and the chaos armies rarely departed from such battles stronger than they arrived. But all reports contain references to troll losses, both of tribes or families and of great leaders. Gash died of wounds gained from a chaos creature, for instance, though his soul was snatched by Kyger Litor from eternal oblivion.

There were many other troll battles. No place or peoples were spared. Especially tragic was the fight at the Spike. The troll kingdom there was very powerful and prepared for the Devil and his army which marched across land, air, and sea to reach the magical mountain home of the gods. When the Devil first set its tentacled foot upon the sacred Spike, the troll armies drove him and his legions off with terrible losses to each side. The second army which approached this sector was also destroyed. The tragedy occurred when the chaos army, or another one, chose to land at a different spot, sweeping aside their foes and slithering into the depths of the Spike. There occurred events noted elsewhere, far beyond the control of the trolls, which resulted in the absolute destruction of the Spike and of everyone therein. This loss included the powerful troll kingdom there.

Some other famous troll fights include the Great Victory, where a troll army arrived after the forces of Wakboth and Kajaboor, two great chaos gods, had fallen upon each other and nearly destroyed themselves in the process. Another one was the Glory of the Black Sun, whose record is very unusual in that both forces, chaos and troll, stood in ordered ranks and fought what we would now recognize as a pre-arranged, set-piece battle. Other battles are recorded elsewhere.

Especially important to the trolls was the struggle called the I Fought We Won battle. Many races, species, and individuals claim to have been the principal combatant in this memorable battle. Heroquesting has proved that all claims made by everyone about attending this fight are correct.

The early onslaughts of chaos weakened the world, and the continued invasions by the vile things destroyed it. Trolls survived the troubles better than any other

"I FOUGHT WE WON"

I Fought

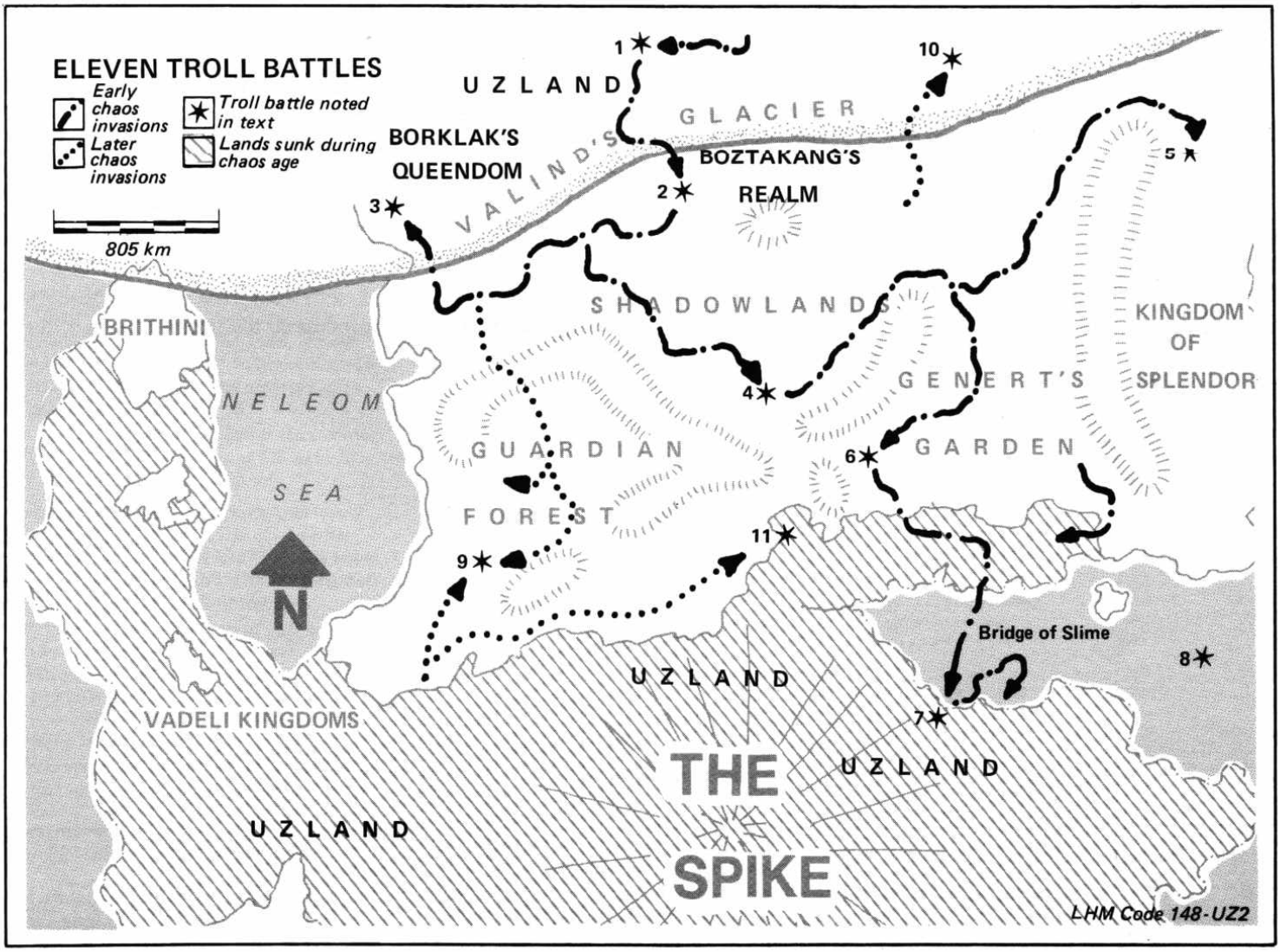
In the I Fought We Won battle, all the universe lay shattered, and the shards of life lay tumbled upon Dragon Pass. The army of chaos sailed over the sea of the void and oozed ashore, overwhelming all before it in a bloody froth until it splashed upon the Grey Hills of Dread. There it met the Last Person, standing upon the lonely shore surrounded by memories and dreams and hopes and fears, armed with magic, weapons, rocks and fists, a voice, and a will of steel.

Was the Last Person one person? Who can tell? Many have seen the vision and many have participated in it. Each participant, now or in myth, knows this as a crisis which they must face alone, regardless of opposition. With no other hope than themselves, each must face the deepest monsters of the Pit and overcome his own foes. Each one fights alone.

We Won

The triumph of the Last Person was a victory for the world. The battle began amid the hopelessness of the void and despair. Each person, alone though in a crowd, faced the grim reality of the End and did as needed be done. Afterwards one crowd with many people in it once again filled the world with life. With a shudder, the cosmos drew in a wracked breath and pulled itself together. In Hell, the dead gods held a conference and chanted great magics. Webs of power crossed the void, stitching the world back together.

The world is renewed. Each person so promises himself, knowing that which was once can no longer be so, and that each of us should be grateful for it. There is a meeting between what Was and what Might Be in the now of Time. The world of Was is called Godtime. The what Might Be is the future. The Godtime houses the immortal deities who sit and wait in a timeless stasis. The future belongs to mortals, in the realm where change and death and hope all break the stasis of myth.



ELEVEN TROLL BATTLES

1. Stormfall — A defeat for the Gods of Air. The Devil and his minions fell upon the Castle of the North Wind and destroyed all who opposed them. Trolls there fled after their windy leaders were killed.

2. Boztakang's Victory — The Devil Wakboth and his slimy army moved in a wide arc and tried to surround the craters and peaks of the Blue Moon Ruins. The trolls' magic and courage fought them off.

3. Icebreak — The chaos god Krjalk moved northward across the glacial sheets north of Fronela, melting the ice as it went. With his magical army he invaded the Ice Castle of Valind, God of Winter. Trolls, with freezing Himile magics, were foremost among the defenders and stopped the advance, turning the chaos army upon Krjalk and driving him back to Fronela.

4. Unity Battle — Trolls were a part of this force, but elves, dwarves, and humans also cooperated. During this time, the mountains of the Rockwood Range were bursting forth from the earth, the Pelorian rivers were washing backwards or forging new beds, and any habitants of the land were fleeing both the earthquakes and the army. The victors here later formed the First Council.

5. Glory of the Black Sun — A chaos army, possibly led by Tien, staggered around the Old Mountains (occupied by trembling humans and beasts) fresh from their victory over Genert, God of the Earth. The battle was fought by organized armies on both sides, which is peculiar but not impossible in the chaos wars. Other organized chaos armies appeared later.

6. Siege of the Castle of Lead — Wakboth, the Devil, with an army fresh from defeating Genert, surged against the allies of the dead earth god. Tada fell. Half the chaos army then moved directly against the Castle of Lead. The extent of its approach is still marked by the limit of the sparse chaparral of Prax. The leader of the chaos army was Krarsht, and though the army was eventually destroyed, the leader escaped again.

7. Karrg's Win — The chaos army approached upon the sinking remnants of Tada's Land. Both land and sea were becoming part of the army too, Karrg and a legion of Rune Lords stood and drove the ooze into itself until it became a neutral clump of clay. The second invasion landed on that clay island, ate it, and then advanced into another defeat by Karrg, who then gave the lump to Vaneekara the Hurler who threw it out of the world. Later the chaos army landed elsewhere and destroyed the Spike despite the trolls.

8. Robber's Rain — This is the only known major sea battle, The trolls were aided by their deity, called Robber, and by Magasta, a death god of the sea. The goddess Robber plucked the chaos army, shredded by the sea troll's fighting, and purified it with many uses of the purifying rain which she can control, and by the secret magics of Brastalos.

9. The Great Victory — Long into the chaos wars, there was less and less for the enemy to conquer, so they turned upon each other. Two of the greatest, Kajaboor and Wakboth, sent their armies upon each other in this vicinity, creating less chaos than they had begun with. Zorak Zoran led a select band of followers here, and in a long and gory fight mopped up the chaos forces. Though the greater gods escaped, Zorak Zoran did kill Krjalk here, or at least cut him up into millions of pieces.

10. Winter Win — A major chaos army moved northward from Peloria and onto the ice. Himile-worshiping ice trolls, Boztakang's Blue Moon Army, and followers of the Black Sun converged and destroyed the enemy.

11. I Fought We Won — The conclusive battle for survival among the (later) mortal species of Glorantha. This is a very interesting legend, for many races all claim it as unique to themselves. In the Jrusteli learnings of later ages, it was discovered that trolls, elves, humans, dwarves, and some lesser races all claim this decisive victory in the name of their favored Hero of the Darkness.

race, but even they were but a sorry skeleton of what they had been before. Their numbers, possessions, and even their very bodies were greatly affected.

The gradual cessation of the chaos things was very slow. We know there were at least 4000 generations of trolls between the I Fought We Won battle and the Dawning. During this time they strengthened their centers and sent hunters and warriors over the rest of the dark world. Much was in cinders and waste, but the trolls discovered remnants of the old world. These islands of survival eked out their miserable existence, often still fighting the trolls and being hunted, as game, by them.

Thus it stood when Kyger Litor was approached by a mystical member of the gods' community who bore a solution and compromise to the troubled ruins of the mythical cosmos.

TROLL EATING HABITS

Trolls are preeminently devourers. In their primeval existence in the formless world of shadows they need nothing to survive, though it seems that eating insects, or certain insects, made some of them different in those legendary areas. Since their ejection from the underworld they have needed to eat to survive, and since they predate all other intelligent species, they are capable of eating anything which came after their origin and are able to survive on it.

Trolls can eat even dirt or minerals and survive. Even water is capable of keeping them alive. It is further said that they can even eat air and exist on it. None of these items are counted among their favorites, though. They must eat prodigious quantities. spending all of their waking hours to eat enough soil or rock to maintain even the most minimal existence. (This makes it very difficult to keep them imprisoned, for they can eat their way out of anything if given enough time.) Furthermore, they report that those items are nearly unpalatable to them, and it is a troll insult to compare anything with the taste of dirt. Excrement is another least favorite food of trolls, comparable to dirt for its flavor and nourishment. Air, when used as food, offers even less nutrition and also causes terribly painful cramps and excessive flatulence, the noise and odor of which is occasionally cited as the reason that a hiding place was discovered by enemies. Even humans, who have a notoriously poor sense of smell, have been known to detect the olfactoral effluvia of air-fed trolls.

Only a few things are not capable of providing nutrition to trolls. Most notable are things which are made of light, things which are very hot, and the metal iron.

Trolls have clearcut preferences. Foremost among these are warm blood, including the meaty living vessels which produce it. They have no prejudice about whether the source of this is intelligent or not, unlike most other intelligent species. Other races, who can never understand or condone this practice, hate trolls for it, a hatred shared by chaotic races.

Vegetable matter is another favorite food, but not as well-liked as meat. Among plants, they prefer living ones to dormant ones, and succulent types to woody ones.

Some scholars have speculated that trolls actually prefer foods whose origins are mixed, combining portions of many elements into one foodstuff. Thus meat and plants count high on their list. Elves count highest of all, since they are actually composed of meaty vegetable matter.

Trolls never cook their own food, since they dislike fire and heat in excessive volumes. However, they will like cooked food if they find it or if it is all that is offered to them. Trolls do not dislike dead or rotted meat, considering the maggots or other carrion eaters to be part of the delicacy.

Trolls do not like to eat undead things, even if they have been killed again. This is because they consider undead an abomination, except for the Zorak Zoran disreputables, and then they consider it sacred.

The religion of Kyger Litor prohibits the hunting of other trolls for food, though this is a rule often bent in extenuating circumstances. Troll funerary customs always include devouring the corpse after prayers have been said to send the soul on its way to Kyger Litor.

Trollkin are not considered to be trolls by trolls, and so there is no prohibition against eating them regularly or upon desire. In some places trollkin are raised as food. It should be recalled too, that though there is a Rune lord requirement to devour a family member, this is a mark of honor and religious obligation, not a standard troll practice.

Intoxicating beverages are another troll favorite. Some troll beverages are capable of poisoning the unwary human who dares to imbibe them, and some drinks which will nearly kill a human are considered a light beverage by trolls. In converse, fermented milk (kvass) is incapable of making any troll drunk. They do seem to prefer beer over other fermented drinks, and generally consider wine of any sort to be inferior to good beers.

Drinking habits vary from individual to individual, but many troll stories proclaim the dangers of overimbibing. Many chieftains enforce strict teetotalling on their followers when in dangerous situations, but this is in no way the rule. If a group does have that rule then the leader is usually excessively violent towards followers who break it, or towards outsiders who try to make followers break it. As the saying goes, "there is nothing more furious than a teetotaler troll who is offered a drink."

continued

Finally, it should be noted that trolls have nothing akin to human "manners" while eating. They use no untensils. They bite off huge chunks, sometimes swallowing whole, sometimes chewing. Noise while eating is common, whether lip- and tongue-smacking and slurping or sending forth great greasy belches. Some prefer to gorge themselves prodigeously and then sleep it off. Others may be frugal and save portions for later eating.

Whatever their personal methods of procuring and devouring food, though, every troll has a wonderfully predictable delight in, and each counts himself as a gourmet. Trolls love food.

—Colnar the Learner
Priest of Lhankor Mhy
Jadnor Temple (857 S.T.)

Addendum: With all due regards to my teacher, the late Mr. Colnar Learner (may Lhankor Mhy bless him), the latest in my own studies verify all his splendid anatomical observations but one.

It seems that he, a master sage among us all, was capable of preconceived blunder as we all are. This should serve as an example to everyone to check sources and merely believe rumors which seem to be true.

It seems that, contrary to Mr. Colnar's opinion, the secondary stomach, the so-called "rock stomach" is more useful for digesting dirt than stone, and that hard rock is not really eaten at all.

The tough surface of the stomach lining is needed to withstand the powerful digestive acids which enter the organ from the *ductus gallus* and are churned about by the tough muscles. In this process, all organic matter is dissolved, cooled with juices from the *ductus sucrus*, then passed to the intestines where the organic dissolutes are absorbed and the inorganic dirt expelled.

I have spent many years digging in ancient caves abandoned now but once inhabited by trolls. They are full of sand, gravel, shells, and indigestibles, as well as traces of some more common metals.

Though unproven as yet, I also doubt they can exist on a diet of air, water, metal, ice, or feces.

—Thorloss the Scribbler
Priest of Lhankor Mhy
Jadnor Temple (864 S.T.)

Uz Food Preferences: An Experiment

The object of my experiment was to determine what types of foodstuffs are genuinely preferred by members of the Uz species. To discover this I took 78 different items which were reported to be food for them and placed a quantity of each in a closed room with a peephole to observe the proceedings.

My assistants secured three trolls for observation, but one died en route to my laboratory here. The first was a healthy male dark troll, the other was a sniveling trollkin. Both were put into the same room.

The trollkin was never given a morsel of food except once, when he got a stick. He never stole any either, even when the big Uz slept. Instead, he subsisted on the feces left by the larger troll. The larger one never ate any feces, nor did the trollkin devour his own.

Here is how the troll ate:

DAY ONE –
- a vellum scroll
- two sealskin boots
- a leather vest
- a beaded Praxian headband
- 50 grams red sealing wax
- a tomato
- a potato
- a cork
- two liters sea water
- an oaken staff

DAY TWO –
- twelve grams human toenails
- one liter lamp oil
- a raccoon cap
- three wooden drumsticks
- one box angleworms
- two apples
- one mango
- one ear corn

DAY THREE –
- one hyena stuffed with straw (preserved earlier)
- three liters wine, excellent quality
- ten grams salt (with wine)

DAY FOUR –
- one blank scroll parchment
- one watercolor painting of duck on parchment
- one ash end table
- one bowl of barley soup
- two liters of green beer

DAY FIVE –
- one preserved trollkin, stuffed with hay
- one thin woolen shawl
- a tall red candle
- twelve gram bottle of red ink
- basket strawberries
- an orange leather saddlebag, empty

DAY SIX –
- a preserved owl, stuffed with hay
- a penguin feather quill pen
- an ostrich feather quill pen
- curdled pigeon blood (4 grams)
- one willow prayer board
- one large wood fishnet float
- one squashed mushroom

DAY SEVEN –
- a silver finger ring
- an ocher tile four cm. square
- one medium ant farm
- an amber shoehorn
- one small glass mirror
- an obsidian arrowhead
- six tiger claws
- one clam shell
- a large lump of coal
- two liters good beer
- two liters of spring water
- 150 grams of clay tablet (pressed)

DAY EIGHT –
- one wooden napkin ring
- one feather duster
- a bamboo flute
- a wooden fiddle bow
- two short, square candles
- a small watermelon
- an elf shinstick
- a large feather cushion filled with horsehair

DAY NINE –
- a fine trout
- a piece of jerky
- a loaf of nine-grain bread
- a jar of honey
- one 200 gram keg of tobacco
- a small wooden drum

DAY TEN –
- a bronze signet ring
- one keg of sand
- 12 gram bottle of black pen ink
- four silver lunars
- one brass corkscrew
- a small glass disk
- two fire bricks
- a dog tooth
- a leather and brass lantern, with oil
- an hourglass, no sand

DAY ELEVEN –
- four cottonwood branches
- a horse hoof

DAY TWELVE –
- a deer hoof

After devouring all else he then consumed his companion, the trollkin. He did it with great care and ritual, though I do not know what this meant. However, I believe that this was some sort of epicurian ritual.

He spent five days fasting and in silence. He spent five seconds in slaying it, which I thought quite merciful. Then he took five hours to prepare it in a most gruesome way.

He sat down and took one end in his mouth and began to chew. He did not stop, or remove the food from his mouth, until done some seven hours later. He had devoured all but two bones from the trollkin's shanks.

Then he sat down and began beating upon the floor with the last two bones, and singing a song which was gibberish to me and to experts in Darktongue I consulted. He did not stop, even though he grew weak, until he fell over, unconscious. He began a deep sleep, and never awoke, but died 62 days later.

– Urios the Seer
Lylket Temple (827 S.T.)

Note from Minaryth Purple (1604): This document is the last ever made by Urios. The seer choked to death on a morsel of sausage devoured in a hasty midnight snack.

The rite described is some form of troll curse, long and complex and of a type normally easy to interrupt.

The seer's sight, apparently, was faulty.

History

The Return of the Enemy: The Dawning

Trolls had no reason to accept the Great Compromise of the Gods at first. Kyger Litor and her tribes ruled over the ruined hulk of the cosmos. Trolls had a widespread, though thinly occupied, realm which was all that linked the other fragments of existence within the darkness. Their gods were living and ruled many peoples who were not even trolls.

Yet they did accept the compromise, though Zorak Zoran resisted. There is a great chant about his struggle against Kyger Litor to negate her obediance to the Compromise, but he was defeated and the Goddess of Life was the victor.

We know the reason that Kyger Litor accepted. It is contained in a nearly-forgotten song of the trolls which is called "The Spider's Promise." The song states that a smaller spider, "black and silent, crept to the ear of the Mother." There it whispered something which made Kyger Litor agree to the compromise. The rest of the song is a repetition of an earlier troll song about their paradise, Wonderhome, "where every belly is filled, where every mother is fertile."

The implication of this is that the spider, who probably was Solara, showed Kyger Litor the way to reach the immortal paradise which had been abandoned ages before when Yelm descended into Hell. There, in Wonderhome, Kyger Litor was reunited with Korasting, her favorite daughter, thanks to the machinations and schemes of the spider.

But the reuniting of these two goddesses did not re-establish the ancient troll race. Instead the trolls believe that they will once again become Mistress Race trolls if they obey their goddess during their lives. However, instead of being reborn as Mistress Race in the miserable existence they had known, they will be reborn in the bliss of Wonderhome, far from the pain and misery of the world of light.

Kyger Litor spread the word among her minions, then followed the spider to other realms. Forewarned, the trolls sought the dark and shadowy places for shelter when Yelm again cast his golden light upon the world. So they were when the reborn gods and world found them after Time was born and history began.

TROLL DENTITION

Troll teeth reveal troll habits. Like all omnivores, they have a variety of teeth to suit the many foods they ingest.

Trolls have a total of 30 teeth, including twelve incisors, four canines, six premolars, and eight molars. All are stout, and covered with a thick layer of enamel.

Three pairs of incisors fill the front of the mouth. They are conical and sharp, used for ripping and tearing.

Each jaw has one pair of canine teeth. Canines are used to pierce and hold. The lower pair are exaggerated into tusks but normally are not so long as to be non-functional.

Two pairs of upper and one pair of lower premolars are used on almost all foodstuffs. They are sharp, to tear flesh and to chop plant matter. These, like all the other teeth in the front of the mouth, are permanent once they mature.

Two pairs of flat-topped molars are in the back of the jaws. These are used to crack rocks and grind gravel, but most rock-grinding is done in the gizzard. The molars are excellent for grinding bones and wood which go to the less calloused, non-gizzard stomach. Molars are shed and replaced every 5-10 years as they wear down.

For persons familiar with the standard dental formula, the pattern here is:

3-1-2-2
3-1-1-2

AFTER TIME: THE FIRST AGE

First and Second Centuries

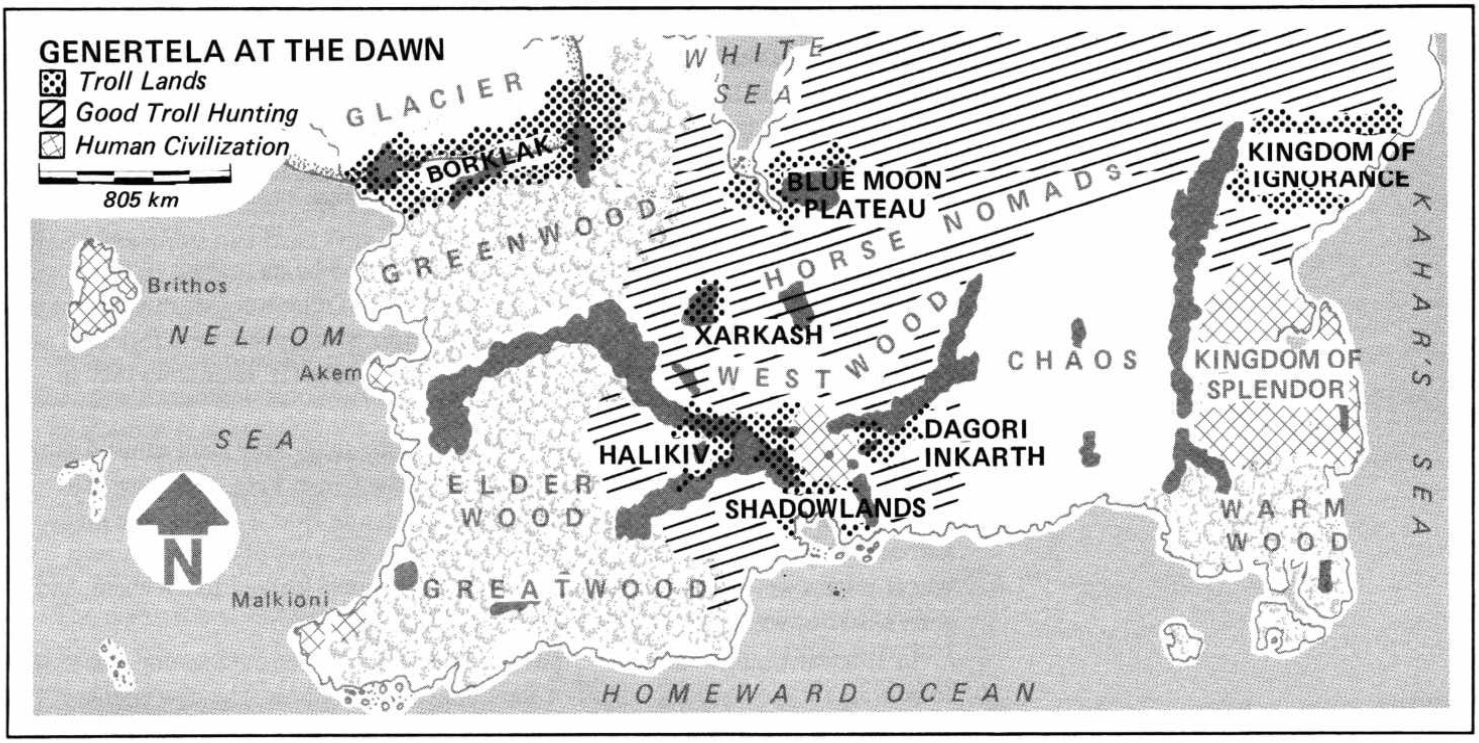
The first century following the Dawn of Time was one of peace and tranquility in comparison to the period preceding it. Races and species which had been hostile to each other in the darkness and fear made peace, and even worked harmoniously.

Trolls may have suffered less than some races, but they were certainly not the single dominant race when Time began. They did, however, have the widest ranges for hunting and procuring food. They also had strongholds of population and magic.

The major troll strongholds in Genertela were in Halikiv, Ralios; Borklak, Fronela; Dagori Inkarth and Shadowlands, near Dragon Pass; the Blue Moon Plateau in Peloria; the Kingdom of Ignorance in the east; and the ice trolls of Valind's Winter Waste. Each of these had a population of thousands, and was ruled by a long-established hierarchy of priestess families.

There were also many smaller places where trolls held out. Xarkarsh, in the Yolp Mountains, was famous as a resting place for traveling trolls. Others too numerous to mention dotted the land with populations of a few hundred individuals each.

The regions of densest population were called simply Troll Lands. Surrounding these regions was land of three types. The first was called Mixed Lands, because the trolls there lived with other intelligent species and shared the dangers of fighting off



outside enemies. The next type was called Good Hunting Lands. These were usually occupied by non-cooperative species who dominated the resources there, and were likely to fight back against trolls. Finally, there were the Solid Eating Grounds. These were relatively barren, and their name comes from the fact that eating was likely to be solid rock or dirt here.

All the Troll Lands communicated with each other. The Shadows Dance region seems to have exerted ultimate authority over troll policies.

Of particular interest in this period was the World Council of Friends which came out of Dragon Pass. This was a troll Mixed Land, and also included humans, dwarves, elves, dragonewts, and a race or species called Golden Wheel Dancers who became extinct before the first century was over. Later on, this political entity was called the First Council, and by humans and other non-trolls was often called Lightbringer's Council.

The Council of Friends had cooperated during the Darkness and so survived relatively intact. When their gods returned with the Dawn, the peoples set forth from their secure strongholds to bring the word of safety and light to the ignorant survivors scattered over the land. Many peoples were found and gradually brought to more civilized ways. Elf groves were reintegrated, dwarf cities were placed into contact with kin, human tribes were enlightened, and dragonewt settlements once again howled and hissed with ancient dragon prayers. Through all this the trolls were glad to lead the missionaries to their flocks.

There was subterfuge on the troll's part. They guided the missionaries where the trolls felt it most useful, and for many years the trolls kept the rest of the world ignorant of the burgeoning civilization in northern Peloria. They considered this region to be an especially good Good Hunting Ground, rich in meat and vegetation.

It must be said that their subterfuge was not deliberately intended to dupe other races, for when it was time to descend from the highlands into the lowerlands of Peloria, the trolls did not hold back, but displayed their superb knowledge of the land by penetrating deep into the regions where the missionaries were most likely to succeed, bypassing the hostile strongholds of the Yelm-worshipping horse-riding nobility.

The Pelorian Bowl was, at that time, occupied by humans and elves who worshipped Yelm and his pantheon. There were remnants of many broken civilizations in the river valleys and plains, but these had been united as serfs for the haughty horse tribes' chieftains to rule. These peoples had no interest in the Lightbringers or their inhuman allies, especially the trolls. Missionaries were slaughtered in 167, a brutal act which shattered the peace of Peloria forever.

A TROLL GROG SHOP

A common saying among humans is "Never drink a troll's drink." This is a cliche for saying 'don't be a sucker.' However, it is sound advice if one stumbles upon trolls engaging in this entertainment.

The main problem is that humans can never tell what it is that they are imbibing. Troll digestive systems are so completely different from a humans' that some favored drinks are corrosive to the esophagus of a human.

One exception to this is Frog's Grogs, a squalid little cave in the outskirts of Crabtown where several trails meet. It has become known that it is possible to gain peaceful admittance into a troll town by drinking with them.

The first pseson to dixcover this was Bothelm Fatsword, a common warrior from the Hendreiki lands who accompanied the Lhankor Mhy priest Redbird on a famous journey to Crabtown. The drinking event escaped the notice of the scholarly priest, and even the notice of the drinkers, until a second journey was attempted. Then Bothelm noticed that he was well received by the trolls, though others in his party, who were not a part of the drinking bout, were not. He has since shared this secret with many.

The trolls of Frog's, at least, do not force a person to drink himself to death, as is the habit in many troll establishments. (Trolls love to then eat the marinated body).

Widespread hostilities broke out between the horsemen and the hillmen. There came to be a gradual shift in interest by the First Council from educating the lost souls of Genertela to be defending themselves against the horsemen. Different gods were emphasized in worship. For instance, worship of Xiola Umbar was popular in the first century, but during the second century, Zorak Zoran grew increasingly powerful as worshippers became less interested in solace and more interested in slaughter.

Defense of the community was gradually superceded by an interest in conquering foes, and punishing them for their wayward ways. Other wargods in addition to Zorak Zoran were popular. The human Lightbringer worshippers were foremost in persuading the other species to war against the Yelm upstarts, rekindling that ancient rivalry in the mortal sphere.

Other interests reached fruition at about the same time. Trolls had showed other races the way over the Rockwood Mountains via the Gravel Path of Sorrow. The peoples had quickly noticed the advantage of the gentle Dorastor land, and many had occupied it. Their descendants discovered tools and toys of an ancient race whose origins were unknown and unfindable. But people learned to use them, and soon Dorastor was a thriving land of inventions and powers.

In 150, the Council decided to move to Dorastor. The central location was ideal to coordinate the far-flung realms of the Council worshippers. The new energies were a wonderful power source. Movements began, and within a few years, the bulk of the Council had moved to Dorastor. To commemorate the change, the Council now called itself the High Council of the Land of Genertela. It is more often called the Second Council by others.

This began a new phase in civilization.

The Third and Fourth Centuries

The Second Council presented a new face of unity to the world, but it was not a pleasant one. The Council had previously been interested in the benevolent teaching and inspiration of the outside world. Now they found enemies instead of converts, and their visage became a war mask.

The horse nomads, plus their conscript infantry armies, presented a great challenge to the Council armies. Their lands were mainly flat, where their superior cavalry gave them a clear and decisive military edge. For a while there was much fighting but little progress.

Trolls were foremost in the fighting. Their hatred for worshippers of the Sun God was strengthened by the hatred of the Council who ruled the race, and their willingness to fight was ruthlessly exploited by the rulers of the Council. Brave, determined, and skilled though they were, the trolls lost heavily in this period.

The Second Council expanded over the Rockwood Mountains into Ralios, and they also fostered friendship with the animal nomads of Prax and the wastelands. In Ralios, they found another branch of horse-worshippers who were untainted by the light of Yelm. These, with Praxian barbarians, finally brought the armies of the Council to a par with those of the horse nomads. Fighting grew more intense and desperate as Council members swept battlefields clear, starved out the cities, and captured great pastures.

Both sides grew more and more powerful in both armies and military magic. Massive spells, requiring the whole of populations, were inaugurated and sent against the enemy gods. Leaders grew famous or died trying, and it was clear that a major confrontation was imminent.

In 230, the Battle of Argentium Thri'ile was fought over four days in the fields of Darjiin. Many thousands of troops participated, and several thousand died. For days the battle wavered one way, then the next, until finally the animal nomads of Prax turned the day and swept their foes from the earth. The horse nomads broke and fled, slaughtered by the thousands with their backs to their foes. No innocents were spared in the frenzy which overtook the pursuers. Women, children, and animals were killed, and towns and cities sacked in the months which followed. The

A TROLLKIN PHILOSOPHY

We believe in the Black Eater. It is the truth of the world, and we are its victims. There is only one thing which really rules us, and that is the Black Eater. We would be whole but the Black Eater spawned us and determined our lives.

There is no purpose to life at all, save that it is better than death. Dying is a moment outside of time, a long exchange of living to unliving state which is full of pain and agony, yet every Enlo clings to it because it is better than the Black Eater. Our lives are born with pain, the aching light and shuddering air mutilating infant bodies not ready for life. Each day is a step into more pain. Yet this is better than the Black Eater.

Don't ask the Uzko to explain the Black Eater. They know nothing of it, for the demigods and Uzuz hid the secret. Only we know, who are the cursed of all. We are cursed not by the cruel Uzko lords, but by our knowledge of the terrible Black Eater.

The Black Eater lies behind death, lies behind fear, and lies behind darkness. The Uzko say they know the secrets of the eldest, but they know nothing of the Black Eater which is behind their Darkness.

And the Black Eater is nothing, a senseless emptiness, a dullness past emptiness beyond what cannot be known. It is endless, bottomless, and unstoppable, and senseless it is and devours all of everything, beginning with us.

– As related by a nameless wretch

horse people, valiant but crushed, gathered their sacred horses and remaining goods, stole new wives and slaves, and disappeared eastward, riding out onto the prairies of the Redlands and Pent.

In Peloria, the Second Council's armies liberated the cities which were left, magnanimously allowing the now-freed serfs to choose their own leaders and their own gods. Overlords dictated the education and enlightenment of the peoples. These were often noblemen from Prax, richly rewarded for their deeds of battle. These animal-riding peoples formed dynasties which ruled the lands of Peloria for many years afterwards.

Within a generation, the gratitude of the former serfs had worn away, and they either overthrew their overseers or converted them. The peoples proved themselves to be staunch supporters of the Sun God even without the horsemen ordering them to worship. They resurrected ancient memories and practices and the Empire of Dara Happa once again rose from the ancient Oslir Valley. Yelm, Emperor of the Universe, stood astride the lands of Peloria and accepted the fealty of kings and queens, and to the Second Council he sent only scorn.

The cultural conflict between storm-worshippers dragged on. Many non-humans, especially elves, chose to follow Yelm instead of the Lightbringers who had rescued their favorite god. The trolls were glad to keep fighting, but their powers were ill-used against sunlight, and soon they became reserved and withdrawn, anxious to let other species carry their share of the fight.

In Dorastor, the Second Council continued to grow, despite intermittent fighting along all their borders. They were ideally located athwart many inland tracks, and they had peace and plenty in the heart of their lands.

The people grew content and clever. New schemes and possibilities were seen by their leaders and scientists. New powers were broached. A new philosophy emerged, and then the Council had the opportunity to try it out.

The Gbaji Wars

The Second Council developed a new philosophy around their capacity to construct the perfect being, who would be able to harmonize all intelligent life into a highly spiritual relationship to the universe, much like that of the Gods Age. For years they discussed how it might be done, and there were theories of what it might really mean, but it seemed to be a dream of the future which was as unreachable as the dreams of the past.

Then an artifact called a "pseudocosmic egg" was discovered and delivered to Dorastor. The exact nature of this thing was unknown, but much sought after. Whatever findings were made are still a secret, though we know what it was used for.

This egg formed the nucleus for the creation of a new god born within the bounds of time and fashioned by the dreams of perfection by imperfect beings. The new god had many names: Rashoran, Nysalor, and Gbaji are the best-known.

The process of building a god is long and complex. During the initial stages, the trolls were the first to protest and break from the Council. They claimed that the project would come to an ill end and refused to have any part in it. Shortly afterwards, the dragonewts also quit and left the Council.

The Council was called the Broken Council by some after this. The Yelmites of Dara Happa exploited the dissension, and their armies soon drove southward and seized valuable lands from their foes. In the peace treaty which followed, many of the highest leaders of Dara Happa were allowed to attend the making of the new god, and within a few years they were so enamored of the project that Dara Happan priests began channeling their power into the process. The friendship between Dara Happa and Dorastor began a new era of prosperity in the region.

The trolls were more offended by the unity of Dara Happa and the Broken Council. They retreated to their own lands, deserting Dorastor completely, and began an ancient summoning of an entity called the Black Eater. This unknown force

A DISQUIETING WORD

(for humans who believe in Time)

I have communicated with your learned men from all across the world, and each of them are confident and content. You find security in your world, where the sun rises each day and where heat gives you fine food and great tools.

Uz know, I experienced it!

You are great, but no greater than any before you. Your cities will join theirs in ruins. Your stories all claim Time began a short time ago, and that the world is a different place since then. These are lies.

Uz know, I experienced it!

You are weaklings, dependent upon that fragile dying god up there. Explore your own wilderness and find the other peoples he betrayed before you. They, too, were confident and content. You are sure Order is here again, and are snug in your confidence that all your gods will hold it for certain this time.

But Chaos – the end of the world – may be but one day away. And you will be helpless.

Uz know, I experienced it!

– Kajak-ab the Braineater
Whitewall (812 S.T.)

had been summoned in the Great Darkness but the ritual was not finished. The trolls began it anew, and their magic was so powerful that the sun was actually forced to stop in the sky by their powers.

The Dragon Pass region, including most of the original First Council lands, generally stood against the forces of Dorastor. The elves and dwarves, loyal to the Broken Council, were defeated locally, but these regional troubles harassed the trolls sufficiently to keep them from effectively interfering with the creation of Gbaji.

The Perfect One was born in Dorastor. The forces of the Black Eater were mustered and marched against Dorastor. Gbaji, still a mewling infant of a god, was carried to meet the enemy. Gbaji, the White Light, scorched away the immortal ally of the trolls, and the Black Eater shrivelled from history. The trolls, and their allies, were crushed in the field.

Gbaji then sent a great curse against the trolls and the dragonewts. A true dragon woke for a moment at the curse, and he devoured the energies, so his race was not troubled. But Kyger Litor was not so lucky, for when she wrestled with the curse, it overcame her and broke a part of her spirit forever. This is called the Trollkin Curse.

The Trollkin Curse was a near-successful attempt to wipe out the troll race by interfering with their reproduction. Instead of bearing full, healthy trolls, the pregnant females carried their children for a much shorter term and gave birth to weak, unformed creatures which did not have the decency to die. At first these things were all destroyed by trolls, but they soon realized that these horrible malformations made up over half the births. The trollkin were allowed to live as slaves and as food. The damage was done.

The chaos army, led by Gbaji himself, marched to Dragon Pass after a generation and again defeated the resisters. The dragonewts accepted a shameful conquest and served as mercenaries afterwards. Humans did likewise. The trolls were driven underground, though both the Castle of Lead and the Castle of Black Glass stood firm and were not overthrown. Trolls were scarce on the surface world, and lived a fugitive life of fear when they did not appear. They formed a secret power organization called the Night Dragon Society.

Trolls could still communicate through secret, underground passages. There was a war waged, though, as dwarves sought these passages and cut troll strongholds apart from each other. In one of the more bizzar occurences of this unusual period, dwarves followed a small army of Krarshtkids as they attempted to dig into Indigo Mountain, guarded by a bold band of elves trying to plant special watch-plants on the hillside overhead. The attempt broke in, but was destroyed with great losses to the trolls.

Other secret wars went on in the magical planes. Naxili Garang was a noted Mistress Race troll who again and again re-lived the battle of the troll curse in an attempt to find a way to effectively interefere with Gbaji's numbling, mutating blows. She spent many years preparing herself with great defenses and powers, then entered into the magical battle with her new armaments, interposing herself before the Deceiver as all trolls do, seeking to preserve some fertility in their struggle. This time, though, Naxili Garang was trying to break the curse permanently by guarding parts of her soul with special preparations, then driving Gbaji off. If successful, she could teach this to others and fertility could be restored.

Despite all her preparations the powerful Mistress failed. She was torn and broken, so that ever in wakeful life afterwards she was a sad and sorry troll. Instead of bringing troll children back to the race, her efforts only made trolls deliver litters of trollkin instead of a single one. Though this helped the species by increasing the slave population, the overall effect brought no joy to the hearts of trollkind.

Even Gbaji and Yelm could not conquer Night, and the cult of Argan Argar managed to keep its spirits flying between outposts of trolldom. This way the trolls at the Castle of Lead learned that their kin in the Shadowlands had joined up with a powerful army which landed to fight against Gbaji, but that their leader was badly wounded.

A SHORT NOTE ON TWINS

After the trollkin curse was recognized by the trolls, attempts to break it failed. Consequently all trollkin were killed in some places because of these experiments, but that only served to weaken those clans and the experiments are no longer popular. In most clans the Xiola Umbar priestesses interceded and protected the poor wretched trollkin and assumed responsibility for them. Nowhere are they accorded troll status by their unhappy mothers, though. The concensus was to make them into property, slaves. The trollkin rarely protest, though some individuals such as Neep Trollsbane acquired a reputation for success when they did.

A critical decision was to determine exactly what a trollkin was. Generally, weak and sickly things always were, and healthy ones were not – at least before the famous attempt of Naxili Garang to break the curse in 612. The multiple births which followed were, instead, the determiner of trollkin status. All multiple births were trollkin, as well as all single births of sick and weakly things.

The irony of this is the resultant downgrading of twins among trolls. Twin births occur about 4% of the time naturally. These births formed the nucleus of all the superior trollkin which were rescued from slavery.

The tales of Gore and Gash, twin brothers of the Godtime, had once made twins esteemed among trolls. After the decision to rule twins trollkin, the trolls always said that Gore and Gash were Mistress Race trolls anyway. That made all the difference in the world.

The leader was Arkat, a human from the western lands who had spent the last sixty years fighting against Gbaji and his evil minions. The army had landed and allied with some of the peoples of the Shadowlands, and they had driven off a chaos army which retreated to Dragon Pass.

Garazaf Hyloric was a Mistress Race troll and priestess of Kyger Litor, Subere, and Xiola Umber. She urged the Zorak Zoran trolls to break the besieging army about the Castle of Lead, and they did so. The troll army then marched from their fortress and headed south to join Arkat.

Garazaf Hyloric found Arkat wounded by Zorak Zoran's poisoned club, and she paid a mighty price of her own to heal it. Arkat had gotten the damage while heroquesting, and had thought it could never be cured. He quickly befriended the trolls, who were glad to be allied with a hero of such repute.

Arkat, with trolls, his western army, and forces of humans from the Shadowlands, marched northward and confronted the army of putrid flesh pouring from Snakepipe Hollow in anticipation of this fight. Arkat had faced this sort of thing before, and so had the trolls. The chaos forces could not stand, and fled dying in droves as their foes pursued.

For a time Arkat and his army and the trolls cleared Dragon Pass. They conquered the nearby elves, fought off an army of sun-worshippers, and scoured the pass of enemies.

The troll leader of armies for this time was Kwaratch Kang, a Zorak Zoran Rune master who quickly understood many of the strange lessons which Arkat tried to teach his friends. Kwaratch Kang went on several heroquests with Arkat, and the human hero quickly appreciated the troll competence against chaos. As his army moved westward, towards Dorastor, the trolls were more and more effective against chaos foes. Arkat's army of humans, both from the nearby Shadowlands and Dragon Pass and from the far west, were glad to spend their lives against the Pelorian humans who tried to stop Arkat.

In Dorastor itself, the humans realized they were useless, for that land had turned completely to the dark side of their god and had been seduced to evil. Only heroes and would-be heroes followed Arkat deeper.

Arkat himself had reservations, plagued as he was by self-doubt. Only the trolls were anxious and eager, though knowing that this horrible campaign likely would mean their own demise as well as that of the chaos they hated.

Kwaratch Kang offered Arkat the relief and rescue he needed, and he led the human into the well of creation to be reformed, as had been done before, and then Garazaf Hyloric chanted her awesome spells to make Arkat be born of her, anew into the known world, a Mistress Race troll.

Arkat the Troll is a subject of fear or bemusement to people of the far west, but their chaos war was far away from them when Arkat marched upon the stronghold of chaos. Arkat's shining reputation among humans was besmirched by his conversion, but Arkat had made such changes before. He gained the powers which he sought, and led the trolls, his kin, to destroy Gbaji.

Arkat Chaos Killer and his army swept the land clear, and with his handful of companions, Arkat met Gbaji and his bodyguard in single combats atop the Tower of Dreams and slew him. The body was dismembered and the remains were scattered into the deep, guarded places known only to a few powerful trolls. The land was scoured, cursed, and left as a rotting memorial to the Gbaji Wars and the hero, Arkat.

Arkat was always grateful to his friends, and he was glad to place the troll leaders as lords once again over their ancient lands. Thus the heirs of Argan Argar again received the Shadowlands and its peoples to rule, and the leaders in the Castle of Lead again gained rule over all of Shadows Dance and the Stinking Forests, and also over the woods of Balazar and the Elder Wilds, though they lost the latter in warfare to the elves again.

So ended the First, or Dawn Ages with the holocaust of the Gbaji Wars and the downfall of ancient powers. The trolls retreated to their own lands, preferring to wait quietly and rebuild their strength rather than confront a world of ungrateful humans.

TROLLKIN LIFE STATISTICS

Trollkin who live are usually born in between 35-40 weeks of gestation. They are rarely nursed properly, though the Xiola Umbar priestesses often give the mewling, miserable infants to other trollkin to wetnurse. Since trollkin are often pregnant but often deliver stillbirths, there is an abundance of wetnurses.

Trollkin teethe at age two. Before then, they are fed soft foods, especially a type of mud mixed with various nutrients such as leaf mold, insect parts, or troll refuse. They mature sexually at about age 15, but have no troll rites mark the passage. Some trollkin have their own rites, a parody of the troll religion. They already will have been a hard-working slave for many years.

Trollkin generally die before they reach 35, worked to death. The natural lifespan of a trollkin left to its own devices is unknown.

Kyger Litor Wrestles with Gbaji

The following is an account by a dark troll priestess who helped combat Gbaji on the spiritual planes when that god and his army marched and sent the curse against the troll race.

It is interspersed with prayers and chants of various types, mostly addressed to Kyger Litor.

The final prayer is actually cut short. Normally it is continued with many methods of having Arkat maim and harm Gbaji as the chanters can think of. It is considered bad luck to repeat themselves, so the speakers do stop after a point.

It was written by an anonymous Lhankor Mhy priest in the early Empire of the Wyrm's Friends period, probably about 650. It is apparently an eyewitness account.

When the world was creaking, and dust fell from the sky, I sat with my sisters in the cool quiet dark, chanting prayers to Subere to take us into her dark bosom so we could channel our great powers to our goddess in her own realm.

We each sought our own place of power, and each of us was separate in this world but together in the next. Like a great family, linked in chains of ancestors and being, we sang as one and worshipped our great mother.

Sweet Kyger Litor, All Mother: You are our Salvation!
I am small and meek, troubles best me!
You are great and powerful, You throw off pain!
I am you and you am I: Live in me and I will carry your powers!

I felt no body, for I had none, only the connections of energy and power rushing through me the way icy winds cut the loving darkness, flowing from me and through me from others, always moving and traveling on with an ever growing and rushing strength for our Mother, Kyger Litor, so she may nourish us.

Mighty Mother, gods quake before you!
Your skin is the hard shell of chitin, made for battle.
Your fists are cruel and quick deaths, never missing!
Your feet are rending and tearing, shredders of gods.
With you in my heart I can face death bravely!

I could feel her in my muscles and see her on the horizon, a limitless and monstrous presence which would have blasted my soul if it were not my own soul's power which made her so great. I could not have sensed Her at all because she was so great, except that her hands were my hands, and her sounds were my sounds, and her feet were my feet, and about us all of trolldom danced and sang and chanted, each moving exactly as I did to the perfect rhythm of magic which our Mother so loves.

Gbaji is searing, hot and hurting, hateful foe with eyes of darts and claws of iron fire. His chaos horde hopped and tittered about his flowing robes of burning light. I took his challenge of vision and stared deep into hateful eyes, feeling my own melt in the gaze. And while he gazed, I ripped off his leg with my claws, and shredded the sinew and marrow. But then his sharp teeth bit, and though I tried to block it, his fangs sank into my ear, and the smell of burnt flesh made me dizzy. My arms are great, and one struck a cruel death blow and one struck a quick death blow. The mighty god was broken, bashed into a pulp, but still he fought on.

THE CURSE OF KIN

When a dark troll female gives birth to trollkin, she has been rendered unclean and is humiliated in her own eyes. All subsequent births by her will be trollkin litters unless she undergoes a complex and lengthy purification ritual.

After birthing trollkin, the female must remain chaste and pure for one full year before becoming pregnant again. At that time she undergoes some religious ceremonies and is once again able to try to bear 'real' children.

Approximately half of all births are litters of trollkin, the other half being single dark troll children. Mothers that have never yet given birth to trollkin are highly honored and favored.

Frightful Dehori, Renders of Darkness!
Here is my power, here is my prayer!
Leave me alone, spare my kin!
Drink deep, drink rich, take and slash these presents!
You are terrible, take these!

A hundred Dehori, full compliment, the fury of the hell wind's lost souls, saw their last sight before oblivion and the hundred sling darts penetrated the body of the enemy light, making small shadows like clouds upon the bright form, so it dropped from the stature of greatness, withered, no longer a match for Kyger Litor.

Wondrous Source, Great Mother!
All creation is yours!
All Victory is yours!
See What you Won! See the great Prizes!
Take these. Eat! Chew! Bite! Gorge!!

I was among my sisters, singing and chanting as we healed our small wounds upon the field of victory. We were one, singing and relieved, exhausted and elated. The great threatening god was not so great, hardly greater than us! Gbaji, the Deceiver, deserved no stature with the Mother, but was ranked among lowly us. And ranked there, in my trance, was Gbaji, the Deceiver, Master of Trickery and Subtlety and Dishonor in the trances of the Sisters, not dead or deceiving us anymore but there right among us, with his claws and his fangs and his pock-marked face of disease and hidden filth, and without any pretense of hiding his curse anymore. He was not dead but very much alive, and now within the body of Kyger Litor with his deadly harms against us, the weaker things, who make up the body of the Great Goddess. He was not hiding the fact that he wanted one of us, the most beloved of all, and I myself threw all my soul to the defense of our beloved Mother of Many, gentle Korasting.

Great Mother of Many, Korasting,
You are the past, your powers bring the future.
Maimed one, I love you: you are Power.
Korasting, send me blessings!
Take this gift of myself to make you!

Woe and misery! Silence in my mind is less terrible that the sight which I sensed as the evil and sliming Gbaji rended asunder our beloved sister and mother, and Korasting was once again rent by the enemy deities for spite. Her wails were my wails, and they are your wails when you mourn the Mother in your prayers and pray for her return to your bosom. Her pain is your pain in labor and delivery, and the pain in your heart when Korasting has not blessed your agony with a healthy child. Her suffering is your suffering when the bright sun pierces your eyes and seeps into your womb, pinching off the life forces of the cool darkness to curse your issue.

Damn you Gbaji! Bright Deceiver of Life!
Damn your Makers! Damn your Kin!
Arkat guard your rotten soul.
Arkat torture your filthy essence.
Arkat curse your sundered body.
Arkat eat your vile powers.
Arkat crush your hands.
Arkat break your teeth.
Arkat rend your skull.
Arkat stomp your heart. . .

KORASTING AMULET

This is a sample of a common troll fertility and luck amulet. It is said to be Korasting, before she was ever wounded or removed from Kyger Litor. Multiple mammaries is a Mistress Race troll feature, not common among dark trolls.

THE SECOND AGE

Trolls began the Second Age in a position of relative power, but their faulty issue condemned them to a position of increasing weakness. It was only a stopgap when the Argan Argar cult began teaching the trollkin in spear, tactics, and drill, never popular among traditionalists of course, but acceptable in Shadowlands.

The trolls lost strength after the Gbaji Wars which could not be replaced except through the greatest of efforts. In the whole of the five centuries, only one troll came close to making that effort, though hundreds of them heroquested to try for it. That one was Cragspider, a dark troll who began in the spider cult and worked her way to deity.

Cragspider's method was to use powerful magic to invoke Dehori spirits, and later expanded to include hero gods and some deities, to possess the bodies of troll mothers or fathers. This was supposed to restore strength to the reproductive act. However, instead of creating a race of normal trolls, there was spawned the great troll mutation which, though useful and soon popular among leaders, could not breed or think well.

Cragspider's first great trolls were seen about the year 732, near her regions of Cliffhome, so the heroquest took place sometime before that.

Trolls were among the Elder Races, who characteristically exhibited a terrible phobia about the other Elder Races. This era saw elves, dwarves, and trolls turn on each other with a senseless passion to destroy. Many of these battles took place far from human eyes. They were, for instance, legendary Nebuchaxa in Fronela which wiped out the inhabitants of Oral-ta, the seven kidnappings by Alwoon the Poet which destroyed the elf kingdom in Talastar, and the great failed assault upon the dwarf city of Norkananti, also called the Palace of Marble on Ice.

Some regions, better documented than others, are noted as follows.

The Kingdom of Ignorance

The fate of the trolls in the far east was no better than elsewhere, and its strength failed at an earlier date. They disappear from history as other than occasional raiders or as distant enemies.

About the year 550, the Kralori Dragonking launched a Circle of Learning from his City of Heaven, which was located on earth. Ten years later, his armies met a combined army of trolls and dwarves at the Warring Ford and smashed them. As usual, the two Elder Races then attempted to betray each other instead of continuing their alliance. The Dragon Empire expanded its power into the former dwarf hills and troll valleys, and created many songs and poems about another victory over Ignorance.

The troll kingdom of Ignorance took the loss in stride. Some did apparently move northward along the coast too, as is recorded by some whaling vessels which traditionally stopped there but were always attacked after the year 570.

The Dragon Kingdom could not have control over events far away, and there occurred the rise of the Jrusteli Empire which was sea-based. The Jrusteli crushed the forces of the oceans at the Battle of Tanian's Victory in 718. Thereafter these seagoing scholars began sailing about the world, usually entering a region peacefully and eventually seizing the major ports by any means.

Kralorela, the Dragon Empire, was no exception. Its centuries and ages of wisdom were childrens' powers against the already-skilled Jrusteli Empire. In 768, the emperor was killed and his position usurped by a deceitful outsider without an inkling of the position's power or authority.

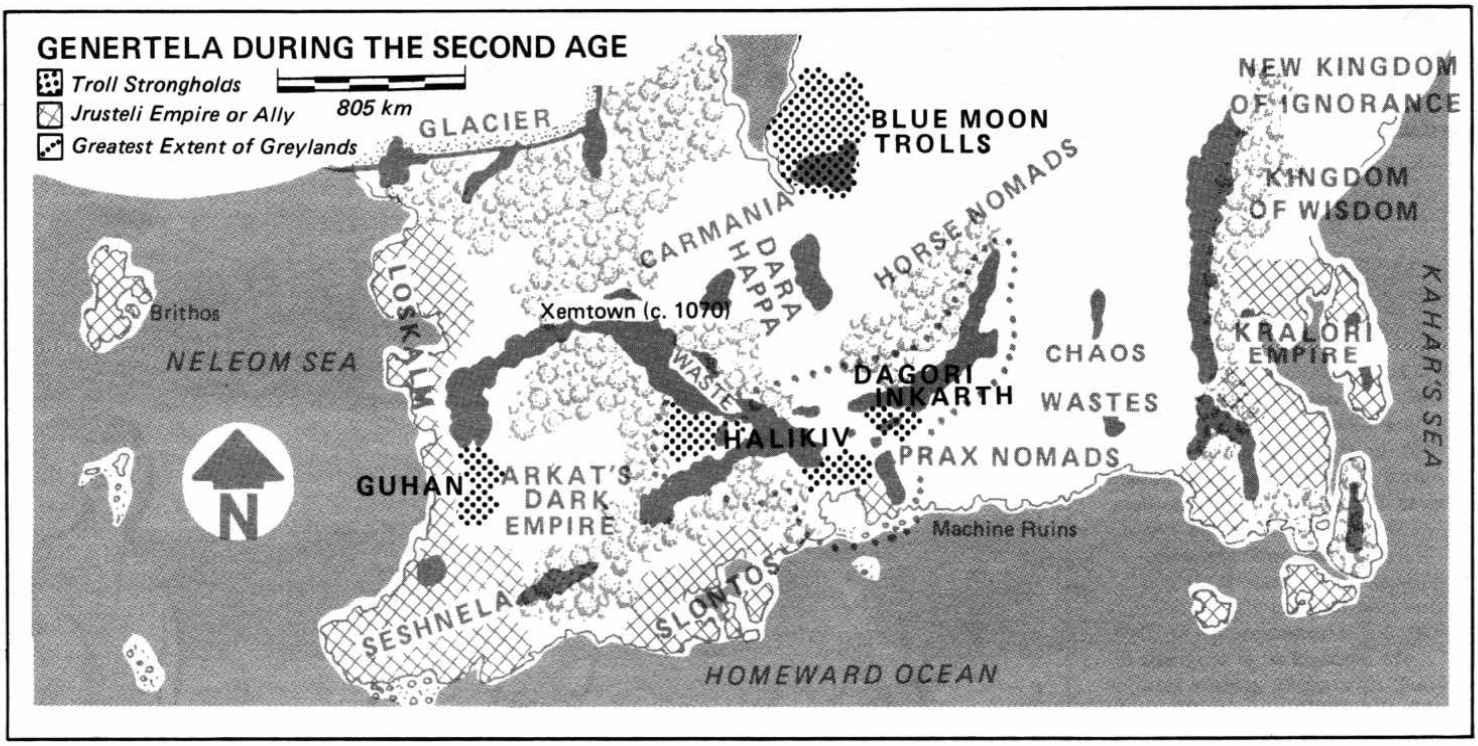
Survivors from the old reign fled northward, into the troll-held Kingdom of Ignorance. There was a short war, but the desperate dragon priests lured the trollkin to their side and the troll overlords fled if they could, Thus the Kingdom of Ignorance once again changed sides as the new leaders plotted to overthrow the usurpers who now claimed themselves to be, by right of conquest, the Kingdom of Wisdom.

DISTANCE MEASUREMENT

Trolls measure distance via their Darksense – sonar. This is done by sending out a signal and estimating the time period before they hear the echo.

Rather than using miles, chains, or kilometers, trolls measure lengthy distances in heartbeats. A dark troll's heart beats about 60 times per minute, so this is equivalent to seconds. Trolls are fairly accurate at determining distances this way, and beats are divided up into one-third parts.

One beat measures a distance of approximately 550 feet. A third part of a beat is then 185 feet or so. The trolls are aware that heartbeats vary with excitement and individual, but it still makes an extremely useful measuring system (much as the human measurement of 'paces' is imprecise but usable).



The trolls did move further yet along the seashore, finding it a suitable place to survive. They did not move inland because of the plainsmen, riding horses, who lived there.

The trolls remained dispersed throughout the eastern lands for the whole of this period, and most of the next. Some say this has shown that they are near extinction, while others say this has given them ten centuries to build up their strength. The answer lies in the future, in the Hero Wars, but for now the eastland trolls are out of the story.

The Trolls in Ralios

Arkat the Savior settled in Ralios after he finished his war. There he begat a kingdom later called the Dark Empire. Arkat, a friend to trolls, made sure they received friendship and equality during his rule, and so did his son and grandson.

The kingdom of Halikiv originally had been decimated by the Gbaji troops long before Arkat entered Ralios. They had continued their guerilla ways undaunted. When Arkat finally did reach the region, he did not ask for troll help, nor did he receive any directly.

After the war, Arkat brought many friendly trolls home with him, and these were quick to make contacts in Halikiv. Under the guidance of Arkat and his family they took settlements near to human cities in the heartland, and they also received properties which grew to be a whole kingdom in the region of Guhan about 530. This land grant was a reward for service to the Dark Emperor.

The properties were relatively unsettled, never repopulated after the Gbaji Wars had emptied them. An elf woods threatened to invade the land, but the early trolls quickly stopped that.

The kingdom of Tanisor was a large human kingdom which rivaled Ralios. They allied with dwarves and war ensued. Arkat, directing his army from afar, crushed them and set up puppet rulers in Ralios to keep the peace. Therafter troops from Tanisor aided in raiding Seshnela, Arolanit, and followed Arkat's growing empire.

About 600, a new phase of the war began. Seshnela had been disunited, but now the ancient power of that land and its people was forged anew. Knights and holy men conquered, and the Dark Empire's forces were pushed back. A half-century later, the Seshnela kingdom became part of the Jrusteli Empire, and they were strengthened by it. Major battles were fought with the intent of destroying the kingdom begun by Arkat which dared to flaunt friendship with trolls and use of illegal magics. Arkat's descendants were incapable of their ancestor's deeds, and their lands fell to the invaders. The Dark Empire received only the worst histories

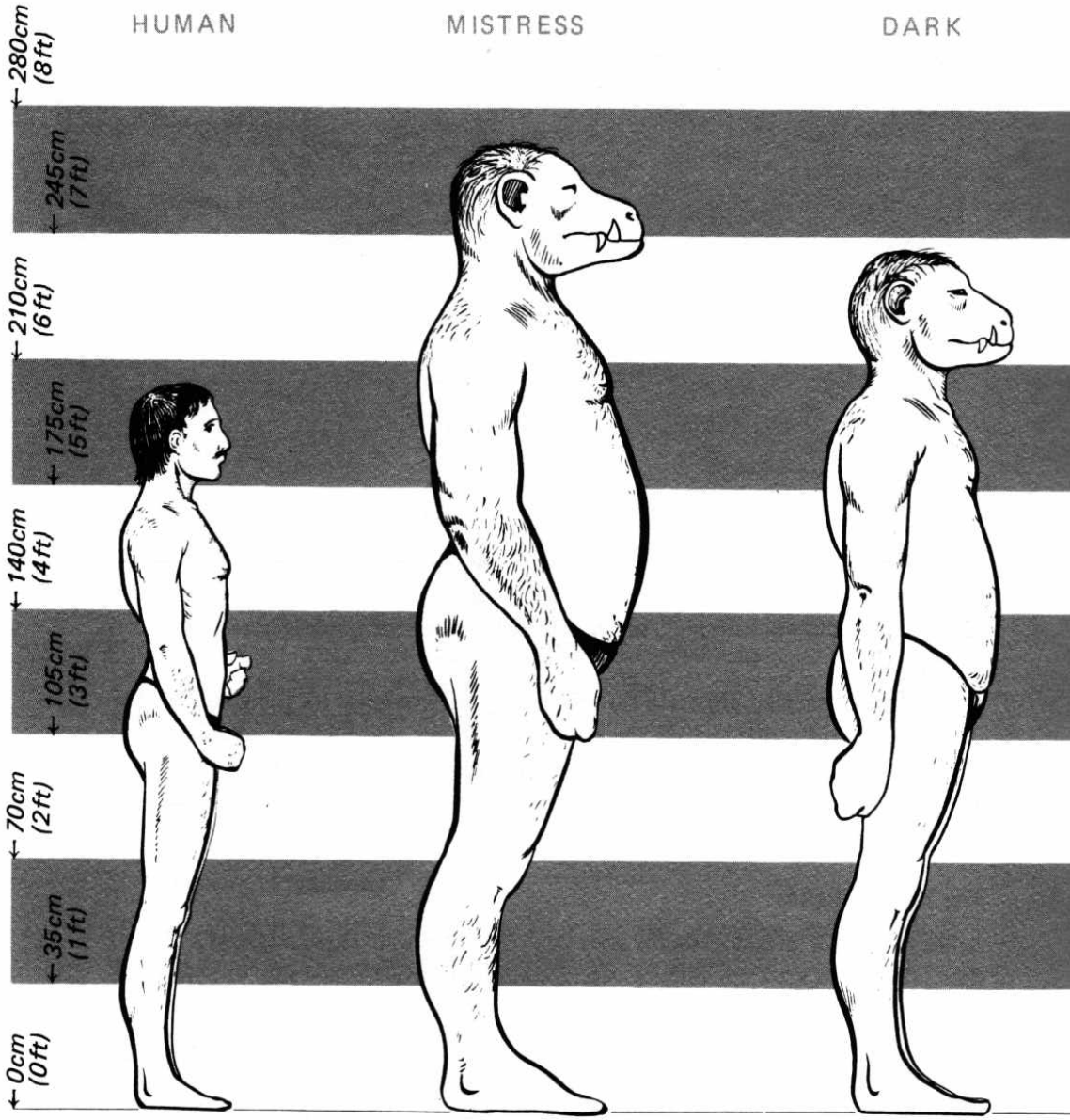
TROLLKIN FATES

A litter of trollkin is a troll misfortune, but even the twisted enlo are valuable. Disposition of the litter is important.

Generally, one-half of the living trollkin are kept by the mother as her family's possession. The other half belong to the clan and are considered the slaves of the clan queen.

In case of an odd number of trollkin the extra is given to the midwife attending the event, usually the local Xiola Umbar. Single births and dead trollkin always belong to the bereaved mother.

Troll Types Examined



ABOUT THE STUDY

In constructing the chart at the right we determined that our primary aim was to contrast and highlite the differences between human and troll body shapes and sizes. One of the Orlanthi hunters, a Jonjon the Whistler by name, agreed to stand with the trolls while we took measurements. He is a well-developed human of approximately average height.

We required all of the trolls to stand up straight, a more formidable task that it appears. We could not take accurate measurements when they slouched. This seems to be the natural tendancy for all trolls, particularly the cave type. In fact, the whole race seems to be cursed with misshapen spines that cause them to prefer haunching their shoulders and walking with a peculiar side-to-side, rolling motion.

All of the trolls used in this study, except for the trollkin, are representative samples of the major troll types. They were all captured near troll lands. Trollkin vary markedly in stature and appearance so a typical type is impossible to obtain.

Ganjeeb Crowquill
Scribe of Lhankor Mhy
Jonstown Temple

TROLL TYPES EXAMINED

The species of troll has undergone several deep genetic changes which have resulted in subspecies which are nearly separable from each other. Only their ability to interbreed betrays their ultimate uniformity.

Different sizes keynote the types, but there are many other changes beyond that which are more subtle and worth investigating.

The Mistress Race

The Mistress Race, revered mothers of the trolls, are an extraordinarily ancient breed. According to their own legends, they pre-date the land and the sea. Their digestive system, capable of wrenching energy from inert chemicals, seems to collaborate this claim. Furthermore, their sensory apparatus is quite different from later troll types. Eyes are capable only of distinguishing the presence of light. The extended, long face is a highly sensitive receptor for the sonars which they continually emit, and the large ears are highly mobile, capable of turning a 220 degree arc and capable of picking up a very wide range for frequencies lower than their sonar. These creatures are generally very large (average SIZ 23) and very intelligent (average INT 13). They are heavy-boned; the most ancient may have stone bones. Musculature is efficient and hard. Females are multi-breasted and, when fortunate enough to occur in historical times, usually will have multiple births each pregnancy.

Superstitions claim more powers for these ancient beings. They can see into the spirit plane, they can sense enemies at 160 meters, they can kill with fear or with thoughts, and they are capable of manifesting themselves as Kyger Litor incarnate at will. Each is worthy of herodom, and each shall be so in her own time.

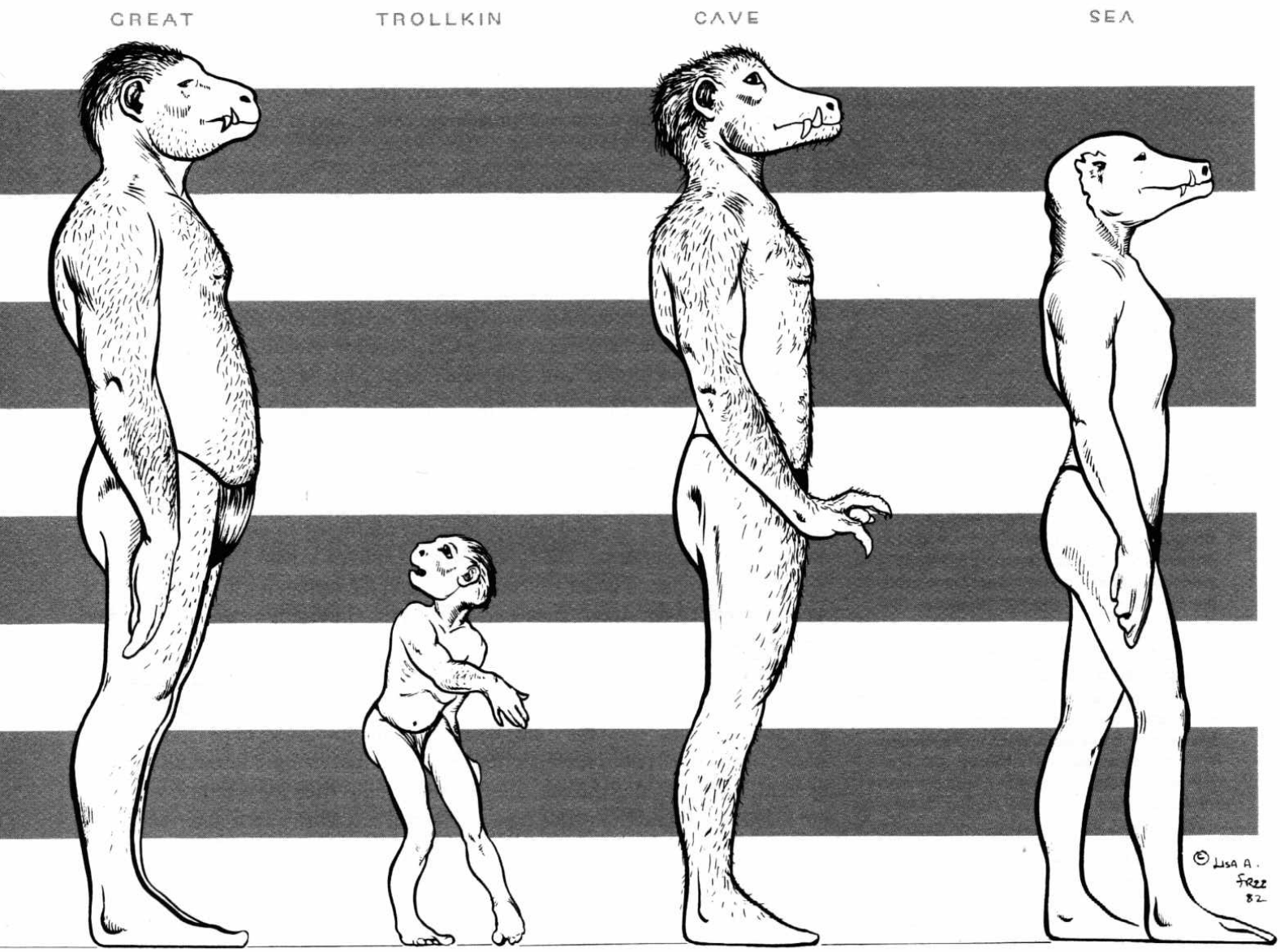
These creatures are so rare that they are little seen. All men of knowledge and wonder groaned the day in 1618 they learned that two Mistress Race trolls were sighted in Dragon Pass, for such could portend only the greatest troll events. Otherwise Mistress Race trolls could be found only deep in troll civilizations, or on the Hero Plane.

Dark Trolls

This species is better adapted to living on the surface world than its ancestors. Their digestive systems are more specialized and can make maximum use of plant and animal products, much more common in the ages when this type grew numerous. Their sonar is not as good as the Mistress Race (almost useless at long ranges), but to compensate they have eyes which, though farsighted and color blind, are useful in open spaces, heights, and depths. Their snouts are smaller than their ancestors' and similarly receive sonar signals. They have a sense of smell far superior to the Mistress Race.

They are generally larger than humans (average SIZ 17) and as intelligent (average INT 11). Females generally have two breasts. In ancient times, before the Gbaji curse, troll females occasionally bore twins or triplets. Since the Trollkin Curse, trolls have ruled that all multiple births are trollkin and, in fact, most are greatly inferior trollkin.

Diagram is used with the permission of the Jonstown Lhankor Mhy temple.



This type was dominant among trolls even in early historical times but has increased significantly since the curse of Gbaji. Now they comprise about 30% of all troll types.

Great Trolls

The curse has been a major preoccupation of the trolls since it was manifest, and many have attempted to break it. In the Second Age, one named Cragspider came close. However, the result was the great troll instead.

Great trolls have the size of the Mistress Race types, but have paid for it in having a much lower intelligence (average INT 9). Their digestive system and perception systems are like those of dark trolls.

Most great trolls are male, and about half of them are apparently sterile. The other half almost never father great troll children, usually father dark troll types, and occasionally father trollkin litters.

Trollkin

The Great Curse affected troll pregnancies by causing premature births. Many trollkin are born dead or die shortly afterwards (especially those born to trollkin). The wretches who survive never finish their natal development and are, instead, stunted and unfinished for their whole lives. Post-birth growth is often erratic and bizarre, resulting in a wide variety of misshapened creatures classed as trollkin. This variety occasionally sports something useful or entertaining to the trolls, and these are taken as Values. Most, though, are very different and make generalizations difficult.

All trollkin have a primitive digestive system, more akin to an immature Mistress Race tract than the highly-developed stomachs of the dark trolls. They have overdeveloped eyes which make them very sensitive to light.

Cave Trolls

Cave trolls are a race which descends from the trolls mutated by chaos in the Great Darkness. They usually fall within a general range of traits.

Their digestive systems are akin to those of the dark trolls, but they also have the big, oversensitive eyes of trollkin and the long faces and sonar inferior to most trolls. This makes them terrible in darkness and terrified in the light. They are low in intelligence as well (average INT 7).

Though mutated and classified as 'tainted,' these trolls are admitted to the kinship of other trolls who do not persecute the species, but instead are sometimes found herding them like sheep or dogs.

Sea Trolls

The sea trolls are known in the depths of the seas. They are another primitive type, more akin to the Mistress Race type. Their sonar is unexcelled, and it seems that other creatures have copied it to a lesser extent in the waters.

Sea troll stomachs are single-tract and no longer capable of digesting most whole plants. Instead they may eat only certain plant types and parts, and most animals and fishes.

Studies of sea trolls are very rare, and they are mentioned here only as a curiosity.

after that, and followers were often persecuted. The Ralios region was united only under a Seshnegi style of king, though many city-states maintained their cultural independence.

Halikiv, far distant and guarded by rugged terrain, throve and kept its strength, The land was too poor and far away for humans to bother. Only the nearest human tribes fought Halikiv trolls, and they also fought all their human neighbors.

In Guhan the trolls fared worse, but when they were in need, they merely ran away to the mountains nearby or hid in holes. Their presence persisted so that only people in large groups dared to approach the woods, and in those times the trolls fled.

This situation lasted throughout the period.

Dagori Inkarth

The fortunes of the trolls in the Dagori Inkarth region are typical of Elder Races communities in the Second Age, and especially in troll lands. The recovery of the species after the treacherous and deadly Gbaji War was short-lived when the Elder Races fell upon each other, and then were pushed back by new human settlements.

Dagori Inkarth was the name of the troll theocracy which ruled about the Dragon Pass region. The ancient seat of power lay in the rugged wastelands of Shadows Dance, centered upon the Castle of Lead. Arkat had given them rule over the many races of Dragon Pass. In the Shadowlands a powerful troll kingdom, staunchly supported by most nearby humans, continued an ancient dynasty descended from Argan Argar. The former Mixed Lands of Votankiland and the Elder Wilds were also placed under troll command, and the regions north of Dragon Pass were also a gift from Arkat. They were dubbed the Greylands by everyone, as Arkat had commanded.

Greylands were not lands which the trolls had occupied before. Dragon Pass had seen the last troll leave their cities in 375, when the Gbaji army came to the region and cast their curse upon the trolls. When they did move back, to be closer to the source of their marvelous revenues, the trolls preferred to move into ruins shunned by humans, abandoning the war. They clearly did not trust the creatures who had not aided their cause and whose type had helped cast Gbaji's spell upon trolls.

The troll overlords collected a tax called Arkat's Command. For a century the trolls regularly appeared at certain places and collected great heaps of foodstuffs and lesser amounts of human-made goods. Dwarves forever stopped their payments after a troll party was a day late in 512. Elves immediately began ambushing the collectors in their regions, too. By the year 550 there was widespread dissent from humans in the Greylands and Dragon Pass.

In 562, an army of Yelmalio worshippers came into the Greylands and settled a temple city in Holay. They were colonists from the lowlands kingdom of Dara Happa who worshipped Yelm, the Sun God and eternal enemy of Kyger Litor. However, their god had only bad experiences in those lands, but Yelmalio had walked the region often in the Great Darkness. Thus the Yelmalio worshippers went to places where their god was strong, hoping to become powerful enough to invite their other associated cults as well. In that way Yelm could eventually fill even the regions of Shadows Dance, they thought.

The overlords in the Greylands acted quickly to destroy the invaders, but they met with disaster when a trollkin lieutenant betrayed the attack because the White Women among the Yelmalios had treated him kindly. These White Women were, of course, Chalana Arroy healers.

The success of the Yelmalio worshippers in Holay inspired the Orlanthi of Dragon Pass to try their skills as well. This struggle was longer and harder, and it did not begin until the Tax Slaughter of 578 when the revolutionaries had prepared themselves. There were several large battles in day or night, against both Dagori Inkarth and Shadowlands armies. However, the human Orlanthi tribesmen won out and freed themselves from the odious taxation. The trolls hid deeper in their ruins, or simply withdrew into safer troll lands, swelling their populations.

TROLL SENSES

Trolls have the same senses as humans, though different in details. They also possess an additional sense – darksense – which no human naturally has. Dark trolls are emphasized in the following descriptions.

TOUCH AND BALANCE: The troll senses of touch and balance are comparable to a human, though it appears that humans are a little more dexterous and agile. Trollkin are quick in their actions and even the large mistress race are fairly adroit. The human stereotype of clumsy trolls is not very accurate.

SMELL: Trolls have long snouts, apparently ideal for a good sense of smell. However, this snout is modified for sound production and reception – not smelling. A typical dark troll is not much superior to a human in his sense of smell. Cave trolls, however, have a refined sense of smell, and can track their prey as well as some breeds of dogs.

TASTE: All trolls consider themselves gourmands. Their sense of taste is well-developed, though obviously their idea of esthetics is very different from a human's. Trolls eat substances that any normal human would find foul and revolting, yet the trolls seem to savor these disgusting foods. Perhaps the ability to detect subtle nuances in the flavor of old fish heads is indeed an indication of a troll's sense of taste, but no human envies it.

SIGHT: Trolls do not see as well as humans. The mistress race is nearly blind, and can just make out large shapes and differentiate between intensities of light. Dark trolls are farsighted, and must use their darksense close at hand. They are color-blind, seeing only black, white, shades of grey, and red. Trollkin and cave trolls have better eyes, but this is somewhat of a hindrance to them in daylight, rather than an aid.

HEARING: Trolls can hear much better than the average human. This is a natural side effect of their environment (normally

The humans and others of the region eventually formed the Empire of the Wyrms Friends. This political entity signed a peace contract with the trolls of Dagori Inkarth and the Shadowlands, but there were troubles beyond their immediate borders which boded ill for the future. In 721, humans and dragonewts aided elves and local barbarians to drive all trolls and dwarves out of the Votanki lands between the Rockwoods and the Elf Sea. Fighting continued, but typically the wronged dwarves and trolls turned upon each other with a great fury. In 747, the trolls were on the upswing and invaded Greatway, the dwarf city, with great success.

Dagori Inkarth then entered into a relatively quiet period broken by the heroic or foolish actions of individuals but not by the queendom or species. The only political act was when the Empire of Wyrms Friends asked for better terms in their contract. There were several prepared engagements between leaders of both sides to prove their pointed arguments, and the result was that in 782 both Dagori Inkarth and the Shadowlands began paying tribute to the empire.

The period between 780 and 810 was notable to trolls because a Praxian nomad, Caylash Rhino, led many raids against the mountains of the trolls with great success. It is said that he was a companion of Waha the Butcher, also said to be alive in those years. Once the rhino rider even reached the gates of the Castle of Lead and made a huge dent in the front gate to show he had been there.

In 838, great commotion was made by a giant named Thog. He was a magician as well as being huge, and he had many friends from giant races. He recruited a troll following as well and then attacked a young city in the River of Cradles Valley in Prax. The city was called Pavis, and it beat off the attack.

Fourteen years later, when a new generation of adventurous trolls had grown up, Thog and his friends tried again. This time they won and they lived in the ruins of the city for almost 25 years. Those giants built the immense walls which distinguish Pavis.

The Redstone trolls did war against the Empire once. It began in 976 when the troll queen would not deliver some raiders to the Empire and ate the ambassadors instead. The trolls were confident their cave fastnesses could hold off any army, but they did not count on dragon surprises. The enemy bored into the caves from the outside and began a scathing drive through the tunnels, using flame-breathing wyrms to dampen enthusiasm, and following with dragonewt troops who were unafraid of trolls in the dark. The entire complex was cleared and abandoned, though the deeper sections were collapsed by the trolls to preserve them from the foe.

Shortly after that there were records of trollkin mercenary units being used by the Empire in some campaigns. The origin of these units is not known, and though most were probably cheap labor troops, some were undoubtedly the Argan Argar trained spearmen who so surprised enemies time after time.

The Empire of the Wyrms Friends was transformed from a brilliant driving force in the world into a gang of decadent power-grabbers in three centuries. Dagori Inkarth first stopped paying the tribute and sending raiders against the people of Dragon Pass. Trolls were privy to the secret plans of the dragonewts to betray their human allies, and in 1042 great troll armies invaded Dragon Pass, seizing immense loot. At that time, Delecti the Necromancer, a leader in the Empire of the Wyrms Friends, turned the land against the invaders and formed the immense marsh which surrounds his palace.

Satisfied with the first pickings of their former enemies, the trolls were content to raid and steal without further commitment. Many fights between humans were begun by sneaky trolls. They did form close alliance with the dragonewts, and also maintained alliances with Ironhoof, leader of the many Beastmen who were freed from the clutches of the decadent and fallen empire.

The aftermath of the plunder of the Empire left a small population of honest humans living in Dragon Pass. They held some properties and rebuilt their communities, only to be smashed by outsiders intent on seizing plunder. Dragonewts, trolls, and beastmen cooperated in the defense of their lands, but the invaders were more powerful.

pitch darkness) and their primary sense of darksense. Darksense is an extreme elaboration of hearing.

DARKSENSE: This is how a troll gets around. Darksense is to a troll as sight is to a human. It is a form of sonar. The troll generates an ultrasonic noise in his head and receives the echo via his sensitive ears and head bones. This skill is quite refined. A troll can clearly define silhouettes at close range, and differentiate textures with this sense. It can be used to tell the difference between bronze and lead (or other metals), just by the different 'ring' that each gives off when sonared. The troll can tell movement, distance (very precisely), and texture with darksense. It is truly an excellent sense, comparable in many ways to eyesight, though it has its limitations. It is not as good as eyesight at long ranges, and trolls only get silhouettes and general impressions of mountains over a kilometer off, for example. A dark troll would be unable to detect an object as small as a person at a range of over a kilometer. On the other hand, the troll can 'see' in the dark clearly, and tell by the echo whether a mountain is covered by evergreens or deciduous trees.

Trolls are able to focus their darksense and closely scrutinize an area at long range. When doing this, they could see a human two or three kilometers off, but it would take trolls several seconds to receive this information, and they would have to know exactly where to look. In their normal environment, darksense gives trolls a large edge over a human.

An interesting fact of darksense is that a troll can use it to sound an animal's body cavities and see whether or not it is hungry (by looking for empty stomachs). This is a peculiar ability, but is only usable very close at hand.

The mistress race have sonar as much superior to dark trolls as an eagle's sight is superior to a human's. Cave trolls and trollkin have relatively inferior darksense, and supplement it with their eyes.

TROLLKIN AND OWNERSHIP

There are generally four classifications of trollkin within a community. They are: the fighters, the values, the workers, and the food.

FIGHTERS are armed and trained with weapons. Their magic is usually combat-oriented. They are chosen for their ability to follow orders first, and then for their practical skills. Trollkin who prove their loyal subservience may be further trained as values. Uppity or ineffective fighter-trollkin are transferred to the food category.

VALUES are trollkin who have impressed their troll overseers with their intelligence/industriousness but not alarmed them with independence or ambition. Values are recognized as personal property of its owner even when they are out of each others' sight. Some of the occupations which Values receive are as overseers, healers, or other tasks of trust and independence.

WORKERS are the menials of the tribes. They lift, tote, haul, carry, build, dig, or perform any other task which a troll does not want to do. They are rarely trained in any magic at all, though Xiola Umbar tries to teach them all at least Healing 2. Workers who are lazy and inefficient are converted to the food category. Intelligent or industrious workers may catch an overseer's sensibility and be trained as a value.

FOOD trollkin have no status among trolls and are treated as animals. Their lives are miserable and mean, often hiding even from other trollkin whose diets are poorer than their courage. Occasionally some trolls will round up gangs of food trollkin and make them into workers for a task.

To differentiate their own trollkin within a clan, the most common method in the Dagori Inkarth/Dragon Pass region is the piercing of ears, noses, or other facial feature. Then a band is run through the hole, often decorated by some further mark of significance. For example, the Sazdorf mark is a simple red braided leather cord. A value has three knots in his, a fighter has two, and a worker has one. Each of the three clan leaders has her own decoration as well, where appropriate. Usually only those trollkin who go out of sight of their bosses need such markings (i.e., the values and some fighters). The Martoz family has a quail feather in the braids, the Dozkal family has a lizard tail tied to the braids, and the Dorsnon clan has two sets of the braids. Other markings, notably one with a copper coin on it, another with a claw on it, and another with a red ribbon braided into it, have also been seen in the Sazdorf settlement. Some rich families have very ornate markings, and the heavily populated areas have developed something of an art style in some of their decorations.

In 1100, the raiders overstepped themselves. They formed the Invincible Golden Horde and invaded, destroying all opposition. They had already committed unspeakable crimes of rape and genocide, but their intent this time was to destroy all dragonewts and seize their magical properties.

This provoked the Dragonkill War. Dragonkill indicates what the monsters did, not what they received. War is a human conceit for the slaughter which lasted several days and left fewer than one survivor out of ten thousand.

Humans were shocked, and for centuries no one even dared mention the name of Dragon Pass. They preferred the name Greylands, as of old, and the creatures which moved into the regions were glad to support that belief by sending combined troll and dragonewt warparties north into the lands of their foes.

Trolls also aided in the overthrow of the Jrusteli holdings in their region. Some cities, notably Lylket, Jadnor, and the Clanking City were well-known outposts, primarily serving as trading posts between Jrusteli and the exotic races in Dragon Pass and beyond. When the elements revolted against the Jrusteli excesses, the trolls volunteered to aid the Elder Ones and help crush their foes. Trolls were primarily responsible for the success of the Lylket siege, for they used tunnels which had been kept secret since the founding of the city centuries before. They entered it in secret and began the slaughter and pillage before they opened the gates for allies to come and aid them. Trolls were also present at Jadnor, though not in great strength.

The Clanking City is known by many names among different peoples. Its human name was Locsil. It is also called the Machine City by many. The name came from the infernal sounds of machinery which continually came from its factories. At first the dwarves protested against the theft of their secrets, but trolls were unlikely to

aid them for that. However, the gods too protested when it seemed that the inhabitants there were mass producing magical items.

The ten-year war of the Machine City became one of the epic battles of the end of the Jrusteli Empire. They were aided by wizards who also lived near the isle, and many refugees from other cities. The struggle is known to people from all over the region, and for a while it almost seemed that the Elder Races would forge anew the forgotten unity of the past. Through such cooperation, the city finally fell, its inhabitants slaughtered, its stones scattered, and its metals plundered. The ruins are now called the Machine Ruins, and the damage of those ancient battles is still visible. For instance, the city sits atop a high cliff by the sea, and no matter what the tide may be, there are waves which still reach hungrily up the cliff face far above sea level, hungrily aching to destroy once again. The trolls left a mystical guardian there, a cursing shadow which sometimes rolls slowly over the ground, even at full noon, or sometimes forms, then dissipates, seeking into even the tiniest and most hidden places for anyone who would ever dare to enter the place – intent upon kepping it fogotten and feared.

So ended the Second Age. Dagori Inkarth kept itself strong, and it held many hunting grounds in Dragon Pass as well. Trade and commerce moved between the Castle of Lead and the Obsidian Palace. Giant insects had great feeds, and hunting Praxians was a sport.

THE THIRD AGE

The Third Age of Glorantha was one of general fear and reservation among the peoples of the world. Those regions and races which had been powerful in the preceding centuries had been so beaten down by greater forces of nature that there was an immense reticence to expand again. The magnificent Jrusteli Empire was drowned beneath the seas, and the oceans themselves were inhospitable to any passage over their surface. The Empire of the Wyrms Friends was smashed by the dragons who had been their allies. The Dara Happan Empire had fallen to the Pelorian Kingdom of Carmania, founded by atheist barbarians out of the far west.

As always occurs when humans become fearful of each other, there was a resurgence among the Elder Races, though none of them rose to any splendor approaching their ancient ways. Trolls, forever hiding in the shadows and ready to extend their darkness, seeped back to the surface world.

Troll raids occurred regularly on a small scale, and in some places they gained enough strength to form small tribes capable of worrying all their neighbors at once. The Yolp Mountains and Blue Moon Plateau in Peloria grew. The Haunted Fields in Wenelia grew too. Halikiv and Guhan in Ralios seized the chance and expanded greatly, threatening traditionally safe lowland cities. For instance, in 1112 the Ralios city of Yod was infiltrated and sacked by trolls.

Dragon Pass Region

The Greylands region of Dragon Pass was the greatest troll stronghold. It lay between the Argan Argar Shadowlands and the Queendom of Dagori Inkarth. When the dragons slew all humans in the land of the trolls, other non-humans quickly moved in, fighting each other as usual. Many expeditions went out from there to raid human holdings.

However, the unity of trolldom was an illusion which was dispelled by their strength. The Dragon Pass region became a battleground for trolls fighting trolls.

Kajak-ab Braineater was a Mistress Race troll who worshipped Kyger Litor and led the trolls from Dagori Inkarth. Her tribe is often called the Mountain Trolls by the other inhabitants of the pass. Her major opponent was Vamargic Eye-necklace who led the wood trolls from the south. He was most unusual, first because he was a great troll, who are almost always of low intelligence, and second because his parents were both cave trolls. He worshipped Zorak Zoran.

Troll unity returned when the despised half-trolls of the Ivory Plinth attempted to seize all power with the help of non-troll allies. He was killed, and the trolls then began a campaign against all others.

CLOTHING

Dress is essential to uz, for they abhore exposure to light. In some deep tunnel complexes it is considered a sign of piety to wear clothing to protect from the mythical sun's tragic appearance.

To surface dwellers clothing is necessary. Exposure to light makes uz skin peel and flake mercilessly. Northerners require supplemental aid against the cold and ice.

Styles of dress are suited to function. Stylish trolls, with many social roles to fulfil, will have a suit for each occasion. A Rune Priestess, for instance may have everyday robes for common wear, ceremonial robes, armor for battle, and leather and fur for hunting.

Robes are ineffective garments for active movement. They are called Upright Clothes, for only the elders can afford to wear them regularly. Rich or ostentatious trolls also wear robes to show off at home.

Armor is, naturally, the dress of a warrior. Belligerent attitudes among trolls lend a natural status to a suit of armor. But, reflecting the long heritage of trolldom, among all but wild trolls, the measure of an uz still is not made by the cut of his cuirboilli.

Sleeved shirts and trousers are preferred by practical trolls, being enlarged for bulk for garments in icy lands and shortened to be briefs covering only the pelvis in warmer regions.

Hats are a favorite article of clothing. They keep sunlight and rain off of their heads and out of their eyes and nose. Trolls favor loose hoods or small skull caps in some regions, for both allow free ear movement. In sunny regions they use wide-brimmed hats for maximum shade. In this latter case, and for most hats in general, slits are required for the uz ears to protrude, for blocked ears partially block a troll's senses. But protruding ears are quite sensitive to light, and only a few hours exposure will cause serious discomfort. Thus the trolls have developed several types of salve which they periodically replace during the day. Another popular idea in some regions is the use of ear covers, fitted to fit snugly against the skin and extended, bonnet-like beyond the edges.

Helmets are constructed to allow channelization of noise to the troll's ears, rather than interfering with sonar, much as human helms attempt to give a good angle for vision. Trolls must get used to the somewhat different sound of sonar in a helmet, but they are adaptable, and all fighting trolls are familiar with the effects.

In 1222, trolls met the enemy forces in battle and slaughtered them. Their victory seemed so complete that a huge revel began, gorging on the foes and drinking intoxicating drinks. This continued in a great victory debauch which was so intense that no one seemed to notice the small enemy force of beastmen who assembled and launched a surprise attack. The trolls were unable to respond, and thousands of them were killed. The corpses were heaped up in nearby ruins and set afire as an insult to their beliefs. Ever since that time the ruins have kept smoking, and are called the Smoking Ruins. Also, no troll has been able to contact their ancestors who were burnt there.

Following that, humans from the Shadowlands in the south rose against their leaders. Although the trolls kept most of their political power at first, they were forced to include more and more humans from nearby regions in their councils, and this eventually proved their undoing.

Thwarted in one direction, the trolls of Dagori Inkarth seized another opportunity. An army marched south in 1240 led by Gerak Kag. On a flat plain, the infantry army of trolls faced a superior force of Praxian mounted troops, but through the use of spirits the Praxians were frightened. Finally, Gerak Kag loosed a spirit which seemed to be Kyger Litor herself who crushed the foe, driving the survivors before her. Hell wolves pursued the routed Praxians. In triumph the trolls approached Pavis.

Gerak Kag had many magics, and he leapt over the mighty Pavis walls into the city. His army entered by the gates, then turned and sealed them closed with spells and lead. They remained closed for over three centuries and trolls became the dominant power in Pavis, hunting humans like animals.

Troll dominance of Pavis continued, but in 1539 ghost dragonewts opened the sealed gates of the city. More humans entered, and ever since then there has been only trouble between trolls and humans.

About 1350, the Troll Legion was a regular part of the army of the Kingdom of Tarsh. This was a mercenary unit, used mainly in guerilla operations but occasionally mustered *en masse* for battle.

The Holy Country

The ancient Shadowlands Queendom south of Dragon Pass had grown weak after their defeat in 1222. Humans, many of whom worshipped Argan Argar, took more and more control of the queendom. But nothing was as disasterous as the arrival of a stranger from the sea.

The stranger called himself Belintar, and was a human. The oceans at that time were impassable to shipping of all types, but nonetheless Belintar came from there, swimming with calm and patient strokes to the land. He first befriended the fishermen who plied their trade upon the calm Choralinthor Bay and who were old enemies of the trolls who ruled the land.

Belintar spoke little of his own origins, claiming that the moment was more important than the past. He proved himself to whoever demanded such proof, and then demanded something in return. He was true to his friends and deadly to his enemies.

Belintar possessed great powers, and among other miracles which he performed were the summoning of ancient heroes, popularly called the Silver Age Heroes. With their aid, Belintar finally confronted the Only Old One, son of Argan Argar who ruled the Shadowlands. The struggle was fierce and intense, and though he was killed, Belintar rose again from the dead. Other deeds of his changed the face of the land itself, turning rivers and transforming an immense monster into a range of hills.

Belintar eventually struck down the Only Old One and took control of the diverse populations which lined the Choralinthor Bay. He then began a great magical rite which apotheosized him, and afterwards he was called the Mangod, or Pharaoh. He accepted trolls into his rule, and even protected them from other enemies, integrating them into his realm. Thus trolls survive there in strength, but they forever

TROLL NOISES

Uz do not like to speak around others. They are acutely aware of sounds, and they know other races can also hear speech. Thus they prefer their simple sign language, mentioned elsewhere, and the monosyllabic hunting language, which has many sounds beyond human audible range.

Despite their preferences, trolls often betray an amusing battery of unconscious bodily and emotional noises.

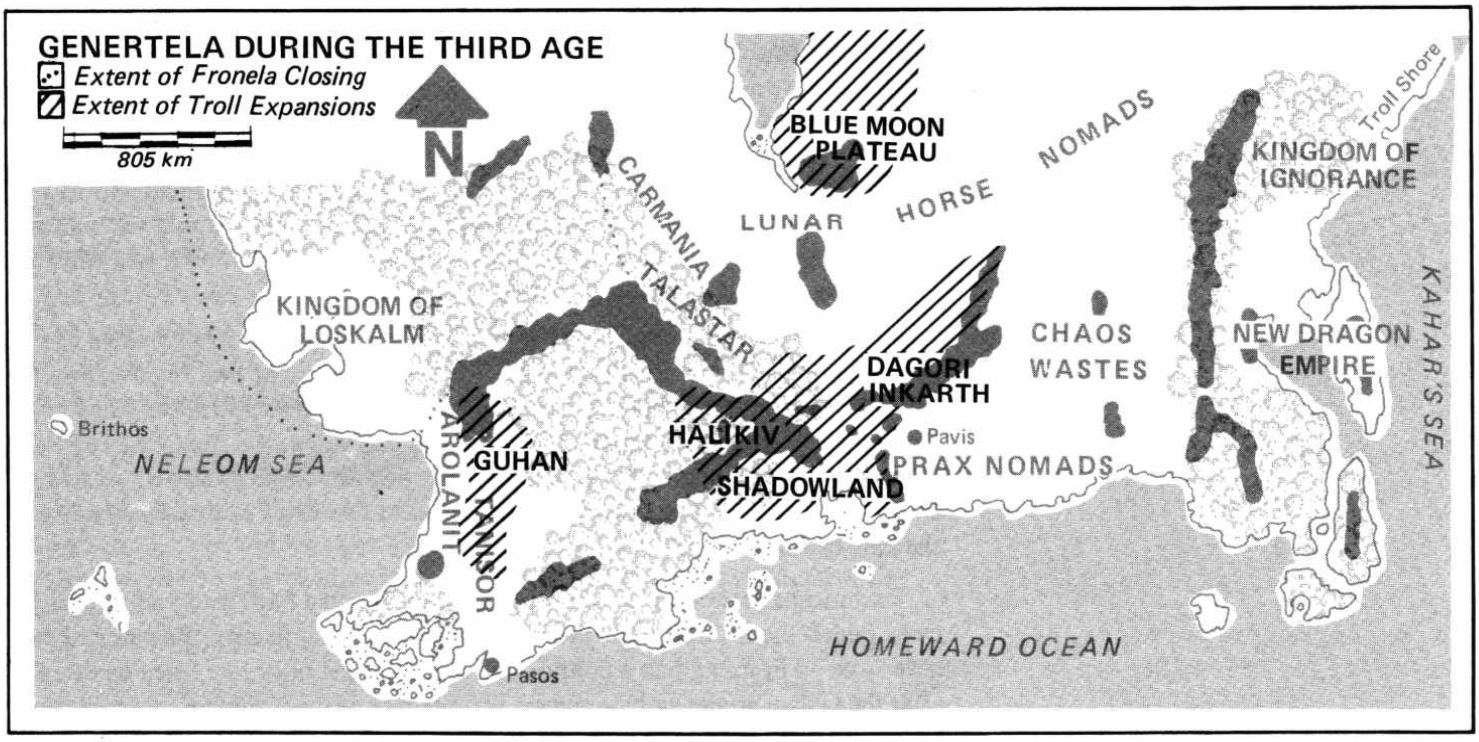
Body noises include the everpopular belch and fart. The former indicates immediate gustatory satisfaction. The latter boasts previous gluttony. Coughing is also the word for illness.

Anger is betrayed by a low, deep growl. This is often inaudible to humans at first, even in a quiet place. This low growl precedes any facial expression. It gradually rises in volume, reaching normal voice level about the time the uz's lips twitch to show fangs. Humans usually show their fear by pulling weapons out at this point, but trolls will continue to growl, roar, and emit a high-pitched whine before they engage. In most differences between trolls, these noises alone are enough to settle disputes.

Laughter among uz has been typified as two types. The first is the common troll's great belly laugh. This is an innocent expression of primitive humor, sometimes at the expense of some other less fortunate creature, but more often to share some simple joy among fellows. The other laugh is a weird, throaty cackle which is an unconscious nervous gesture by uz when they are anxious socially, when they force an unnatural laught, or when they are cruel. Trolls call this both Liars' Laugh and Holy Laugh, for they commonly laugh this way throughout many ritual dances.

Sorrow is expressed as pain: great wailing and crying. Triumph is shown by hooting and clapping. Disfavor is shown by making an ululating wail broken by a cluck. Approval is shown by howling.

Silence is also practiced, especially by those who hunt. Even as children they are trained to suppress their noises. Perhaps as a counter-response young trolls are extra-noisy at home among their peers.



lost their rule of that realm. The Pharoah called his land the Holy Country, and it soon gained a reputation for being a place of mystery and wonder.

The apotheosis of the Pharaoh occurred in 1258.

Ralios

The abrupt destruction of Seshnela, the leading power of western Genertela, in 1120 began a major power struggle among the stronger nations. The kingdom of Tanisor was the primary heir to Seshnela and its Jrusteli ways, but the rebellious peoples of the Nalar Lake region united and formed the kingdom of Jorstland, named after its leading personage.

Tanisor lost the struggle, due partially to the Jorstland alliance with the trolls of Guhan. Tanisor was made into a recalcitrant province. The southern coastal region united as the Federation of Pasos and underwent extensive political and religious change, rejecting as much of the Jrusteli way as they could and establishing a renewed pure Malkioni religion.

The trolls of Guhan provoked trouble by continuing to raid Tanisor despite Jorstland protection, and alienated their former allies. A peculiar alliance was formed during the years between 1180-1190 between the trolls of Guhan, the wizards of Arolanit, and the knights of Pasos. It was short-lived, but effective in allowing Tanisor to once again break away and form its own kingdom, now dominated by the Malkioni religion and ruled by knight-kings.

Guhan continued to plague their neighbors throughout the era, conducting an effective guerilla war whenever any foes entered their lands. Many would-be heroes lost their lives and fame trying to crush troll strongholds which seemed to disappear as armies approached. A persistent rumor stated that the trolls built decoy cities to attract their enemies whenever they wanted food to come to them, but this is not well-documented.

Halikiv expanded its borders in all directions for a time, expanding over the mountains which were impassable to men and difficult even for trolls. Hunting parties regularly swept through the spruce woods south of the Mislari Mountains, harassing elves who lived there. They also raided the humans of the Aggar region so continually that it was nearly abandoned by them. Corolaland, west of Halikiv, had long been a good hunting ground for trolls, and during the years preceding 1350 was densely populated by them.

Halikiv also came into conflict with the kingdom of Jorstland who had offered protection to all humans surrounding them. Battles began about 1200, usually indeterminate, but in 1327 there arose a leader named Retter the Stalker who began a

WHAT TROLLS THINK ABOUT

When their bellies are full the uz show deeper motives. These give us insight into their psychology. Trolls seek four things to make them happy.

First is a full stomach, the most easily obtainable goal.

The second is to bear healthy children (among the females) or to be wanted by a fertile female troll (among the males).

The third goal is to kill chaos things, for they believe that their beloved fertility goddess, sweet Korasting, will return troll progeny to health when there are no more uz in the world than chaos things. Such a time will be known, they say, because their children will no longer number trollkin among them.

Fourthly, they seek three mystical tools with which to heal their goddess, each of which disappeared long ago. One is a set of adamantine claws which Gbaji wore when he ripped Korasting from shoulder to shin, for only the tools which wounded the goddess can ever heal her again. Second is the Otherworld Cloak which would allow Kygor Litor to avoid Gbaji's deceitful embrace and deceive him the way he deceived her. The third is to rediscover the lost verse of a song which Kyger Litor used during pregnancy which will make their children once again into whole mistress race trolls. They believe that the song was lost when the world turned upside down, and was stolen by some other singing god. Trolls pay an inordinate amount of time listening to others' music in hope of finding it.

long and successful campaign which drew many trollkin to aid him, depriving the trolls of much of their strength. Retter inspired the trollkin with many tales and promises, and organized them into units and began to train them. After a short period of proving his word, Retter then put them upon boats and sent them downriver to Jorstland where they were betrayed and killed or sold into slavery. In 1350, Retter and his companions were ensnared by trolls, but he fought his way clear destroying many trolls as he did. This so weakened them as a nation that the humans were once again able to move safely into Corolaland, and thereafter it was only occasionally used as a hunting ground by trolls.

In 1366, Retter and some other powerful companions successfully raided deep into Halikiv, the first such raid since Gbaji's armies had swept over the terrain centuries before. Several Mistress Race trolls, including the Queen who had ruled ever since Arkat's time, were killed. The blow stunned trolldom and they were unable to respond in kind. Fortunately for them, Retter, now the Duke of Delela, became embroiled in human politics and met his demise at the hands of an assassin sent by the king of Jorstland in 1371.

The struggle between Jorstland and Tanisor exhausted both lands, and Guhan trolls raided them throughout the period with relative impunity. However, they never rose up in strength as a political force. The largest organized force reported after the Guhan armies early in the era was the raid of the Koltaxi clan which destroyed the once famous Green Lions Tower where lived the sorcerer Goventainer Shadowshirt, who was a thousand years old and thought to be unbeatable. At that time there were reports of a million trolls invading to do the job, but troll songs say there were 200 trolls, 200 trollkin, and 25 great trolls led by the clan ancestress.

The hilly lands which surround the central basin of Ralios generally succumbed to various non-human forces during this period, a blessing when they were friendly and a curse when they were not. This resurgence of the Elder Races was unusual, but proved that they still were capable of great deeds. The fragmentation of Ralios eventually led to the downfall of the Jorstland kingdom, which broke into many principalities, city-states, and duchies. Tanisor also shrank.

The lands of Pasos, on the coast, underwent a rapid buildup at the end of the age when the oceans were once again reopened by Dormal the Sailor. This distracted Tanisor's attention southward, but Ralios was too far fragmented to recover as a single political entity. Thus the troll lands of Guhan and Halikiv continued to exist, unthreatened, in relative strength, to the end of the era.

Seshnela and Fronela

Though the Battle of Nebuchaxa had destroyed a unified troll strength during the Second Age, the trolls continued living there, hiding in shadows and creeping about wherever people did not go. As usual, they were stronger in wilderness regions, but even there humans lived.

Trolls had not lived in Seshnela since the year 350, for the strength of the knights and their god kept the land cleared even from the enemies in the night.

Yet, when the hero Jonat Bigbear visited the kingdom during its last years (c. 1050), he discovered some there. Jonat's adventures in the doomed land were unusual and notable, and among other deeds, he befriended the troll Xem. Xem never gave any tale of his origins, but he seems to have found Seshnela uncomfortable even at this late date. He left with Jonat, proving his value more than once. Species barriers were broken, and Jonat proved his friendship to Xem as well.

Xemstown was begun and expanded in Fronela, at the edge of Jonat's kingdom. While the hero lived it thrived openly, and even when he went to his greater rewards Xem's descendants held their own with or without royal help. Caverns, dug over years, preserved the populace when their above-ground buildings were destroyed.

Xemstown became the center of a troll kingdom in this era. They usually kept a low profile, but they did persist in hiring out as mercenaries in bands which were famous in their own right. Two were most common, the Night Guard and the

YEARS OF LIFE

Some facts of troll physiology are clear.

Full-term gestation is 45 weeks, but any single healthy birth after 40 weeks is considered to be a troll. Any births before 40 weeks are always trollkin.

Nursing infant trolls continues for at least a year, at which time the first teeth appear. Infants are often given over to wet nurses at this time, for reasons of comfort.

Walking begins at six months. Speaking begins at age 2. Puberty is at age 14-16, after which they are adults.

Anyone over 50 years is usually an elder, and a typical lifespan for trolls is 85 years.

Shadows of Death. As might be expected, they often opposed each other in a war and they kept all the friendships which mercenary captains have with each other, benefitting from the wars at every one else's expense.

Trolls were not reported among the islands and penninsula of Seshnela after it was sunk, though elves and dwarves were.

Blue Moon Plateau

The trolls of Peloria gained strength. When the Halikiv trolls of Ralios were raiding north, over the Rockwoods into Erinflarth, the trolls of Yolp were also getting stronger. In 1346, they established tribute payments from the humans of Talastar, which continued for a century.

The Blue Moon Plateau gained the most. They had persisted in their isolated land since before the Dawn, and though humans striving for fame raided them again and again, their hold did not wane. The lands about them were considered to be dangerous to mankind but good hunting for trolls. The Blue Moon trolls were careful to prevent provocation by humans if they could, thus nurtured their strength.

In 1220 the Red Goddess was resurrected or born in the city of Torang, about 100 miles south of the Blue Moon Plateau. It is possible that a troll assisted in this delicate operation, though it may have been a human who worshipped the troll deity of the Blue Moon, as occurred on the frontiers of their land.

Whichever was the cause, the Red Goddess quickly proved her Lunar connections, and as such was bold enough to approach the troll cult with honesty and friendship. The cult accepted her, but many trolls kept their reservations, knowing many similar stories with unhappy endings for unwary trolls.

Though their part is often unrecorded, as they would wish it, trolls often aided the march of the Red Goddess in establishing her terrestial empire. The word of the Red Goddess held, and trust and friendship grew between the thocratic state of the Blue Moon and the theocratic state of the Red Moon. Individual trolls were rarely in the center of attraction since they preferred their old ways, but certain changes were inevitable.

The first major change was the arrangement of regular caravans of trolls across Peloria between the Blue Moon Plateau and Yolp. These were disrupted during the barbarian dominance, but re-established when peace was again made.

As the Lunar Empire stretched southward, towards Dragon Pass, the trolls became more active in their support. They made no secrets about wishing to reopen trade with their long-distant kin in Dagori Inkarth. However, in 1440 large numbers of trolls began opposing the Lunar forces on the battlefield, usually raiding at night as was their fashion. The Blue Moon trolls effectively countered these attacks, but abruptly seemed to lose interest in the expansion.

The reason for this is that the rulers in Dagori Inkarth passed down the declarations of war against the Red Moon in 1435, spent some time in preparation, then placed themselves at the services of the king of Tarsh, primary foe of the Lunars.

The Lunar advance continued both despite and because of these troll bands. The trolls themselves were unable to change the major outcome at the time. However, the trouble between the troll groups has not settled yet.

As an example of the difficulties each side had, the story of Bina Bang is instructive. She was a famous dark troll heroquester of the Blue Moon Cult. Once she had spit in Yelmalio's eye.

In 1375, she led some fellow priestesses to the Aggar trolls as a missionary for her cult. She was beset with the usual difficulties, and bashed the usual number of conservative, xenophobic Kyger Litor priestesses. Her martial and magical skills awed the trolls, but her personality won them over through fear or genuine respect. Once they saw how well the Blue Moon spells aided in hunting, they were glad to tithe her for her protection.

She left after twenty years. Other missionaries went to Halikiv where they were all killed in 1376 after the declaration from Dagori Inkarth was verified. A small

FUNERAL RITES

Death is the accepted end of life for trolls. Dying, of course, is a different matter, for it is full of pain and anxiety and always unpleasant.

Funeral rites are simple. Troll priests always pass the rite, and other trolls usually do. The rite is a simple prayer which releases the troll from obligations to life and sends him on his way to trollish afterlife.

Trolls are not cannibals, and the thought of eating other uz for food is disgusting and abhorrent to them. However, they know that a dead uz is not a troll. A dead troll's body is food of a magical nature. Trolls devour the dead after their prayers to release the soul from earthly obligation, each delighting in this last participation they will ever have with their deceased friend. Relatives, and especially children, usually try to have a bite of their kin, thereby showing respect and reverence, and maintaining a spiritual contact through the consumption.

army of hungry and vindictive Karrgs Sons then visited Aggar where all trace of the cult was wiped out. Most initiates braved the Blue Moon cult spirit of reprisal and quit.

Bina Bang, though, was in distant Troll Hills, near Gonn Orta's Castle, talking to more barbarian trolls. She is assumed to have been successful there, though there is no written record.

In 1432, Bina Bang seemed to be the only leader among the Blue Moon trolls who was interested in confronting the mistresses at the Castle of Lead with the truths of the Blue Moon. She prepared a party of aides, devoted two seasons to intense prayer, then set off.

She had to traverse enemy territory and, once they recognized her, the trolls themselves were foes. But the Blue Moon powers prevailed, and Bina Bang managed to see the High Priestess' Council.

She proposed a test to prove herself, as was usual. The test was a surprise, though, for Kyger Litor demanded she prove the love and power of the Blue Moon by taming Lord Lurker in the Shadows, a terrible Dehore spirit.

Bina Bang did summon him, and called him into her light beyond blue. His sight is terrifying to eyes or darksense, but Bina Bang withstood his presence. His killing powers are maleficient, but she withstood those too. But his protection against the compassion of the Blue Moon in Bina Bang were pathetic, and through her valiant defense and sacrifices Bina Bang conquered him and captured his soul. She understood him, he her.

The ruling council of Kyger Litor in the Castle of Lead were impressed. But Bina Bang made no demands upon them, instead being committed only to the holding of Lord Lurker in Shadows. She turned her back on them without a sound, and went to the other world with her husband.

Nine nights later, there appeared upon the holiest place of Xiola Umbar a child troll, with all sharp teeth and an oversized left hand. He said his name was Pikat Yaraboom, and that he was the son of Bina Bang and the Lord Lurker in Darkness. He quickly learned to use his odd hand, and developed it so he could stun, maim, kill, or rob whoever he laid his left hand upon. He also learned to travel in the spirit plane, and was a great shaman. Especially fierce were the Dehori whom he could call.

Like most shamans, he had a few close assistants and was difficult with all other creatures. Only beaked dragonewts who played their native game of ko amused him. His favorite foods were red-headed women, canines of all types, and priests of light.

Pikat Yaraboom spent his career in and about Shadows Dance, though his forays often took him far from his home territory in search of exotic items for his trade.

The Holy Country

Although the Pharaoh felled the Only Old One and cast down the rule of Darkness, he did not bother, or attempt, to destroy the children of Argan Argar, the Uzko of the Shadowlands. The Pharaoh is a wise and beneficent being, with no grudge against the innocent, and a keen mind in marshalling his resources. Thus in the councils of the Pharaoh, one of the seats is filled by a troll, sometimes a Mistress Race troll, sometimes a dark troll.

Yet the Uzko of the region make little of political activity, except to send their tribute to the Pharaoh like everyone, and to obey his trade laws, and to send the requisite troops to the army. Their lands, native and good for them, seem wilderness to humans who pass through. But trolls have fewer things to complain about than humans.

The trolls still have many clans which live in their old regions. There are said to be several tribal queens, and certainly many of the Rune masters there can muster a following large enough to be called king or queen by the local barbarian standards.

The Kitori tribe, which fills the woods, shares part of their tribe with humans, and is much talked about by both trolls and humans who distrust them thereby.

TROLL POSTURE AND BODY LANGUAGE

Normal trolls are upright, bipedal creatures. However, they tend to crouch to some degree, indicating a habitual readiness for action. Optimal position for a fight-or-flight is called *battle stance.* Any posture lower than battle stance is awkward and increasingly ineffective. The worst stance for a troll, of course, is being helplessly supine.

These three basic postures (upright, battle stance, and supine) form the basis of troll body language.

In general, trolls will walk and stand upright when they feel safe. This is the context of the troll phrase "upright land" to refer to the prehistoric peaceful ages. The less secure they feel, the closer they will tend to battle stance. If they are intimidated or otherwise wish to show deference, they will assume some degree of supinity. Only slaves are expected to lie flat on the ground; this includes all trollkin as well as outsiders visiting troll nobility.

In mixed social situations the station of a troll can be determined by relative posture: elders walk about, warriors stalk about, and underlings skulk about.

An uz gesture of offered conciliation consists of a rapid bobbing interspersed with a quick prayer in Darktongue to Kyger Litor to identify the target. This sounds to humans like a series of clicks, pauses, and whistles, and is commonly called (by humans) Jonny's Song. Trolls, with better hearing and command of the languages will respond with the so-called Elly's Song, actually another prayer. Those rituals completed, both trolls should stand upright to finish the greeting.

Many people claim that Urgh, a famous half-troll of recent history, was spawn of this clan. (Other rumors, though, have more spice and slander and connect them to a certain barbarian royal house.)

Places in the Troll Shadowlands:

THE SHADOW PLATEAU is an immense plateau which rises a kilometer above from the land all about it. This is all that is left of the once immense palace which Lodril made for Argan Argar. Now many plants dot the top of the hill, making a fair cover for the windy and rain swept hilltop. It measures some 30 by 60 miles in size. Only the Gloom Hills break the rolling smoothness of the surface.

The Shadow Plateau is also called the Haunted Lands, for there are still many ghosts and other troubles there. Many troubles are from the trolls, which still inhabit the place with little of ill consequence, and who prey upon humans passing through. There are also unusual sporadic winds sending torn pieces of life ghosting across the land, attacking anything in their paths. Sometimes a black sandstorm rises from the black earth and goes swirling about, dashing everything in its path and pelting all with angry pellets. And a few specific, avenging spirits live there too, hateful against special foes.

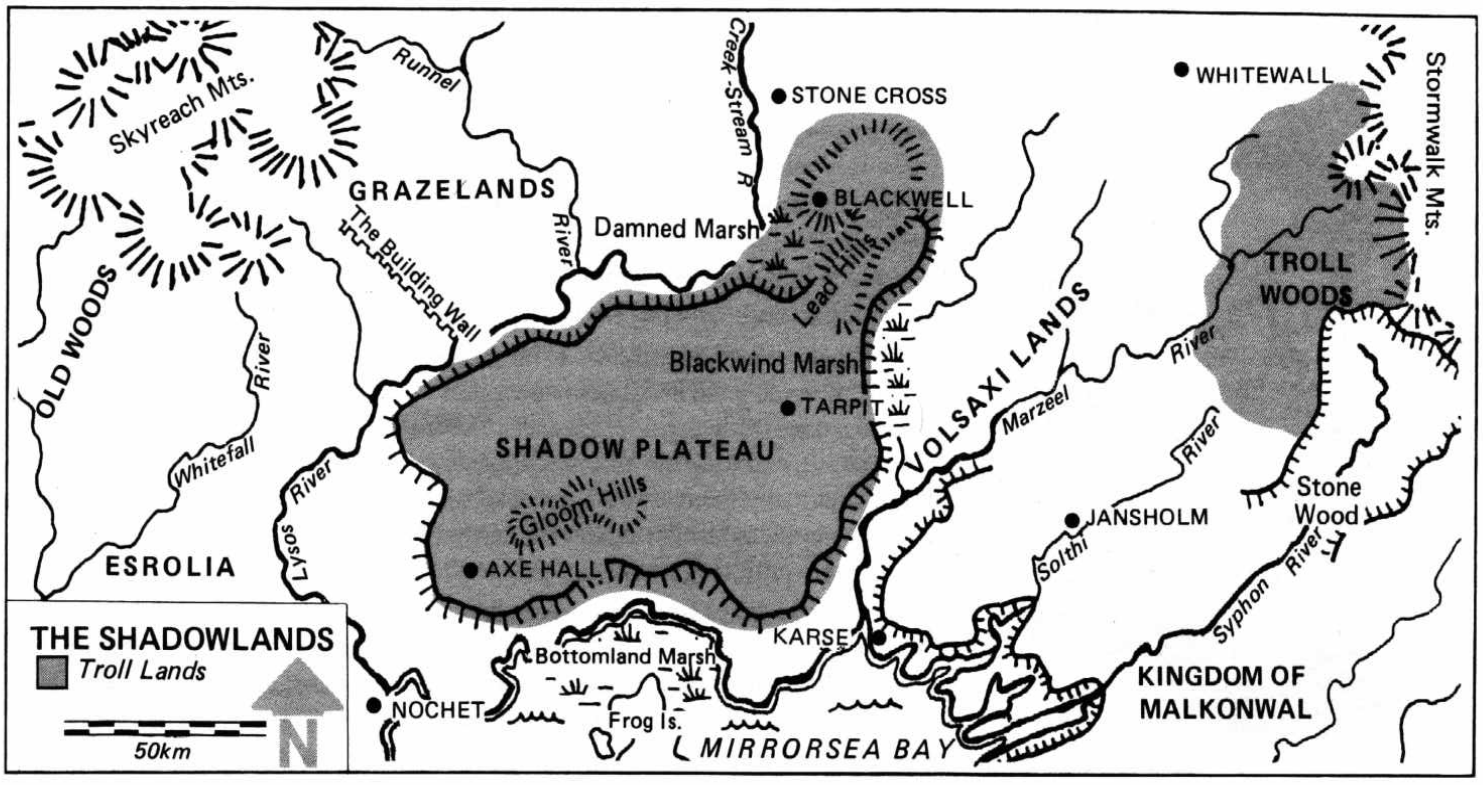
Atop the plateau are many trees and brush, and like all of this coast, it is quite seasonal. Trolls devour much of the growth, and sometimes they have plagues of idiot trollkin which will denude a patch of ground to the dirt with no regard for its regrowth. But there are still many wild animals, and except for the spirits, trolls, and other evil troubles it would be a pleasant place to live.

THE LEAD HILLS are the deteriorated body of an ancient monster sent by Argan Argar to kill the Pharaoh. When it died, its body blocked the Creekstream River, where it entered into the Styx Grotto, and stopped much of the flow. Then the Pharaoh's armies rushed into the underground and defeated the trolls with surprise.

THE DAMMED MARSH grew up where the water backed up from the newly made Lead Hills. The Pharaoh dug the New River to let it find a new route to the sea, but the marsh has remained.

THE STYX GROTTO is the underground passage cut by the river through this corner of the Shadow Plateau. It divides and drops, collects in pools with only underground outlets, and generally has cut magnificent passages through this rock, where trolls have lived since its beginning.

THE TARPIT is the site where the Only Old One's stairwell once was, descending



into the underworld. It is still possible to go to the Underworld that way, but hard to stay alive in the tar.

BLACKWELL is a troll city or fort. At its center is a well, covered with stone, where the brains of the dead monster seeped into the ground and burbled up again. The Pharaoh built a wall around that, and ordered the trolls to live there and keep everything away from the well. They have, ever since.

Snow Trolls

The icy wastelands of the north offer questionable resources for men to live upon. However, for hardy trolls it is a place of primeval bliss, unbothered by aggressive humans and unfriendly seasons.

Trolls top the food chain in and beyond the tundra. The snow trolls tell fabulous stories of how their brave ancestors fought white bears, but no such bears have lived north of Fronela since prehistoric times.

Where seals or their kin congregate, or where birds gather, or whales wash ashore, there are families of trolls. In other places, amid the lonely islands and ice floes, single hunters live a rugged life on the brink of starvation. These have a reputation, even among snow trolls, of being fierce and terrible individuals happily cannibalistic. They are sometimes called lone trolls.

The optimal temperature range for trolls is between 22 to 50 degrees fahrenheit. Higher and lower temperatures are less and less survivable, but may be extended to 40 to 85 degrees. The extreme human ranges, by comparison, are between 5 to 120 degrees. Protective clothing helps keep the trolls warm at the lower temperatures, plus their natural ability to store fat.

Trolls also have a hibernation mechanism which will allow them to survive long periods without food. Length of the sleep will vary by the individual and the severity of conditions. Boztakang's heir claims to have an army of a million trolls sleeping in Valind's Wastes, left over from the Godtime. Scholars doubt that they could hibernate so long.

Troll winter clothing is crudely worked. The preferred fur is from white sea lions worn several layers thick, giving rise to rumors that they are, in face, white and furry. This is untrue.

Snow or Ice Troll

Troll leather work is crude. They use stone tools to cut hides, slice leather into strips, and some other jobs. Their teeth fill many needs, such as piercing furs to be laced together, scraping skins, digging ice holes, etc.

They do not use snowshoes or skis, even though humans about them do. Most display a widely-splayed foot, well-adapted to walking upon ice and snow.

They use one tool of death, or weapon, and that is the spear. With a floatation bladder attached to a walrus-hide rope, it is a harpoon which will carry speared prey to the surface where trolls can reach it, or go in and swim for it. They credit an ancient hero, named Heynoona the Swimmer, with bringing this item to the snow trolls. It is believed to have doubled their population in the White Sea region.

They prefer to live, eat, and sleep in caves, or on the protected side of a rock from the wind. They never make structures of any sort. Instead, each troll has a large fur sack which both holds his earthly possessions and serves as a sleeping bag when it is too windy to walk, or when sleep is needed.

About the White Sea, the trolls have developed a social sleeping bag as well, capable of tending the needs of communities. They lace their personal bags together to form a huge leather and fur blanket. Another is sometimes used underneath. Food, goods, and tools are all tossed in, and the whole community squeezes beneath. Eventually the blanket freezes and supports the weight of ice and snow overhead. The insulated trolls underneath survive, entertain, and enjoy themselves in trollish ways until they can move again to their food sources.

Every human says that the snow trolls were not affected by the trollkin curse. This may be true, or it may be true that any trollkin unable to earn his share is eaten, and that the survivors are welcomed as equals rather than scorned. But the ice trolls do not mistreat their trollkin, or hold them in contempt as do their southern brethren.

Snow trolls have no boats. Their sewing is crude and incapable of making a water-tight vessel. They have never even seen wood, and when it is known it is mentioned only as an exotic foodstuff. Some crude ice boats have been made, but most are only floes temporarily boarded by the hunters. Swimming is the preferred method of retrieving something from the water, but this is difficult for more than five minutes.

Distribution of the snow troll population is never heavy or moderate, but sometimes reaches a light concentration of perhaps one per every ten square miles. Despite the few numbers their range is very widely spread. If rumors are true then lone trolls live throughout the Valind Winter Wastes (where they eat ice demons), a region almost the size of the Genertelan continent. Yet there cannot be nore than 20,000 lone trolls out there, fewer than in many Genertelan cities. The Western Ice Shelf has about 10,000 trolls, the White Sea has about 30,000, and the northern edge of Kahar's Sea yields about 12,000 more. There are an estimated 72,000 snow trolls in Genertela.

Pamaltela

Trolls are a common species in Genertela, and their strongholds are well-known to the general public. The southern continent of Pamaltela, so remote and mysterious to us, has trolls of its own as well. The known heat of Pamaltela's jungles and deserts would seem to prevent trolls from dwelling there at all, were it not for some surprising adaptations which they have made. To quote from an old legend of Pamalt:

There were many fights in ancient days, and one well known in Pamaltela was when the chief god, mighty Pamalt, son of Earth, fought Kwalyorni, "The Cold One," who was named Moorgarki in his own tongue.

Kwalyorni was a Mistress Race troll who raided the surface often, and led in his wake a long train of ice-demons, and other frigid beings. He came to bring winter to Pamaltela.

In the epic struggle, Pamalt took the magical spear of his friend, Lodril the Burner, and struck down the troll hero, wounding him tragically by making him a weak shell of what he had been, no longer able to live in the normal troll climes of cool and cold. Instead, Moorgarki, his followers, and his descendants have become a separate species of the Mistress Race called Muri, or, more simply, hot trolls.

Hot trolls somewhat resemble dark trolls in a general way. They are much more slender in appearance, lacking the insulating layer of fat and the great belly common to well-fed dark trolls. They are about the same size as dark trolls, and are similar in many ways. They dwell in the jungles in small tribes and act a fearsome carnivores. They appear to be less hateful to elves than their kin, and have allied with them on expeditions and wars.

Hot trolls claim to be immune from the Curse of Kin, evidently because they are descended from the Mistress Race directly, and are not directly related to the dark trolls. They do not always use the standard weapons of mace and sling, and are known to carry spears and blowpipes. Their ferocity is seemingly equal to that of their colder kindred. They cannot live in the deserts to the south, and are confined to jungles and savanna.

Other types of trolls live in Pamaltela. In the northwesternmost portion of that continent, it is cool and wet-cool enough for normal dark trolls to dwell there. A party of survivors from the destruction of the Spike are said to be the original settlers there, and now dark trolls, trollkin, and a few Mistress Race trolls all dwell there. They have no great trolls.

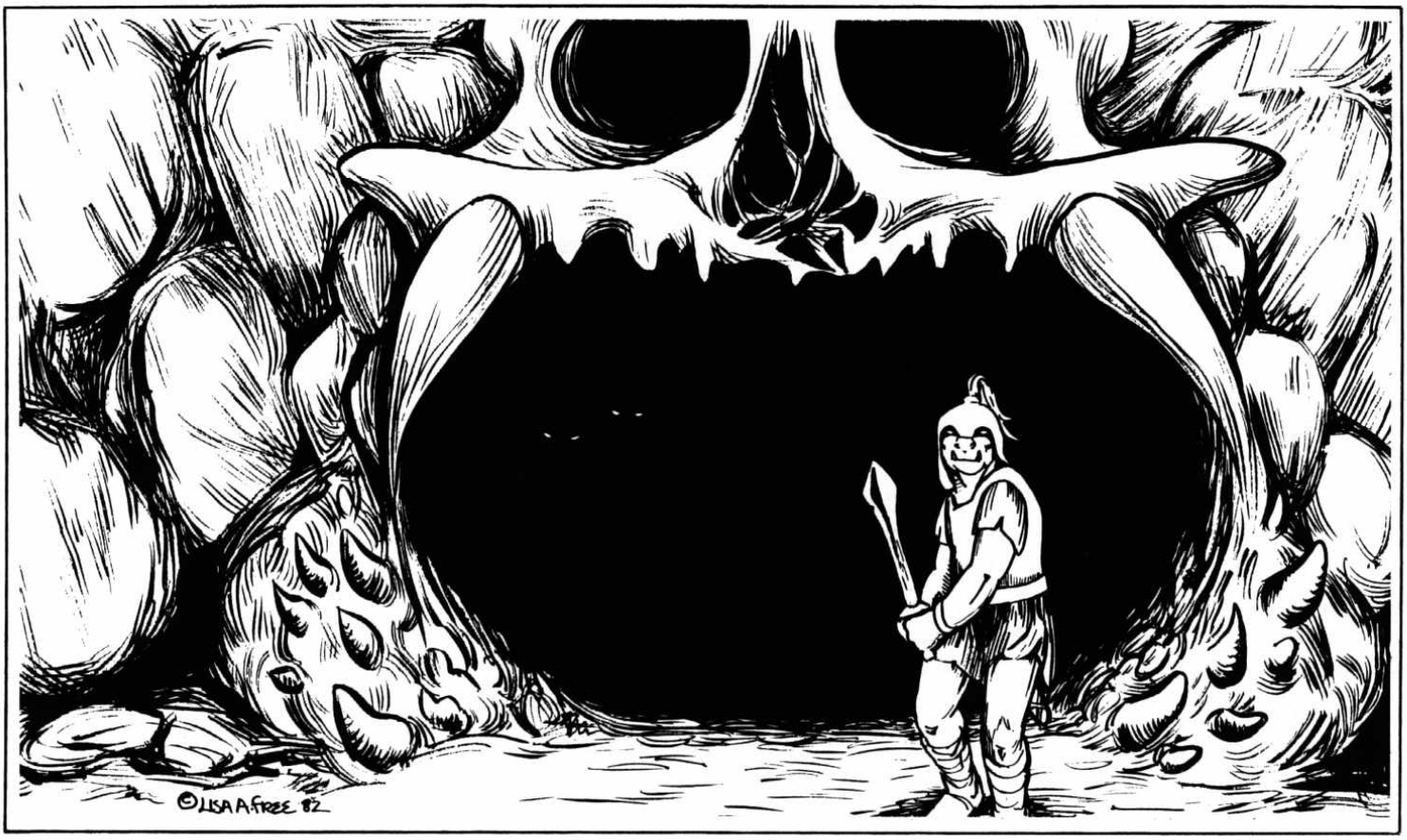
There is a large solitary subspecies of the cave troll dwelling in Pamaltelan mountains and the montane forests.

Trolls have diversified in Pamaltela. The fearful nightriders and nightstalkers of the jungle both may be descendants of trolls that have lost their connection with the Man Rune. The enormous flying hoons and frights also may be troll-descended.

Hot Troll (tropical)

Shadows Dance

Entrance to the Castle of Lead in Dagori Inkarth



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Shadows Dance is the name given to the lands which lie north of the Prax chaparral and south of the Rockwood Mountains. The land is primarily hilly and dry, though some regions maintain tough taiga pines and scrub.

The western part of the land is dominated by trolls, centered about the Castle of Lead where Kyger Litor lives. They are well-suited to the land and they worship the shadows which lurk about.

There are many remnants of elder civilizations in the region, and some of them have had a profound influence. Most important is the Torch. This was a tool of some forgotten god, first captured by the trolls as booty. It was put in its current spot as a diversion to attract chaos, which it did, and it also withstood it for a while, thanks to the aid given by some green elves who were struggling nearby.

The Torch and elves have continued into historical times. Hard rocks have allowed only narrow streams cut through them in the eastern part of Shadows Dance, and the backup from the spring runoff forms large permanent lakes. These form the basis for the elf stronghold known as the Redwood Forest because of the dominant type of tree there. The ancient Shanassee tree was destroyed, only a stump remains. Instead, the elves worship the Torch and keep it healthy.

Another famous landmark here is the Throne. This is now empty, for the huge stone man who once sat regally enthroned marched away many years ago under the command of Pavis, who made a city which bears his name.

The Shadows

The shadows of Shadows Dance are a remnant of the Darkness which has, due to the very powerful local conditions, been maintained into historical times. The region is darker than other regions in the land. Part of this is because of the mountain valleys where the quiet spirits of shadow lie quietly. However, there are other grey entities which bulge over the valleys, covering hilltops and areas, defying the light. Some of these spirits are known and can even be worshipped. Others are mindless things lolling about and subject to natural influences.

The result of this is that there are many near-physical entities of gigantic proportions which are capable of moving about the terrain. For instance, one of the best known, called the Army Spirit, covers an area which averages 15 miles in diameter. Another, which moves less often, is the Natchland Shadow which is always about 75 square miles and sometimes quadruple that.

The Dance

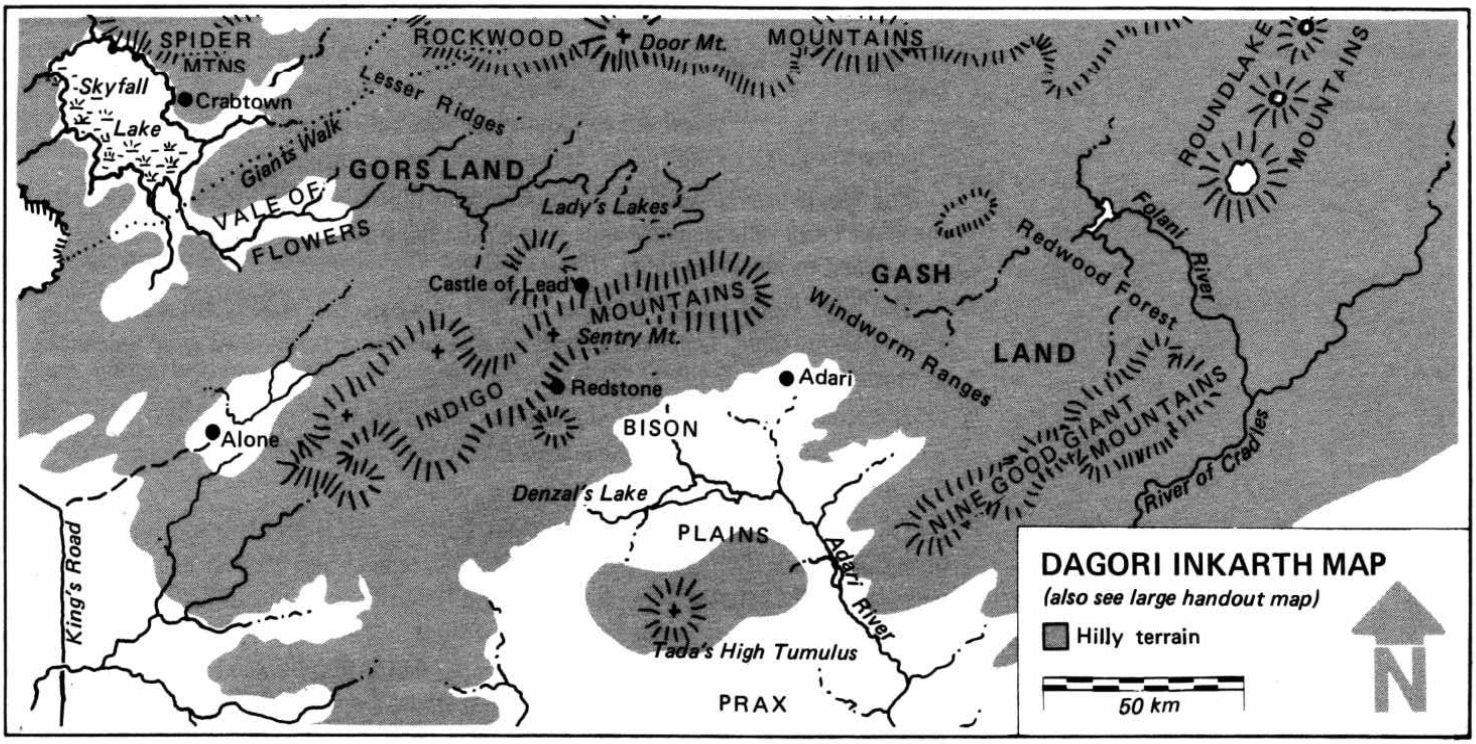
The Torch, worshipped by elves in the east, irregularly sends forth a great, but short-lived, spirit of light. This is only partially in the command of the elves there and even they seem surprised by many of the spirits born. These spirits begin a small glowing lights of great intensity centered on the flame of the undying Torch. They then grow very rapidly to a size which varies from about three miles radius to as much as 15 miles radius.

As they grow they also become dimmer, but generally visible even in daylight. They are occasionally colored. At some point they will stop growing, then break away from the Torch and set off in an erratic westward path. Speed and directions vary.

As it moves, the great shadows lumber away from it, rolling over the hills as it comes and filling the valleys behind it before, once again, cautiously raising itself into the air. The light eventually vanishes over the Vale of Flowers.

This movement of light and shadow across the land is what gives it is distinctive name, Shadows Dance.

Dagori Inkarth



Geography

Dagori Inkarth is an ancient name for the troll lands north of Prax and south of the Rockwood Mountains. Trolls refer to their unseen mistress at the Castle of Lead as the Goddess of Dagori Inkarth.

The western edge of the region joins the northeastern edge of Dragon Pass. The eastern end parallels the old volcanic range called Nine Good Giants in the south and Roundlakes in the north. Eastward past them lies the sparse chapparal of Vulture's Country, an inhospitable land suitable only for Praxian nomads, baboons, and other such sub-troll species.

The Indigo Mountains are a chain of newer volcanoes whose rise wrinkled the lands about them during the Storm Age. The higher parts of the mountains are too steep even for trolls, and snow stays on the north faces of the higher peaks the year round. The valleys between them, generally 3500 to 4000 feet above sea level, are watered by melt-off.

North and west of the Indigo Mountains is the richest portion of Dagori Inkarth, well-watered by rains and by winter snow. There giant flowers fill valley after valley between the Indigo and Spider Mountains.

The Ridge of Thieves is the first of a series of granite ridges which run parallel to the Rockwood Mountains further north. It is marginally higher but appreciably steeper than the older wrinkles which cross it. It is reputed that its top is so sharp that no large vegetation can gain root there, but that any good troll should be able to run along it without trouble.

The Lesser Ridges run parallel between the Ridge of Thieves and the Rockwoods, gradually disappearing as the land rises to the east in Gors Land.

Gors Land is the region lying between Sentry Mountain, among the Indigos, and Door Mountain, in the Rockwoods. Its western end is lower than its east. The west ends in the Lesser Ridges while the eastern rises into Boulder Hills.

Gors Land is a jumble of old sediments with successive volcanic ranges to either side. The result is a land of rocks and soils scattered about in a disorderly fashion. Most water comes from the annual melt-off which rushes into the highland waters called Lady's Lakes. These basins do not always overflow to the next one. Thus the

'annual' river shown on the map is much more sporadic than that, except west of the Ridge of Thieves where the run-off is slightly higher.

Boulder Hills are parallel granite ridges topped with huge rounded boulders which have filled the valleys between. It marks the boundary between Gors Land and Gash Land.

Gash Land is a dry and rocky country including the whole of the eastern half of Dagori Inkarth. The northeast-southwest ridges are graben formations shocked into existence when the volcanoes to either side were raised abruptly. The tops of the ridges are characteristically flat, as are the valley bottoms.

The Windworm Ranges are irregularly sized hills which clog the southern end of the Gash Land valleys. They once topped the horst plateaus as well but have since succumbed to wind and rain.

The Nine Good Giants are nine tall pillars which rise starkly from the worn ground about them. Legend is imprecise whether these formations were volcanoes or creatures.

The Roundlakes are three caldera lakes full of ancient stagnant water. Occasional rain and annual snows keep the largest lake at equilibrium, but the smallest often disappears in dry spells.

The Redwood Forests are the ancient remnants of a prehistoric forest which once dominated the region. Now only the shattered stump of their Shanassae tree still remains, but that is enough to maintain the faith of the local Aldryami. The elves also worship the Torch spirit as well.

Within the Redwood Forest the ancient Folanni River was nearly destroyed when the Good Giants arose and shattered its bed. Instead, though, the giants agreed to help dig the new river bed. They dug narrow crevices through four of the horsts. The water backed up to form the lakes within the Redwood Forest.

In Gashland, the troll population centers about the lakes in Natch Land. The lake is a rich source of many fish and is fed by annual runoff from the mountains, as are smaller nearby lakes. The Skull of Gash is also nearby.

The Great Caves are a fascinating phenomenon. The region lies south of the Indigo Mountains. At the north end lies Sentry Mountain where stands a 400 foot statue of Karrg, the troll Sentinel, and his Petrified Army, whose living descendants have moved into the caves beneath the hill. To the south is Redstone, a plateau topped with bleak chaparral whose interior is richly eroded to form one of the best-known troll 'cities.' The Great Caves themselves are an ancient karst formation eroded ages earlier when the region was wetter. There still remain some famous disappearing rivers and deep wells underground here, and an entire darkness-based ecology has moved into the extensive caves.

The Bison Plains are a flat, arid region where herds of wild animals often graze. It is drained by the Adari River, a generally dry riverbed. Praxian riders frequent this pasture. At its northern edge is Adari, an ancient city. Hunters from the Great Caves frequent the region.

The Sleeping City Hills are another huge karst formation. This one is reputed to be the remains of the civilization of Tada, a primeval earth-age hero. Many colorful names and stories are attached to formations and sections of the region.

In the center of the Sleeping City Hills is Tada's High Tumulus. It is said to be the burial mound of aforementioned Tada. It is a huge ovoid dome about 600 meters long and 300 meters wide and 600 meters high at its top. Its surface is rough and pebbly, a very hard granite, with little lichen or moss on it.

MISTRESS RACE LIFE STATISTICS

Trolls of the mistress race are like dark trolls in most of their life functions, and have the general spans of gestation and growth. Their real difference is in their life expectancy. They mature at the age of 20 or so, but they usually go through the adulthood rites with other dark trolls. The mistress race is heartier and less likely to succumb to illness or debilitating diseases, and so they are generally expected to live at least a century, perhaps twice that long.

Mistress race trolls actually have a reputation for immortality. As a species they work very hard to attain magical powers which prevent or slow the aging process, and by the time old age arrives they have usually acquired that magic or have died violently in the process.

Troll Politics

Dagori Inkarth is a prehistoric kingdom ultimately deriving its power from Kyger Litor, goddess of darkness and ancestress of all trolls. Her hierarchy of theocrats draw their power from kinship connections or from her darkness magic. Unbreakable tradition gives females favor over males. Thus the government of the land is a matriarchal theocracy.

Leading the government is Kyger Litor herself, proclaimed as Goddess of Dagori Inkarth. However, she is rarely seen by any but her highest worshippers, who have accepted or seized the responsibility and benefits of community leadership.

The central ruling elite is called the Eldest Kin. They live deep beneath the Castle of Lead. These are mostly Mistress Race trolls, many of whom remember the exodus from Wonderhome and who have not seen the surface world since Gadblad built the castle. Their names are buried under a history of titles and honorifics. The Eldest Kin include the highest authorities of all the cults accepted in the land, voluntarily subjugating themselves to the local Kyger Litor power structure.

The Eldest Kin's motive is to protect themselves by every resource at their command. Their plots are long and complex. They may take centuries to come to fruition. Their preparations to attack Pavis are said to have taken 150 years to complete, and their relative silence since then is said to bode momentous events yet to occur.

Less momentous events are handled by lesser agencies than the Eldest Kin. Foremost are the tribes of the land. Tribes are kin-based and use a common ancestress to bind members together. Leading tribal members also are always leading cult members.

There are seven major tribes in Dagori Inkarth, each with its own history and legends. The eldest is the First Tribe and the youngest is the Korzant Tribe.

The First Tribe is the largest and most prestigious. Its quarters are almost entirely underground, primarily beneath the Castle of Lead, though it also owns valuable aboveground properties. About 12,000 trolls of all types belong to this tribe, about half of whom are available for military service. The tribe's economy is based on fungus and insect-breeding. They dominate the Subere cult.

The Ongafi Tribe is the leading surface tribe and is concentrated in Laca, where about a third of the total tribe resides above and below ground. Most of Gors Land is occupied by them. There is a total of about 8400 trolls, of whom 5200 are available military.

The Bee Tribe is next. They rule most of the Vale of Flowers region and also dominate the surface cults of Gorakikki. Their major settlement is the Troll Hive, shared with an ancient bee colony, but there are many other settlements which tend other types of insects as well. Of interest is that the Bee Queen has a treaty with some elves which allows her people to occasionally visit the giant flowers without molestation. She is also gifted annually by a human trader, Joh Mith, who crosses her lands and knows how to protect himself. There are about 11,000 trolls altogether, of which 5360 are soldiers, including 1400 bee riders.

The Indigo Mountain tribe totals about 8000 trolls. Their region includes the high valleys of the Indigo Mountains, the Zanthali hills, and the Great Caves. They are avid hunters. Most trolls encountered in the regions by human lands, such as the Bison Plain or the Marginal Woods, will be from this tribe. They muster about 4250 trolls in military units, including the elite Byls First regiment.

The Gash tribe is next. They have held this region since the first settlement, and intend to hold it until it is again rich and fertile and ever afterwards. There are about 4000 trolls altogether of all types, but their distribution is very uneven. About 1000 trollkin live alone or in rebel gangs in the wretched land. Almost all the trolls are concentrated in Natch Land, with about half the remaining trollkin. The rest live at or about the Grand Mine. The Hunting God is very popular here. About 1500 trolls serve in the army.

The Boulder Tribe is another old and tenacious tribe. It was once much larger and more prominent. Now it seems that only their desire to remain in their traditional home has maintained their tribal integrity. They are a militant clan and have a prehistoric squabble with the Gash Tribe about ownership of the Noli Lake, even though the lake postdates both tribes. Their total population is about 2000 trolls, of which half are available for military service.

The Korzant Tribe began early in the Third Age when a rebellious daughter defied her elders and broke away from the First Tribe. Similar processes had established other tribes in earlier times. They occupy the Lesser Ridges region. The tribe in-

UPRIGHT ELDERS

Any uz who reaches the age of 50 years becomes an elder. Elders have earned respect, and their experiences and knowledge are a valuable repository for their kin.

In return for their gift, elders do not have to work as hard for their due, for their instruction and knowledge are considered contribution enough. Their younger kin will provide food. Elders need stir themselves only for the worst: those foes which cannot be conquered by normal uz.

Religious elders are said to learn a way to separate themselves from their bodies, thereby leaving one last good meal for their kin to remember them by, and end their lives for the good of the young and vital instead of becoming a burden.

Elders are considered the height of power and deserving of the greatest respect. They are the holders of tradition and the living links with the past.

cludes many splinter Gorakikki cults. They are unusually kind to trollkin because so many of the little creatures are needed to ride special insects. The trollkin, in turn, are unusually arrogant about being Values and have formed many "pilot clubs" which are based on old tales of times when whole clans of pilot slaves deserted *en masse* to seek their fortune elsewhere. Such escapes, however good for morale, are rare. There is a total of about 3400 trolls of all types, of which 800 are pilots and another 1100 or so serve in the military.

This gives a total troll population of about 60,000 individuals, of which about half are available to serve in the army if necessary.

About 12,000 trolls, unattached to one of the great tribes, also dwell in or near Dagori Inkarth and pay tribute to its rulers.

SPOREWOOD

This eerie region in the rocky regions of Shadows Dance is one of the world's fabled Mushroom Woods, set deep in the shadowy and lightless regions and offering home and refuge to the dark elves. To the Aldryami, this place is called the Woods of Darkness Plants, and they are akin to the natives.

The wilderness of this region is legendary, and many hostile creatures of the night lurk within. It is some 30 miles long and 10 miles wide at its widest. There are immense varieties of fungi and other type plants there, including a huge toadstool which annually gives spawn to the Spore of Immortality, which even gods covet.

Few humans go in this place without protection from troll or elf friends, or great aid from their gods.

The Subsections of Redstone

There are several symbols which appear on the maps that should be explained separately before investigating the areas individually.

This indicates a clan guardpost. There was a restriction against trolls in general stopping and searching other trolls, but some clans were afforded special regions to themselves and this included the privilege of having standing guards at the entrances to their regions. These guard posts were very sophisticated, using combinations of various Detect spells, traps, and guards skills to search strangers.

This indicates a guardpost maintained by the tribal priesthood. It is officered by priestesses, manned by clan members on a rotating basis. These are at the entrances to the complex and the passages to the restricted caves.

This indicates the presence of a holy spot where the troll clans maintained a clan shrine to their ancestors and/or a deity. It was a place of private worship jealously guarded by the trolls even from their fellows. Usual worship was carried out at these places while mass public ceremonies were conducted in other areas noted in the text.

The overview map on the right should be used only to note how and where each of the subsections (shown on the following pages) intersect. Take care to note where some passages pass under or over other rooms or passages. Each subsection is indicated by a distinctive pattern on the overview.

Redstone Caverns

The Redstone Caverns are the location of the central Indigo Mountain tribe. They are a limestone formation riddling Redstone Mountain. They have been occupied by trolls since the caverns were only half their current size. During the whole of that period, it has fallen once to a chaotic army and once to a dragonewt army.

The dragonewt army was guided through the outer tunnels by a map drawn ten years earlier by a cartographer named Song of Roses. Song of Roses returned with the army and finished his job after the trolls were forced out of the cave.

The total population of the complex is estimated to be 4000 individuals. Even with the food-producing facilities present, it is clear that much of the food is still imported, such trade being dominated by the Black Flintclub Clan.

It must be noted that the scale of this map does not allow full details of the caves to be shown. A great number of smaller caverns and tunnels are not shown.

The complex has four entrances, and is traditionally divided into nine internal sectors. The entrances are the lower entrance, the cliff entry, the high entrance, and the deep pit. The nine sectors are: 1. the trollkin loop; 2. openside; 3. chambers of dread; 4. public core; 5. insect tunnels; 6. Kogad's tunnel; 7. the holy sector; 8. highquarter; and 9. lowquarter. Each will be discussed separately.

KEY

Passage or room passes under another passage or room.

Hole leading from the floor into a tunnel.

Stairs down

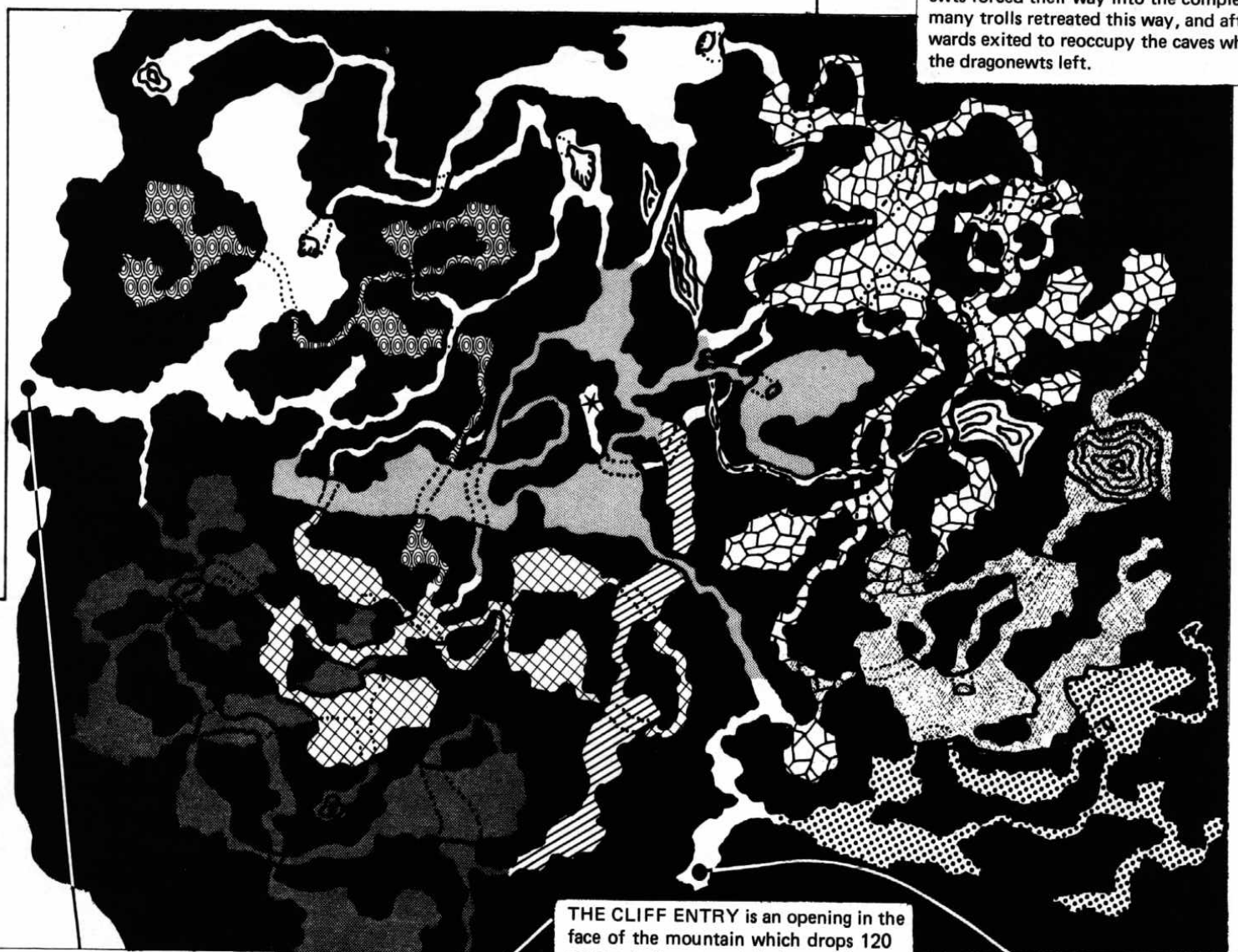
Water

Slope down

Solid rock

40m

ALSO NOTE GUARD SYMBOLS BELOW



✶ THE DEEP PIT leads to secret places further under the earth. Normally this route is open only to Subere cultists or other darkness cult leaders. When the dragonewts forced their way into the complex, many trolls retreated this way, and afterwards exited to reoccupy the caves when the dragonewts left.

THE LOWER ENTRANCE is the one which strangers were allowed to approach. Guards and traps abound there. Strangers who pass the guard captain are taken to the waiting room in the trollkin loop to await further orders.

THE CLIFF ENTRY is an opening in the face of the mountain which drops 120 meters to the ground. It is possible to climb the erroded cliff face to reach this opening (-25% ability), but usually only flying things enter here. It is always guarded, and ceremonies are often held at its mouth by air worshippers or night cultists.

THE HIGH ENTRY is reasonably easy to reach by climbing a slope about 800 meters up its south side. A worn path eases the way, but is frequented by trolls. This was originally dug by krarshtkids in 497.

The Trollkin Loop

This is the collecting ground for all the unwanted or otherwise unowned trollkin of the tribe. One half of all trollkin born are delivered to the ruling priestesses and live here.

As traditional, the trollkin region is in position to interrupt any advancing enemies from the outside. The trollkin are not allowed to have any guardposts, of course.

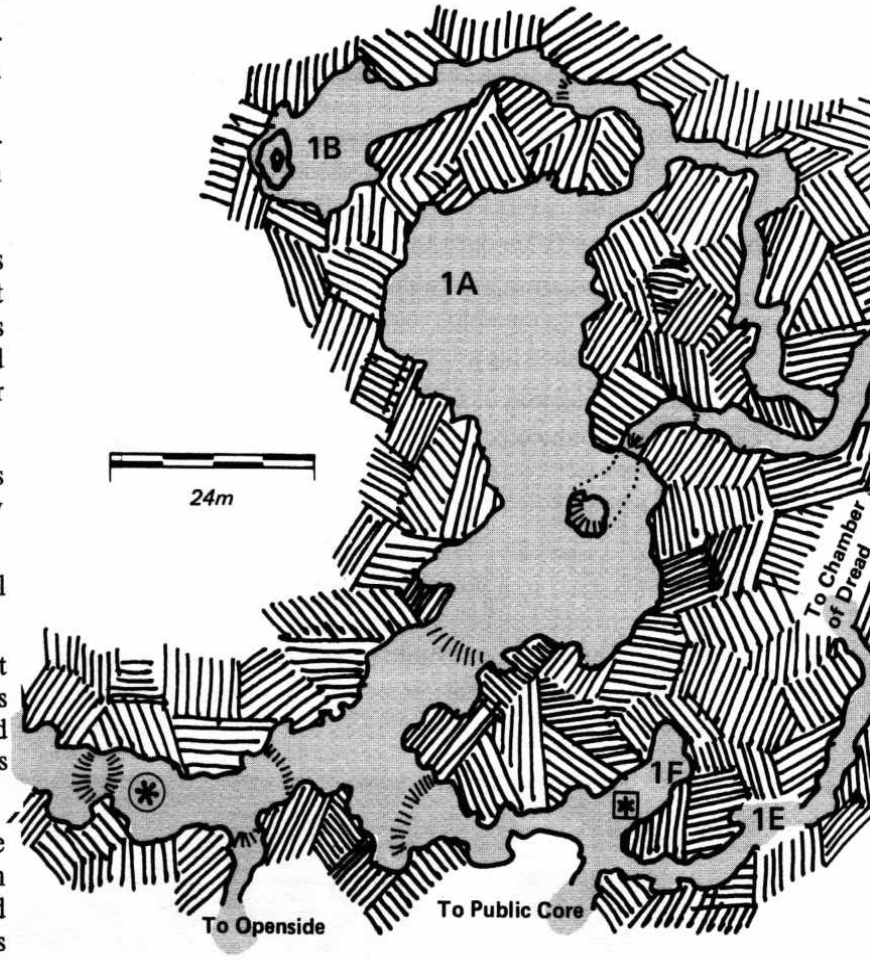
1A. THE TROLLKIN CHAMBER is a huge high room, its ceiling occasionally dotted by families of bats nesting out of thrown-rock range of the hungry creatures below. It is reported that the trollkin set up their own little tribes and family regions inside this cave, imitating or mocking their greater kin.

1B. BRACKWELL gets its name from the salty water at its bottom. This flavor does not bother trolls who regularly drink from it.

1C. THE CLEFT is a hole in the ground with a natural ledge around it.

1D. THE SANCTUARY OF XIOLA UMBAR is the safest place in the caverns for trollkin, thanks to the priestess there. However, this area is also a troll clan sanctuary and they allow only special trolls inside. Note their guard posts which also serve to protect the Xiola Umbar temple.

1E. THE TUNNEL OF WORRY got its name because there is always a chance that any trollkin passing along it will run into a hungry Zorak Zoran worshipper. Hence trollkin tend to use it only if ordered or if they are clearly earmarked as belonging to one of the powerful clans whom the Zorak Zoran berserkers respect.



Openside

Openside is considered the "slums" of the cave by trolls, if such a thing can be imagined. But this is where they let non-trolls stay and, often, live. Several acceptable, but irregular, troll cults are located in this area as well as the fungus gardens where the dark elves tend lightless plants. In general, whenever trolls are not admitted or do not trust themselves in the deeper section, they stay here.

2A. EARTHSHRINE is a generalized earth temple, but the resident troll priestesses make sure that no Aldryami or Mostali earth worship is performed here. But they do not bother to guard it if raiders ever force their way in, and the room has often been plundered of its meager goods.

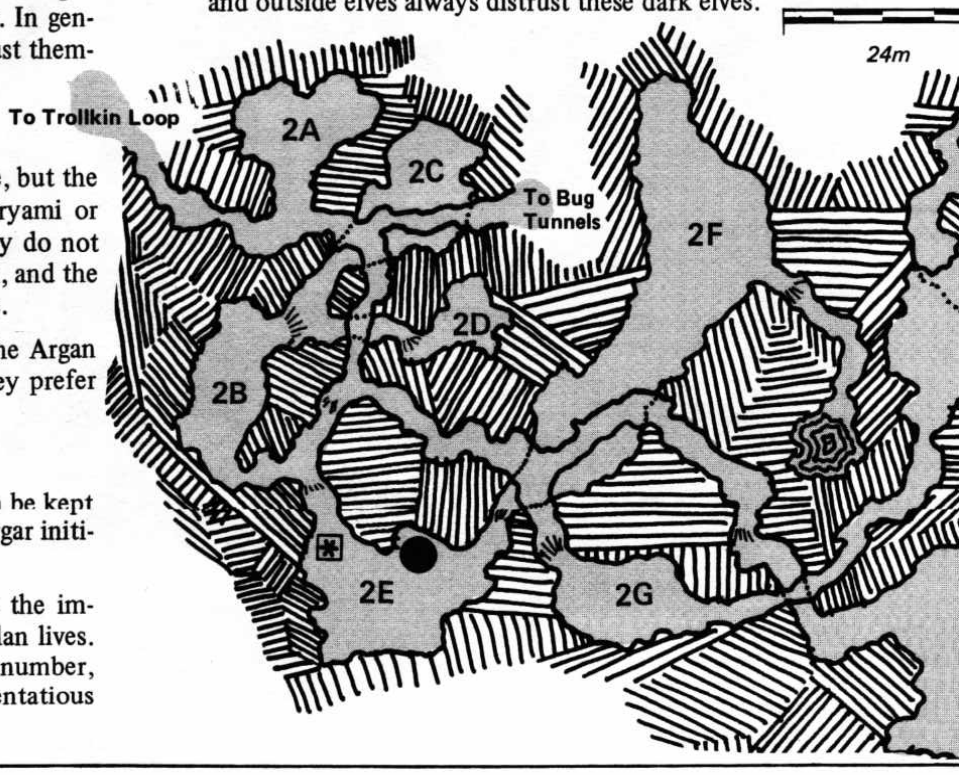
2B. THE SORE ROOM is also the place where the Argan Argar priests can usually be found, and where they prefer to conduct their ceremonies underground.

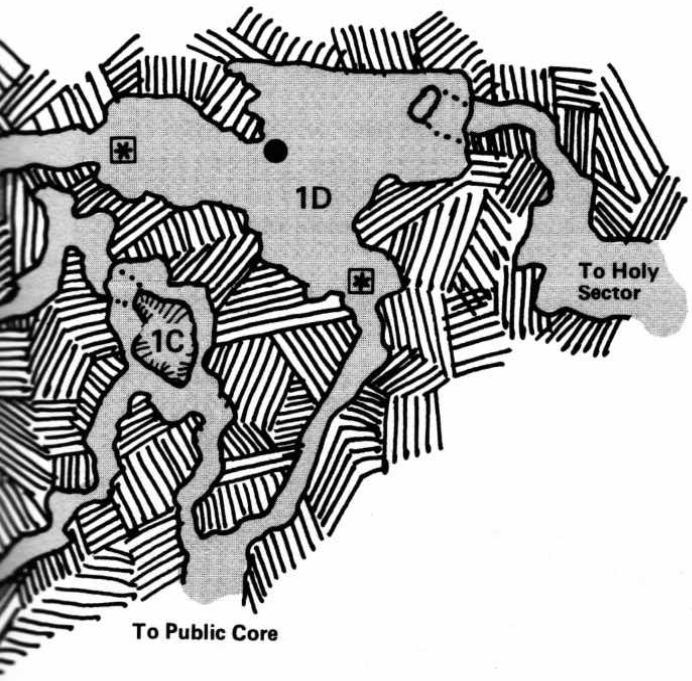
2C. THE STAIN ROOM.

2D. THE FOOD ROOM is a place where horses can be kept safely, despite the name of the room. The Argan Argar initiates guard them.

2E. THE TREETOOTH CLAN ROOM is where the immensely wealthy but hugely disliked Treetooth clan lives. Note their guard post and shrine. They are small in number, able to hire loyal freelancers, and extremely ostentatious with jewelry and magical garb.

2F. THE ELF FUNGUS ROOM is where the dark elves live, safe thanks to the Treetooth clan guards. They raise some exotic types of plants here. These elves are usually glad to give temporary refuge to any other elves who might seek it among them, but they always obey any Treetooth orders, and outside elves always distrust these dark elves.





1F. THE WAITING ROOM is also known as the ROOM OF TRAPS. Whenever any non-troll comes to Redstone, whether trader or diplomat or refugee, they are told to wait in this room and showed where to stand. If they leave their spot, any number of traps are activated, possibly resulting in the death of whomever had moved.

2G BRINTH'S MARKET is where transient trolls gather and buy food. When run, it is sponsored by freelancers.

2H. THE UPPER SQUABBLE is a collecting place for outside troll groups which is also occasionally used as the site for animal fights.

2I. THE LOWER SQUABBLE is especially filthy, even by troll standards. A contemporary saying states that even the bugs are unfit to eat.

2J. THE UMATH CAVE is regularly used by the dark troll high priesthood. They usually conduct their ceremonies from the nearby cliff entrance, leaping from the high cliff into their sylphs.

The Chamber of Dread

Here live priests who have conquered the archfoe of darkness and use it as their slave. This dread foe, called Fire, lives in the pits below, a threat potent enough to drive the bravest troll warrior away. Only Zorak Zoran, the most fearsome dark god, dared to do such a deed, and his worshippers live in here.

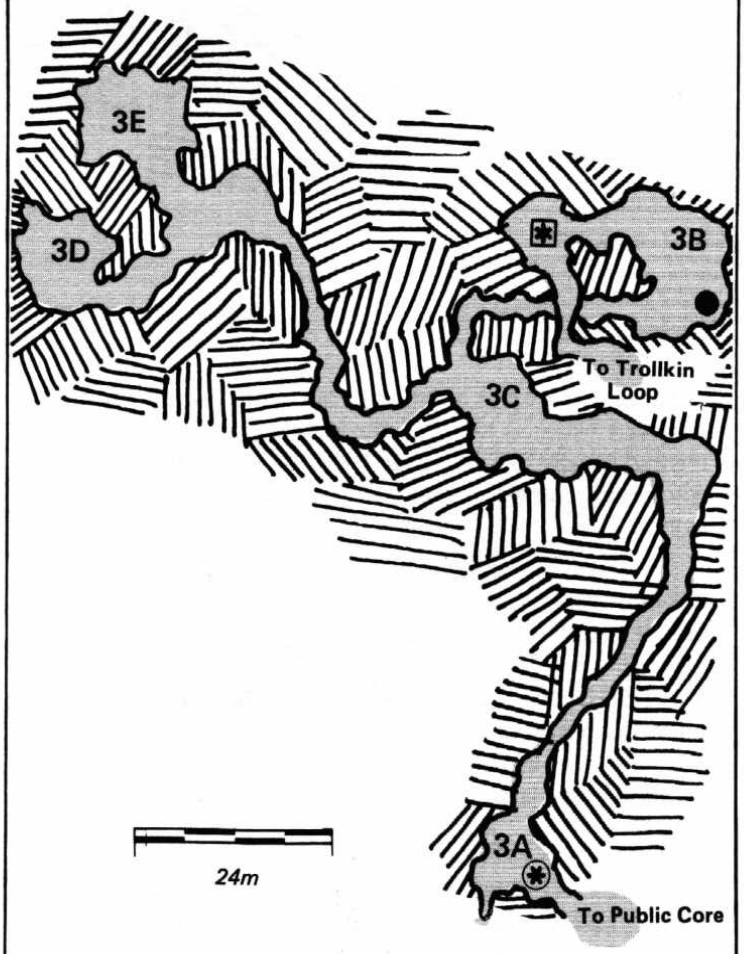
3A. THE GUARDROOMS is where the sentries scrutinize everyone and lay members practice with arms. The guards kill anyone they dislike and no one questions them doing so in these rooms. Zombies line the room.

3B. THE CLANROOM is a general sleeping quarters for the initiates of the cult who choose not to sleep in the guardrooms. Note the shrine to a clan ancestor. This was a son of the war god, a troll, who also adopted many into his family. This adoption into the family is the same as joining the cult.

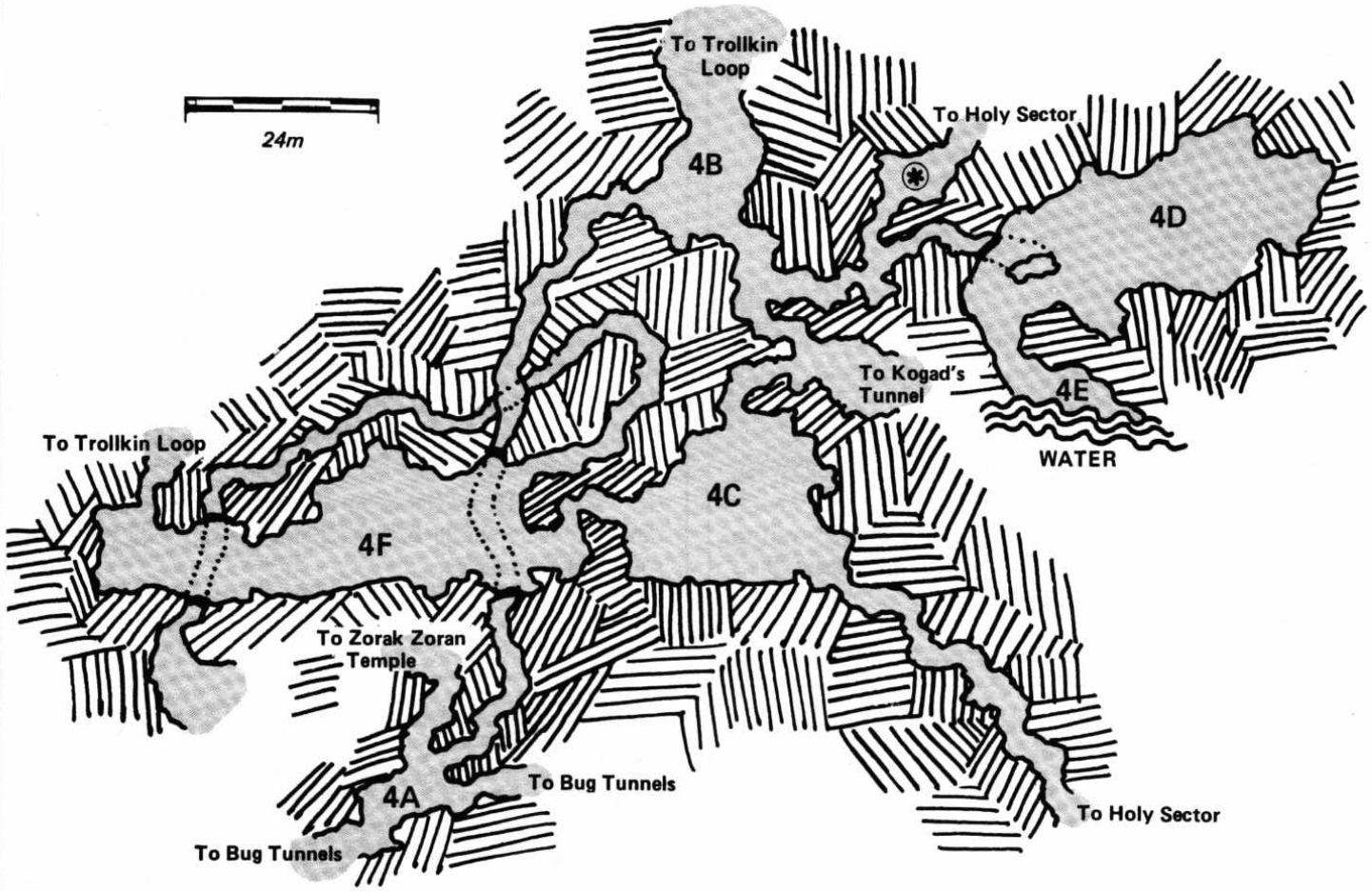
3C. THE TEMPLE TO ZORAK ZORAN is where the worshippers gather to conduct their cruel and bloody rites. They also engage in mock battles which, despite their sacred character and the proximity of Xiola Umbar healers, often result in the true death of warriors. The Rune lords also live here.

3D. PRIESTS QUARTERS: a special place there cult members learn spells. The priests live here and also keep their personal belongings here as well.

3E. THE FIRE ROOM is the dread secret of the Zorak Zoran cult. At a shrine here is chained a spirit of Fire, the source of the magics.



The Public Core



This region of caves is the only one which is not run by a tribe but which is afforded the Mistress' protection. It is irregularly patrolled by great trolls of the Mistress' Guard who grant their protection in return for the right to search anyone.

The area is mainly used as a common ground for the several clans and as living quarters for citizens without clan or cult connections.

4A. THE CLAW is a place where four tunnels meet. It is a place famous because it is required for several troll rituals. It is also the usual place where trolls will tear apart any dwarf left alive after the Mistress is done with them.

4B. THE HUNTERS HALL is a place where the hunting parties are organized. It includes a shrine to their hunting god, "smeared with the gore of hundreds of brains." These parties may leave for as much as a year at a time.

4C. THE CAVE OF DRUMS is a place where the trolls often gather to exercise themselves in savage dances of ecstatic abandon pounding to the rhythm of drums made of skulls and skins of enemies. Sometimes this frenzy bursts out and a wild procession careens through the hallways, either infecting more natives with their savage delight or else meeting themselves a cruel and bloody end when some old chieftain tires of such foolishness.

4D. THE MOSS ROOM is a wide and shallow lake dotted with dozens of rocky islands often covered with thin green slime. Desperate and toothless old trolls silently and patiently lick them for meager sustenance. Hungry and amoral trolls often find their prey here, and to "die in the moss room" implies immense contempt for the deceased, who died as food for a hungrier troll.

4E. BOATSTOP is so called even though the best boat since Time here has been a big log laboriously carried through the tunnels. It is possible to sail, or swim, through the stream along the pathway which is continuously marked on the map.

4F. VISITORS REST is an occasional market place.

The Bug Tunnels

The bug tunnels got their name because they have traditionally been controlled by the Bugbrain clan of trolls. They are noted for their skills at raising certain kinds of trollish insects. The clan has a long and proud history.

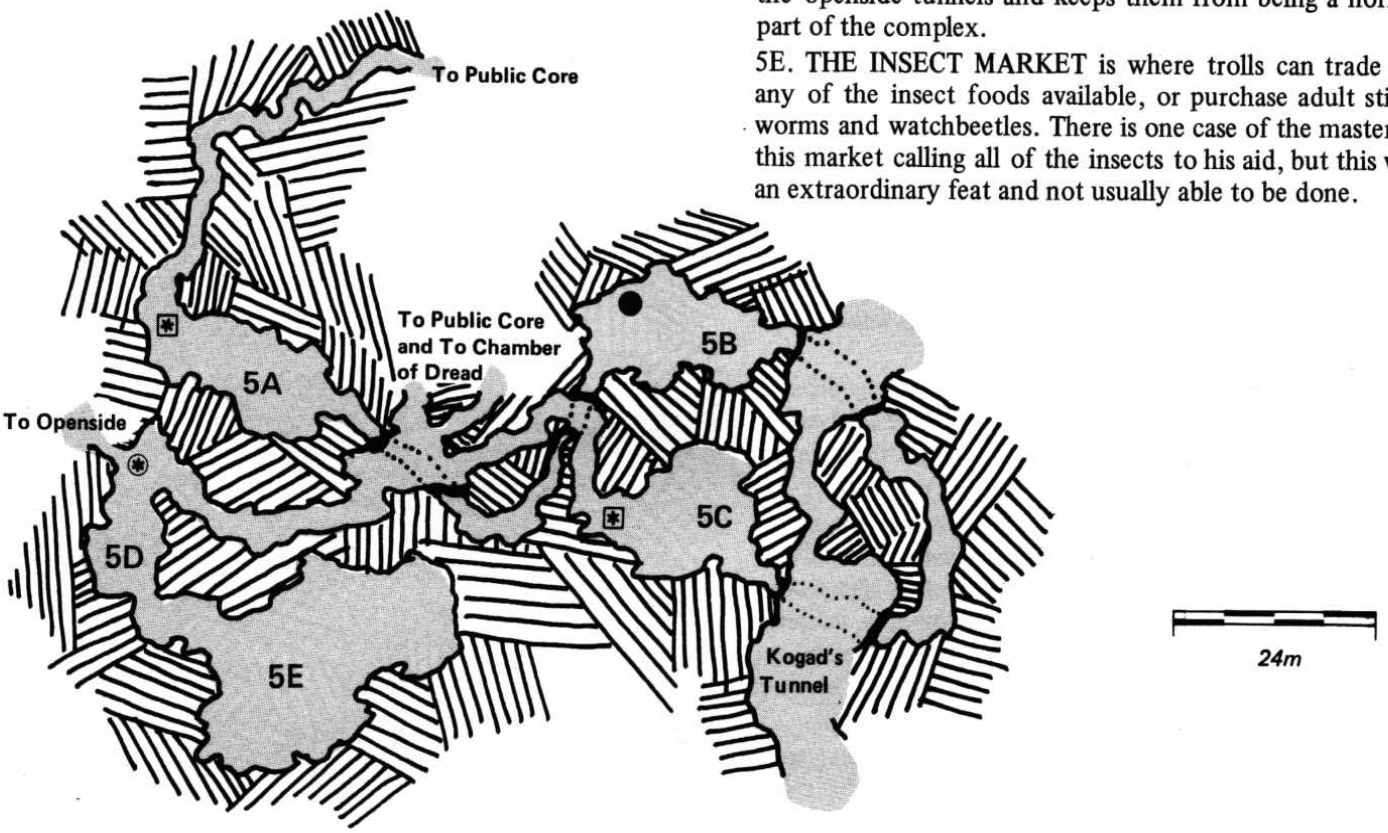
5A. THE EGG ROOM has, stuck to ceilings and walls, placed carefully upon ledges and floors or crevices, hundreds of insect eggs. Members of the clan sleep and eat among them in places where they would kill a stranger for walking. They are a very jealous clan; others rarely visit them or pass through.

5B. THE PUPAE CAVE is cool and dark, and tradition or magic requires everyone inside to remain silent. Even accidental noise, such as falling or coughing, could mean death to the offender. Also, somewhere within this cave, is their clan shrine.

5C. THE GRUBROOM. In this cave, more irregular in shape than can be shown, thousands of various insect larvae are kept alive in pits full of dirt and rotten vegetable matter.

5D. THE TWO BOLG ROOM is reputedly called that because trolls have to pay that bribe to guards to get past. These are the Greater Guards, indicating that this is considered an entrance to the complex. This only further isolates the openside tunnels and keeps them from being a normal part of the complex.

5E. THE INSECT MARKET is where trolls can trade for any of the insect foods available, or purchase adult stingworms and watchbeetles. There is one case of the master of this market calling all of the insects to his aid, but this was an extraordinary feat and not usually able to be done.



Kogad's Tunnel

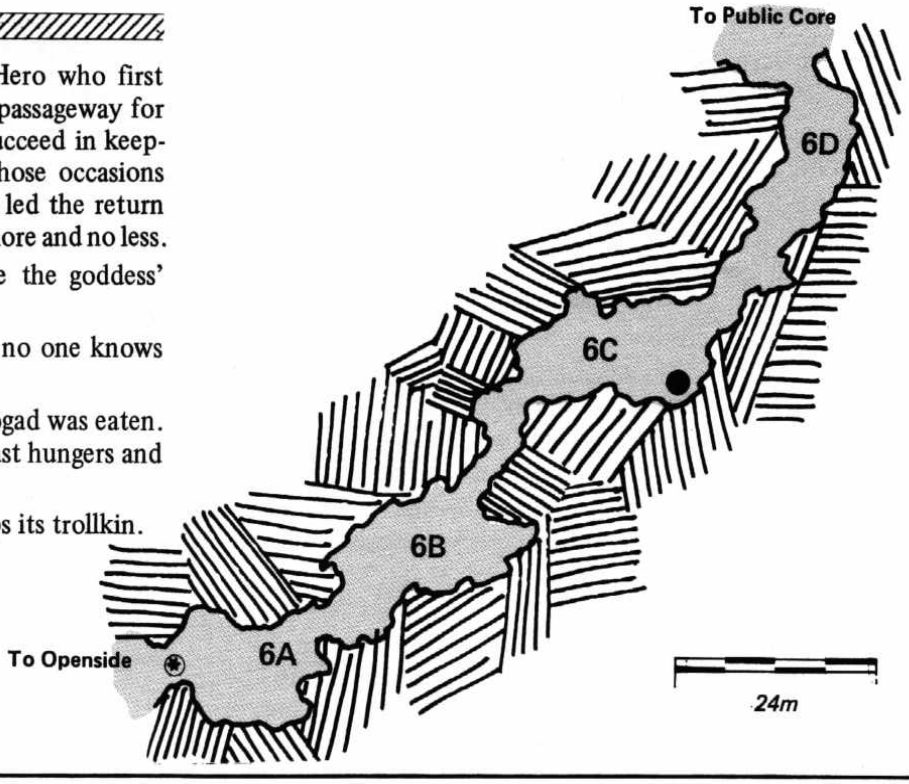
Kogad was a grandson of Gore the Troll Hero who first found these tunnels, and Kogad claimed this passageway for himself and his descendents. The clan did succeed in keeping their hold for some 1500+ years. On those occasions when they were driven out, the clan always led the return and reclaimed this stretch of passageway, no more and no less.

6A. THE OUTER GUARDROOM is where the goddess' guards wait.

6B. THE SECRET ROOM is so called but no one knows why.

6C. KOGAD'S EATING PLACE is where Kogad was eaten. His bones still rest upon his shrine despite past hungers and invasions.

6D. TROLLKIN LAIR is where the clan keeps its trollkin.



The Holy Sector

The depths of the cave are accessible only past hundreds of trolls. This is the sacred center of the complex, deep in darkness. Here is found the strongest and most important of the trolls. The guardposts prevent easy access.

7A. OUTER TEMPLE OF KYGER LITOR. When momentous occasions develop, or when particularly devout worshippers choose to get close to their goddess, they come here. Only initiates of the cult are allowed this far. Here, separating the outer from the inner temple, is the monumental Kygerlith, which was carried from Hell by the trolls when they fled Yelm. It moves around on her high holy days.

7B. INNER TEMPLE is where the priests and lords of the cult gather for worship. This was also the living quarters for Karrg's Sons, the Rune lords of Kyger Litor.

7C. SPIRIT ROOM is where the cult temporarily holds ghosts, ancestors, or other spirits captured through magical combat. It is the place to get an allied spirit and, like other such rooms, is often reported to be far larger than it appears at other times.

7D. TEMPLE TO SUBERE is the temple to the goddess of the Hell-darkness. Her priestesses also live here, and are responsible for guarding the entry to and from the deep pit which leads to the Underworld.

7E. THE MISTRESS CHAMBER. In this area the sacred Mistress Race priestesses live and keep their personal corners and troves. Many spirits and magical traps also protect the goods here. Few trolls ever get to see this area, and even when the dark trolls were driven from these caves by the dragonewts, there were dangers and sure death for invaders who entered these caves.

7F. THE SPECIAL GUARDROOM has many great trolls here, as well as any young Mistress Race trolls who might not yet have attained a POW of 18 and be suitable for living with priestesses. They have a special tunnel to the slug chambers, and they are accorded special hunting privileges there.

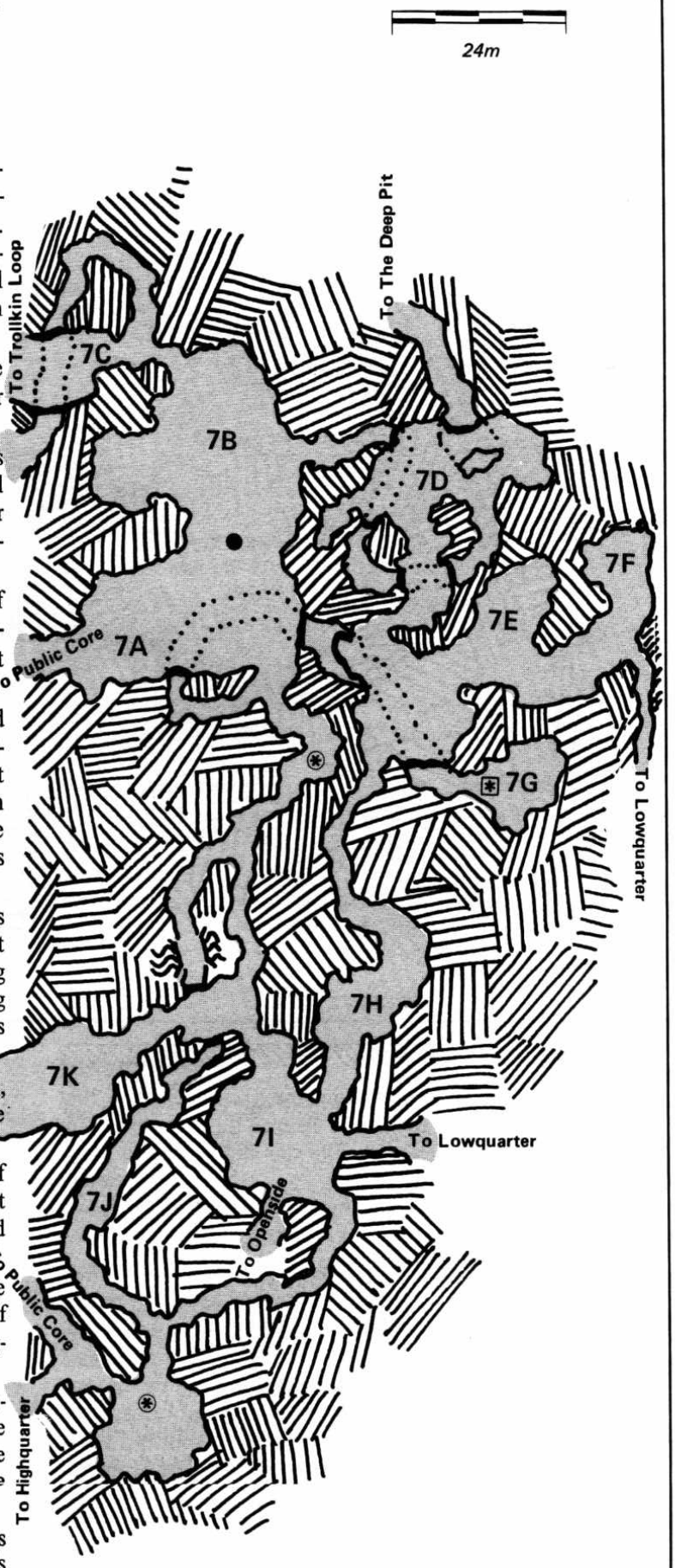
7G. THE PRISON is where sacrifices are kept until needed, or where someone is sent to languish if they could not be eaten right away.

7H. THE GUARD CHAMBER also serves as the quarters of trolls related to the Mistress Race trolls, but not of that special super-race. They are all of excellent proportions and skills.

7I. THE TROLLKIN ROOM is for trollkin belonging to the Mistress Race individuals, of the clans in lowquarter, and of any free trollkin who manage to hide out there. Unrecognized trollkin in this area are always eaten, though.

7J. THE MISTRESS CAVEWAY is guarded by several spirits at each end, and is a place of limitless rumor among the trolls who never visit there. Within its passage is a stone bridge spanning the underground stream which waters the caves that pass far, far below.

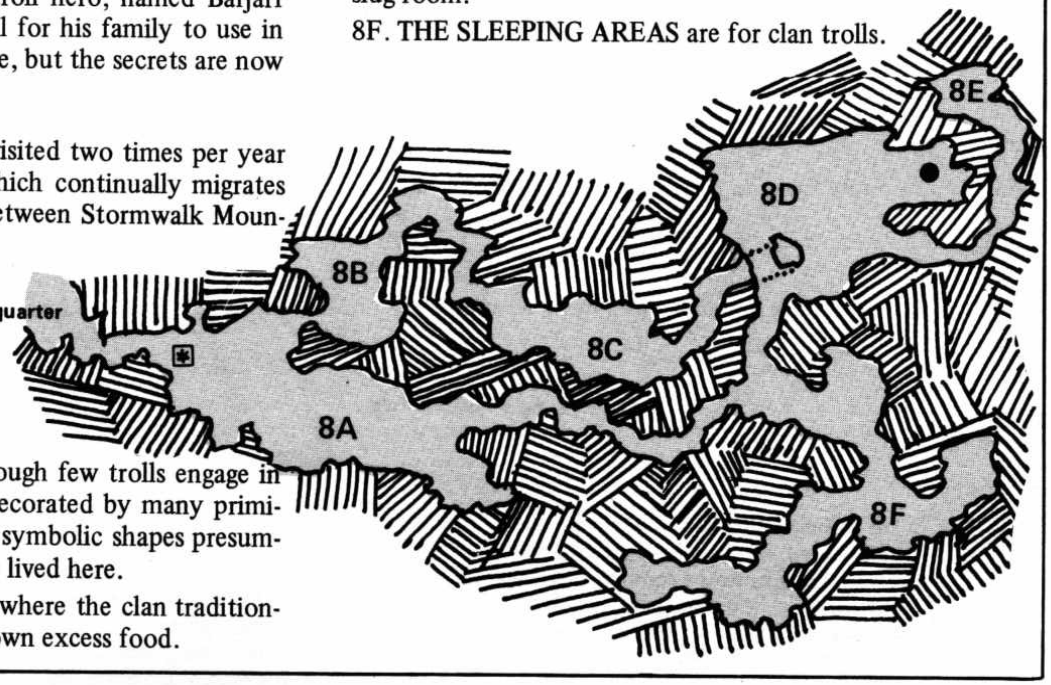
7K. THE SMITHROOM always has several leadsmiths there, ready for their priestess' call or for someone else's hire. Neither they nor the occasional bronzesmiths who also live here used fire, but instead use harder rocks as tools or the sharp hot magic of their songs to mold the metal.



Highquarter

Another semi-separated clan area, highquarter is said to be unlucky because it has one entrance or exit and entry can be gained by intruders without their having to pass by any king's guard posts. One ancient troll hero, named Barjarf Gills, stole a water-breathing spell for his family to use in escaping through the watering hole, but the secrets are now lost.

8A. THE TROLLKIN ROOM is visited two times per year by the hairy-winged bat flock which continually migrates through the area on a journey between Stormwalk Mountain and the Giants Castle.



8B. THE PAINTING ROOM. Though few trolls engage in practice anymore, the walls are decorated by many primitive handprints, crude animals, or symbolic shapes presumably useful to the family who once lived here.

8C. THE MAIN STOREROOM is where the clan traditionally keeps dried carcasses of their own excess food.

8D. THE CLAN ROOM is where they worship their ancestors, and here is where they would make their final stand if necessary.

8E. THE WATERING HOLE connects, underwater, to the slug room.

8F. THE SLEEPING AREAS are for clan trolls.

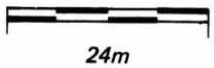
Lowquarter

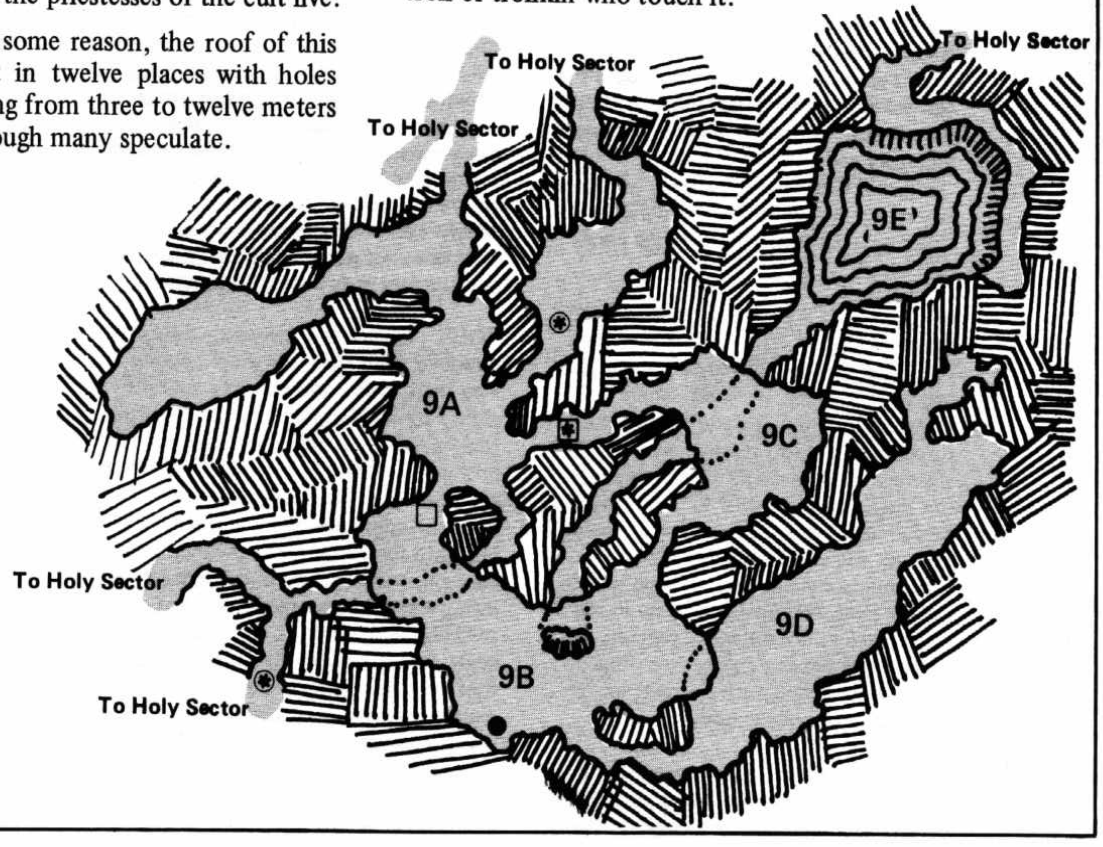
This clan is another of the traditionally better-off clans, reportedly because of their proximity to the Mistress Race trolls. They control the large slug chamber and raise huge, tasty gastropods as foodstufs for the tribe.

9A. THE TROLLKIN ROOM is shared with the Mistress Race trollkin.

9B. THE GREAT CAVE OF MORGSLOD contains their ancestral shrine and is where the priestesses of the cult live.

9C. THE HIGH CAVE. For some reason, the roof of this cave was drilled or dug out in twelve places with holes about a meter wide and ranging from three to twelve meters high. No troll knows why, though many speculate.





9D. THE LONG CAVE is where this clan is known to practice archery. This is a very odd skill for trolls, but their ancestor Morgslod had stolen the weapon skill from an enemy light god and passed it to his descendants.

9E. THE SLUG CAVE. The water is very deep and the slugs are capable of amphibious breathing. The slugs are captured by trolls leaping into the inky depths until they find one of the creatures, and then gaffing it with a huge bronze hook. Others on shore then haul the animal out of the water. The great troll ledge overlooking the water is death to any dark troll or trollkin who touch it.

Troll Anatomy...

The accompanying diagram shows a dark troll, gutted, with his digestive tract dissected. Trolls possess a complex digestive system, which is doubtless why they are capable of digesting (among other things) rocks, trees, and people.

This tract starts out with the esophagus, leading into a stomach. From here, the system branches, one outpouching of the stomach leading into a rock gizzard, and the other leading into a lumen – a sort of expanded duodenum. There are two sets of small intestines, one leading from the lumen, and the other leading from the rock gizzard. These intestines join together at the large intestine or colon. At the spot where they meet the colon, there is an outpouching of the colon, known as the caecum. The caecum is a developed appendix. The large colon is of conventional design and ends in a very muscular rectum. Connected to the sets of small intestines are bile ducts leading from the pancreas and liver. The liver is greatly expanded in trolls and the gall bladder is also of large size and peculiar construction, with many pockets and secretory cells.

In order to see how this array of organs works, we will follow the progress of three types of food: flesh, a pine cone, and a rock.

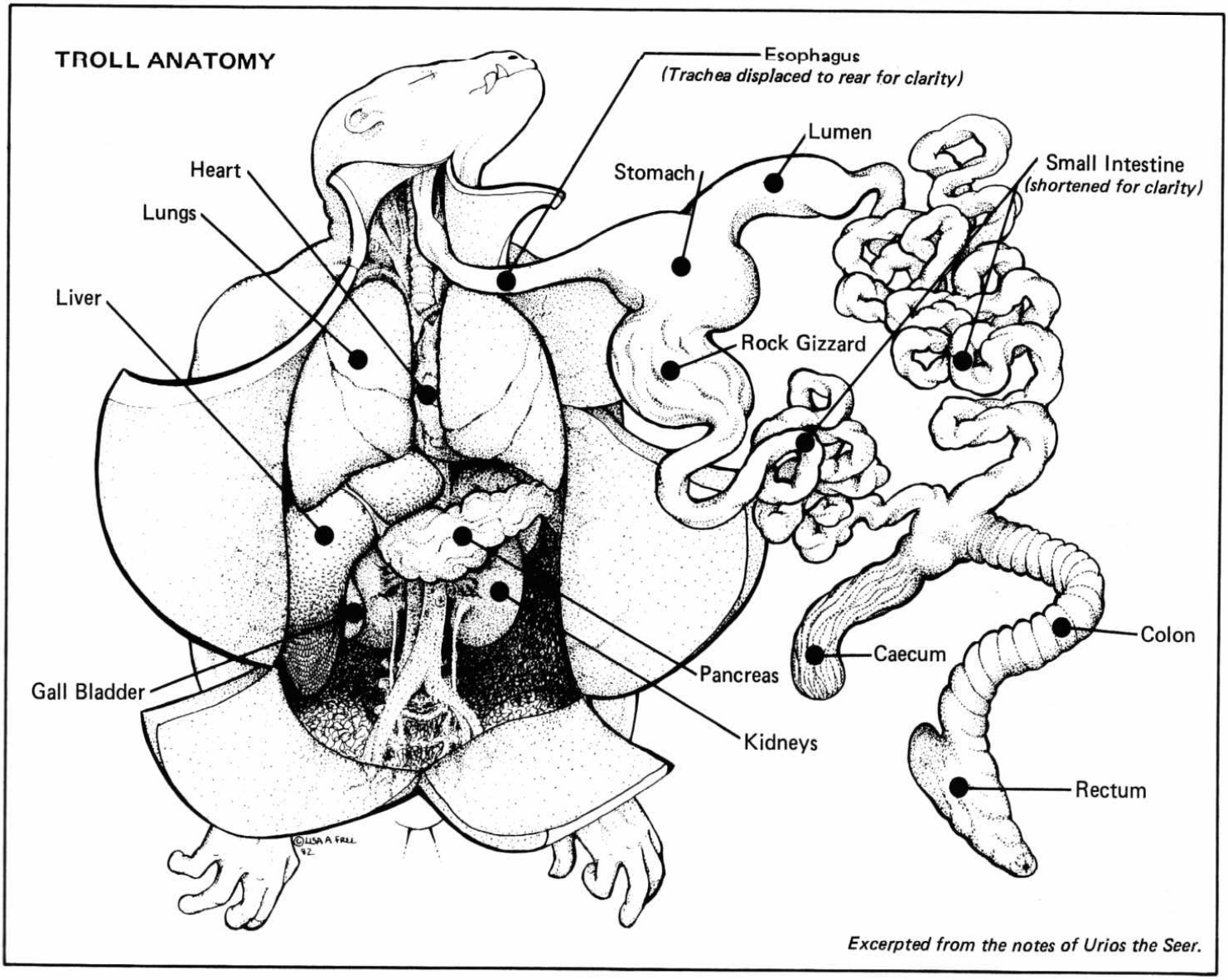
FLESH: Meat is processed swiftly by the troll metabolism. The steak is first chewed by the troll and swallowed quickly. It proceeds into the stomach, where it is churned in conjunction with acids and turned into a slush, termed chyme. The chyme is sent through a sphincter into the dueodenum, where it is quickly moved into the small intestine. It passes through the small intestine quickly as well, due to the efficiency of the troll digestive tract, and finally ends up in the colon. It does not enter the caecum, but proceeds down the colon, from thence into the rectum (which extracts excess water) and out of the body.

PINE CONE: When a pine cone (or any other plant) is eaten by a troll, it is also chewed well and then swallowed. The esophagus of a troll is cornified (rough and horny) so splinters are not a problem. Shortly after arrival in the stomach, the plant matter is briefly churned, and then sent into the duodenum. It is kept here for quite a time, while powerful enzymes break up the matter and gradually turn the wood chunks into a thick stew. Whatever is left after this treatment then enters the small intestine. When it has passed through the small intestine, it enters the large intestine (colon) and is then pulled into the caecum (if the plant material contains wood, bark, or any cellulose at all, it goes to the caecum). The caecum is host to bacteria which produce a substance known as cellulase, which is able to break down cellulose into sugars and thereby allow the troll to gain energy from wood. After leaving the caecum, only a thin soup is left, which passes through the colon, and has water leached out by the rectum, which is muscular and strong to withstand the roughage it must take. Plant matter takes some time for a troll to digest properly, perhaps as much as two to three days. If plant matter and animal meat are eaten at the same time, the meat's processing is delayed because of the plant food. Some benefit lies in this, because when the meat does not pass through as fast, more nourishment is extracted from it.

ROCK: Rocks are chewed, and/or pounded until they are small pebbles. The sight, taste, and possibly sound of stones stimulates glands surrounding the rock gizzard and they will then start producing within 15 minutes after rocks are present in the troll's stomach. A powerful sphincter opens and the rocks pass into the gizzard. The sphincter then closes (preventing any acids from passing into the sensitive stomach) and the gizzard begins to work. It secretes corrosive acids, works powerfully (with muscles that are nearly as strong as those of a female's uterus during childbirth), and grinds rock upon rock. The inside of the rock gizzard is covered with both mucus and a horny coat, to ensure safety. The gizzard is so tough that a troll could digest a bronze dagger in it without harm, assuming that it passed through his mouth and stomach without hurting him. After the rocks have been turned into mud in the rock gizzard, they move into the rock intestine, which connects to the gall bladder. The gall bladder's juices are more powerful in the troll than in any other known species. The gall bladder's pockets and extra cells help concentrate and amplify the normal bile found there. Partly because of this, trolls are somewhat more subject to gallstones than are humans. A troll that has had his gall bladder removed (usually by a Xiola Umbar surgeon) is not as capable of digesting rock as is a normal troll. However, the gall bladder is not necessary for digesting normal food, since the troll's enlarged liver and duodenum can handle the extra load. The gall bladder connects to the rock intestine only, not to the small intestine. The rocks' minerals are absorbed and digested mainly in the rock intestine. After entering the colon, they merely pass along for the ride until they reach the rectum, where water, as always, is wrung out. A stone-eating troll can be recognized by his droppings, as there is a sort of sand intermixed with the regular fewmet.

The rock gizzard requires substantial energy from the troll to operate, and he must take some time to rest, to let the rocks dissolve within him. Strenuous activities should be, and are, avoided by a troll in this state. Generally speaking, a troll will not eat rocks and organic matter (plants and animals) at the same meal. If this was done, the organic matter would be drawn into the rock gizzard and thoroughly destroyed. Less would be derived from them nutritionally because they would be broken down into very basic chemicals – methane, ethanol, and so forth. If the organic matter were allowed to pass through the normal path for such food, it would only be broken down into sugars, amino acids, and useful pieces and could be more easily utilized by the troll. The residue left by the rock gizzard must be rebuilt up into proteins and chemicals by the troll.

...and Digestion



Excerpted from the notes of Urios the Seer.

How does a troll manage to get nourishment out of silicon (which is what much rock is made from)? The only answers at present are that the troll does not get much, first of all, and secondly, that the troll may have some sort of innate magic within the system in order to digest what he does. In most rocks, dirt, and such other mineral food there is a fair amount of carbon, phosphorous, potassium, sodium, and other substances present and usable by the troll. Evidently his biochemistry is complex and powerful enough to break minerals down into these useful pieces. In the case of minerals without such useful pieces, such as pure silicon dioxide, the troll might not digest it, or might extricate some oxygen and discard the rest, leaving 95% of the oxygen behind. However, if a troll can extract oxygen from sand and glass, this may explain the easy adaptation of trolls to the sea. Sea trolls have been observed eating sand, and this may provide part of their oxygen needs, along with the oxygen that they draw from sea water.

Trolls can be poisoned. However, it is harder to poison a troll who is using his rock stomach. Such a troll would be almost impossible to poison by normal ingestion – the poison would have to be injected into him. For example, Blade Venom would work, but swallowed poison would not. If the troll's rock gizzard were not actively operating, he could be orally poisoned as easily as a human.

Brief notes about other parts of troll physiology:

1) Elves go by the same pathway as other plants when eaten by trolls. Elvish bones, which are made of wood, go to the caecum and are dissolved there.

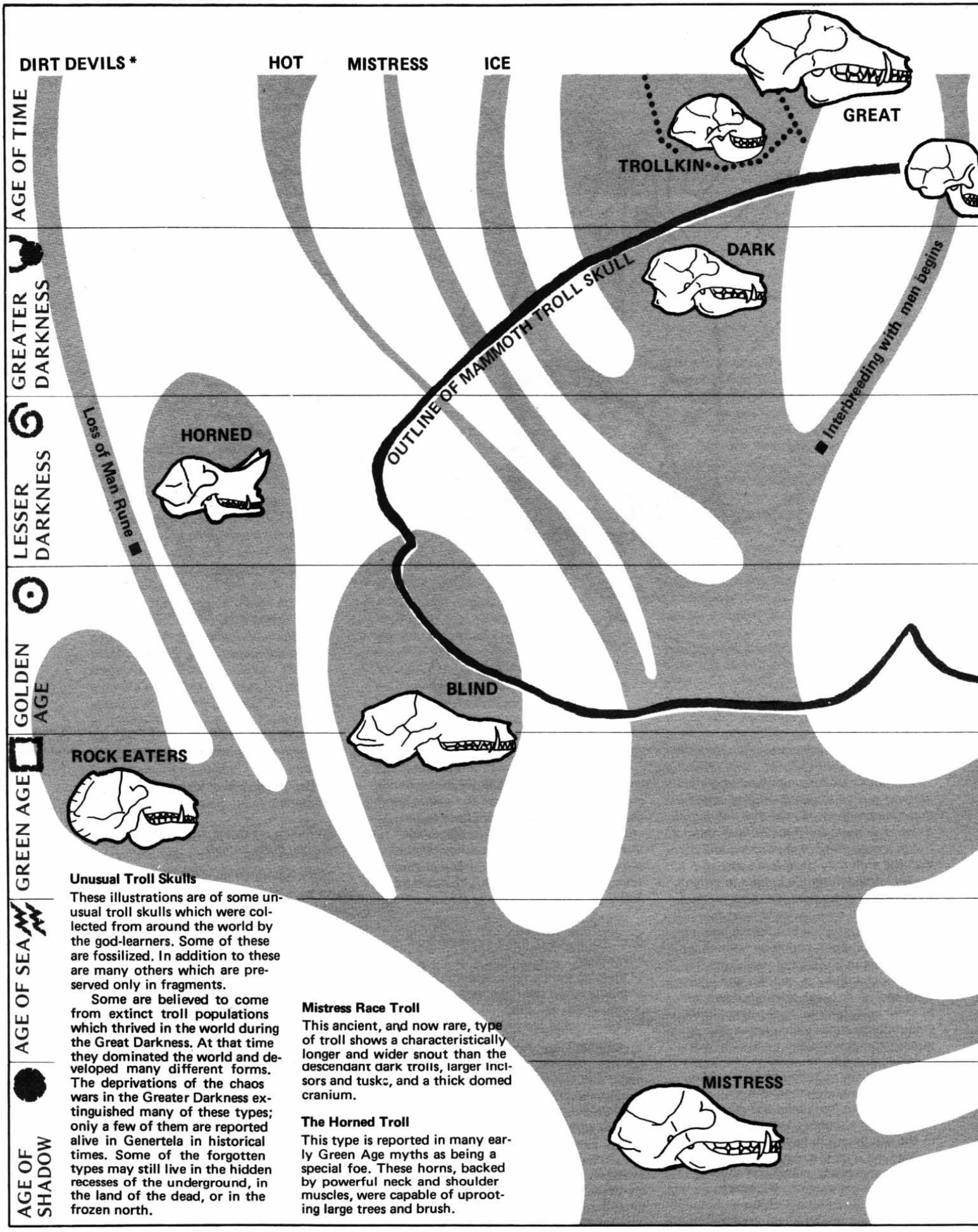
2) Dwarves always pass through the rock gizzard. However, despite the extra enzymatic activity involved, digesting a dwarf is always a very pleasant experience for a troll. This may be because the dwarf is (compared to normal rocks) stupendously easy to digest – the rock intestine and gizzard have a field day. However, the troll does tend to fall into a state of satiety after eating dwarves, and is somtimes easily tracked down and killed because of the natural topor. This is only true after trolls induge in an enormous dwarf feast.

3) Trolls can eat bones, but usually do so only when quite hungry.

4) Trolls lack thick body hair. They keep warm by a thick, hard layer of fat or blubber. This insulation is so efficient that the ideal temperature for a troll is quite a bit lower than for humans – 30 to 60 degrees fahrenheit for a troll as compared to 72 to 82 degrees for a human. However, a troll can handle higher temperatures without trouble. After a period of adjustment, a troll will like higher temperatures. Even so, he always will adapt to cold with ease.

5) Can a troll be starved to death? Yes, if he is kept in a locked cell in which everything is too strong for him to bite through – stout brazen bars, smooth marble walls, and no benches. A troll must have water (ice will do), and could be killed by keeping water away from him. Though he leaches some water through his rectum, it is not much more than a human can.

Skulls...



Unusual Troll Skulls

These illustrations are of some unusual troll skulls which were collected from around the world by the god-learners. Some of these are fossilized. In addition to these are many others which are preserved only in fragments.

Some are believed to come from extinct troll populations which thrived in the world during the Great Darkness. At that time they dominated the world and developed many different forms. The deprivations of the chaos wars in the Greater Darkness extinguished many of these types; only a few of them are reported alive in Genertela in historical times. Some of the forgotten types may still live in the hidden recesses of the underground, in the land of the dead, or in the frozen north.

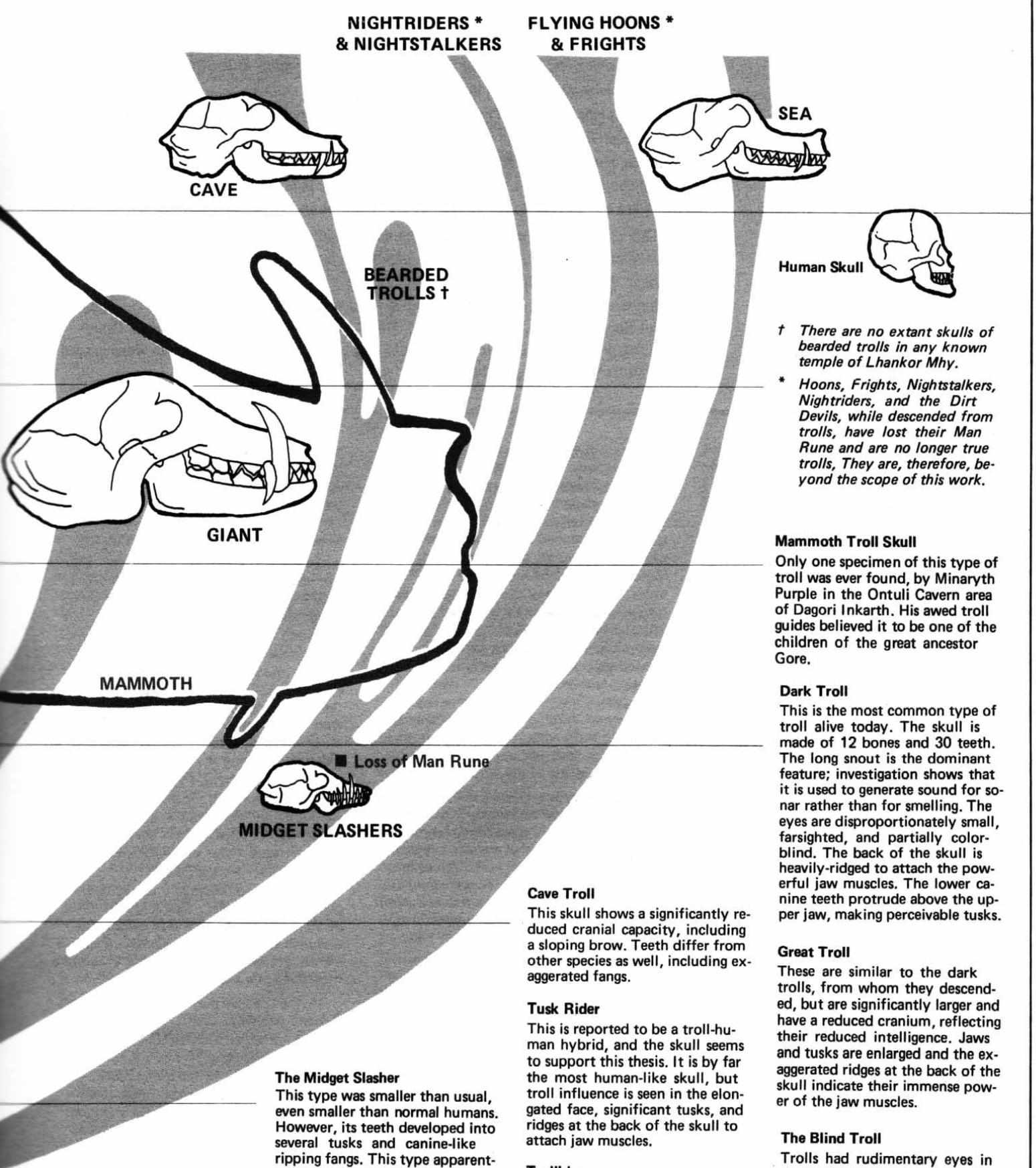
Mistress Race Troll

This ancient, and now rare, type of troll shows a characteristically longer and wider snout than the descendant dark trolls, larger incisors and tusks, and a thick domed cranium.

The Horned Troll

This type is reported in many early Green Age myths as being a special foe. These horns, backed by powerful neck and shoulder muscles, were capable of uprooting large trees and brush.

...and Evolution



† *There are no extant skulls of bearded trolls in any known temple of Lhankor Mhy.*

* *Hoons, Frights, Nightstalkers, Nightriders, and the Dirt Devils, while descended from trolls, have lost their Man Rune and are no longer true trolls, They are, therefore, beyond the scope of this work.*

Mammoth Troll Skull
Only one specimen of this type of troll was ever found, by Minaryth Purple in the Ontuli Cavern area of Dagori Inkarth. His awed troll guides believed it to be one of the children of the great ancestor Gore.

Dark Troll
This is the most common type of troll alive today. The skull is made of 12 bones and 30 teeth. The long snout is the dominant feature; investigation shows that it is used to generate sound for sonar rather than for smelling. The eyes are disproportionately small, farsighted, and partially colorblind. The back of the skull is heavily-ridged to attach the powerful jaw muscles. The lower canine teeth protrude above the upper jaw, making perceivable tusks.

Great Troll
These are similar to the dark trolls, from whom they descended, but are significantly larger and have a reduced cranium, reflecting their reduced intelligence. Jaws and tusks are enlarged and the exaggerated ridges at the back of the skull indicate their immense power of the jaw muscles.

The Blind Troll
Trolls had rudimentary eyes in the underworld, as seen in the Mistress Race skull. This type, though, developed into such sonic specialists that their eyes disappeared completely, leaving only two small holes in the skull where eyes had been.

Cave Troll
This skull shows a significantly reduced cranial capacity, including a sloping brow. Teeth differ from other species as well, including exaggerated fangs.

Tusk Rider
This is reported to be a troll-human hybrid, and the skull seems to support this thesis. It is by far the most human-like skull, but troll influence is seen in the elongated face, significant tusks, and ridges at the back of the skull to attach jaw muscles.

Trollkin
There are no standard trollkin skulls, but this one shows the common features. In general, the skull is infantile in development and appearance when compared to the parental dark trolls.

The Midget Slasher
This type was smaller than usual, even smaller than normal humans. However, its teeth developed into several tusks and canine-like ripping fangs. This type apparently thrived on meat since its teeth show little ability to grind other material. Some researchers speculate that slashers may have survived by ripping great chunks from huge, living creatures like dinosaurs, though this is disputed.

Rock Eater
This troll type preferred rock to other foods, devouring it with a whole mouthful of flat molars and premolars. The canines and incisors are much reduced.

Sazdorf Clan

It is easy for humans to view trolls as mindless, sub-human brutes. Their pattern of life conflicts with human ways. Little love has been lost between the species in the last ten centuries. Distrust is common. Misunderstanding is pandemic. Troll insistence on obedience and crude methods of enforcing their authority make humans think of them as cruel and insensitive, even to each other.

Such is not the case. Trolls are extremely conservative and do insist upon authoritarian control, and their methods of punishment are swift and crude. But these are only the trolls seen by humans outside of the safety and comfort of their homes where they must continually be on guard against foes. In fact, among themselves, trolls are quite capable of exhibiting compassion and care.

This chapter explores, in detail, the social workings of a well-known troll community of Dragon Pass. It was established in a border region where the combatant humans were more likely to seek and find each other rather than to challenge hiding trolls. Such luck could only hold for a while, though, and in time humans found their way into the community. Eventually some lived among them. There were many opportunities to study them and many human/troll barriers were erased for a short time through this contact.

HISTORY OF THE CLAN

Mistress Sazdorf was born during the Godtime. When the clan storytellers tell tales of the Great Migration to Dagori Inkarth, they tell about her epic struggles. Sazdorf heard the story of Death from Eristi the Doubter, and at Hanroo Field, Sazdorf saw her slingstones bounce off the magic of the dead Sun God, and all her brothers and sisters were destroyed around her. She walked the Backhill Path, learned to eat humans and animals, and fought bravely against the Dara Happans. When Gore and Gash held Gadblad's arms aloft, Sazdorf ran from mountain to ocean to mountaintop again every night with a skin full of water for the thirsty gods. She fought chaos through the Great Darkness, with many stories telling of her fine courage, strength, and cleverness.

The progenitor of the CH family was born in the Lesser Dark, shortly after the defeat of the Dara Happans. The D and M clans' founders were born in the Great Darkness, shortly after Kyger Litor saved the souls of Gash and his followers from the chaos. The B family's ancestress was born relatively late, after the I Fought We Won battle but before the Dawn.

All of those founding ancestresses were Mistress Race trolls, notable by being the last survivors of their race. Except for quirks, major magics, and mutants, all the descendants of those ancient beings are dark trolls or their variants (trollkin and great trolls).

The Sazdorf clan was one of many who lived in the Redstone Caverns. Its previous history is unknown, though hinted at by the Saggof Passage where clan members may stay under a legendary (but unspecified) protection. Speculation is that the clan once ruled that part of the complex but, like so many others, was reduced in size and importance. There are no current members of the clan living permanently in the Redstone.

The formation of the current Sazdorf clan took place in 950, somewhere in the Division Woods, south of the Indigo Mountains. Jamvanranch, a powerful shaman who once killed an angel, was nearly a century old when he summoned many trolls to his presence. They all knew their ancestors, as much as could be expected of any living person. But none of them knew they were close relatives until Jamvanranch showed them. Sometimes he chanted a long genealogy, or extended one known by the others. He summoned some ancestors, his own and those of the trolls who had come. He took some trolls discorporate through the spirit planes, speaking terrible secrets with giants of the past.

At last everyone decided, and some trolls departed and some remained. Those who stayed took part in a great dance lasting a week, the noise of which attracted victims from miles about. At the end of that time, Mistress Sazdorf herself appeared and blessed her children, wished them well, and told them the secret of their unity. From that recognition came the clan.

Some tales and legends from the centuries which followed tell of Mistress Sazdorf doing this or that. Without a doubt this is the clan in action, giving credit of friend and foe alike to their immortal ancestress.

For example, Sazdorf is named as leading a successful warband against the Empire of the Wyrms Friends in 1012, and as being among the trolls who were driven off by the True Golden Horde in 1100. She is also named as being an enemy of Kajakab Braineater, and may have prompted that troll's migration into Dragon Pass.

The Sazdorf clan suffered at the jaws of the Telmori tribesmen who began infiltrating the Division Woods region about the year 1550. Previous to that the Telmori had trouble with their neighbors and had no time for trolls, but after that period they were a part of the kingdom of Sartar and could afford external interests. Many humans in this period moved outward and cleared troll lands in the Division Woods.

In 1562 a portion of the Sazdorf clan fled southward, desperately attempting to escape a Telmori victory which had slain many of them. They sought surprise to aid them and so went south, right through their enemy's territory. They lost most of their trollkin and many of the children in the journey, and they barely kept their lives and their most sacred items. Afterwards, there were no Sazdorf trolls south of the Indigo Mountains, apparently destroyed by the Telmori.

The refugee Sazdorf stayed in a haunted ruin. They exorcised the ghosts and moved cautiously in. Since the Telmori became embroiled in human politics again, they never pursued these survivors though they suspected their presence.

The clan, numbering 19 adults and 7 children, entered the ruins. A joyous dance of victory and strength was made, and everyone settled down for survival. Trollkin and children were born, and for a generation the trolls knew peace and growth.

In 1581, a troll packer was found by the hunters, wounded and near death, and brought to the clan for healing. His name was Black Pack, and he was a Kitori troll from the Troll Woods far to the south. He was well spoken, as Argan Argar trolls usually are, and generous in his gratitude. He departed after a year, but afterwards he or his companions regularly stopped in. Each time they would give pretty presents to the priestesses, and sell other things at a good price.

The Kitori tribe in the Troll Woods of the Holy Country is a peculiar one, for it includes a troll part and a human part, each

equal to the other, though they do not interbreed like foul tusk riders. Many, both troll and human, think the Kitori take the Argan Argar ideals to excess, but outside opinions will not change the tribe's ways.

Word of the Sazdorf haven for Argan Argar travellers spread among the Kitori and in 1587, the first party with humans stopped there. They were allowed as far as the trollkin quarters, and afterwards other humans also regularly stopped there. The following is a transcription from a troll story.

"Everyone knows it is impossible for humans to keep a secret from each other, and so it was only a matter of time before the Kitori Argan Argar worshippers blabbed the Sazdorf secret to others outside of their cult. And since it is also impossible for humans to resist the opportunity to kill trolls and steal their humble treasures, it was a short time before adventurers came, seeking just that.

"All trolls know that humans are adventurers, which is a nice name for thieves interested in a quick profit at the risk of sudden death. The early scouts found only the latter, and the ruins were soon held dangerous for humans. They were killed regularly, or driven off by trollkin, whom they never credited, of course.

"The situation would undoubtedly have remained that way except for the inspiration of one of the trolls. Taksag by name, about twenty years of age and reknowned as a fighter, was out hunting one day when he was direly wounded by a grizzly bear, abandoned by his slaves, and left to die. In his delirium, he was struck by a vision which was stronger than his initiation vision. It was a simple one, like all powerful visions, and stamped upon Taksag the impression of immutable death. Not the death with resurrection, as is common, nor the death with pleasure, like Zorak Zoran – but the irreversible, inevitable, unchangeable. He saw it would be his own, and the strength he gained from it gave him the inspiration to survive. Though left in sunlight for days he survived, and crawled home. He ate his slaves to aid his quick recovery, and soon went back to work hunting and guarding the home.

"Taksag knew of Humakt only as an enemy of his gods, but he did know that Humakt was the First Death and the Last Death, more terrible than the more familiar god, Zorak Zoran, who was more cruel and less mindless. Humakt's unpitying total dependence and belief in Death is harder even than Zorak Zoran's blunt love of death, like a keen steel edge which pares away pretentions and hopes. That unyielding edge became the key of Taksag's search to answer his new power.

"In the summer of 1611, Taksag saw that edge, gleaming upon the edge of a sword drawn by a human youth who had come to rob the trolls. Taksag was on guard duty, standing firm and brave, though his trollkin deserted him. Relying upon inspiration, Taksag challenged the party to a Humakt duel of honor, hoping to gain time for his comrades and perhaps find the answer to the pain Humakt had placed in his heart.

"One of the humans, whose sword had gleamed so, said they would do just that since she had never fought a troll with honor before. Other humans protested, but rather than divide their party they followed the proud woman outside where the circle was made and the duel was fought.

"The way the humans treated Taksag is typical of their cheating hearts and manners, for though his opponent kept weapons and armor, none were given to the troll. The outcome was never in doubt, and though Taksag hit his foe she cut him, bringing first blood. Then the humans said Taksag must give a present to his opponent who had bested him. That was the way Taksag learned the first rules of Humakt. But instead of feeling cheated, he was convinced he had found the answers he sought and agreed, just to prove he was a Humakti too, even though he had never been initiated and did not own or use a sword. So he led his foe, a woman who called herself Naimless, into the ruins, giving her his filthy skin of blood beer and the few coppers he had saved.

"It is to the honor of Humakt that his virtue is strong enough to bind such traitorous humans to the truth of their word. Naimless returned once and spoke to Taksag, then they went away and he was initiated into the cult. Naimless gave him his first sword, and the two of them were friends. Taksag returned to the clan, proud and powerful.

"At that time, Zorak Zoran was powerful in the clan. Torgtan, one of the survivors of the migration, was a powerful Rune lord with many followers, especially in his own family. They had defended their clan well, but Torgtan was a crude and grasping troll who barely concealed his disdain for Sigron, a Karrg's Son some ten years his junior. Sigron led a Son's band, believers who quietly protested the ways of the Death Lord.

"Torgtan Splitlip was killed in 1611 by a Lunar party, led by a priest, who were investigating the clan under orders from the ruling governor. Torgtan, ever the fanatic, chose to combat the humans who were, he claimed, chaotic. But Torgtan was slain by the enemy, crushed by an awesome warhorse ridden by an ugly imbecile, and his junior commander also died.

"At that time, there was a need for a new warlord, and both the Karrg's Sons. led by Sigron, and the Zorak Zorani, now led by Sostale, a very young priest, vied

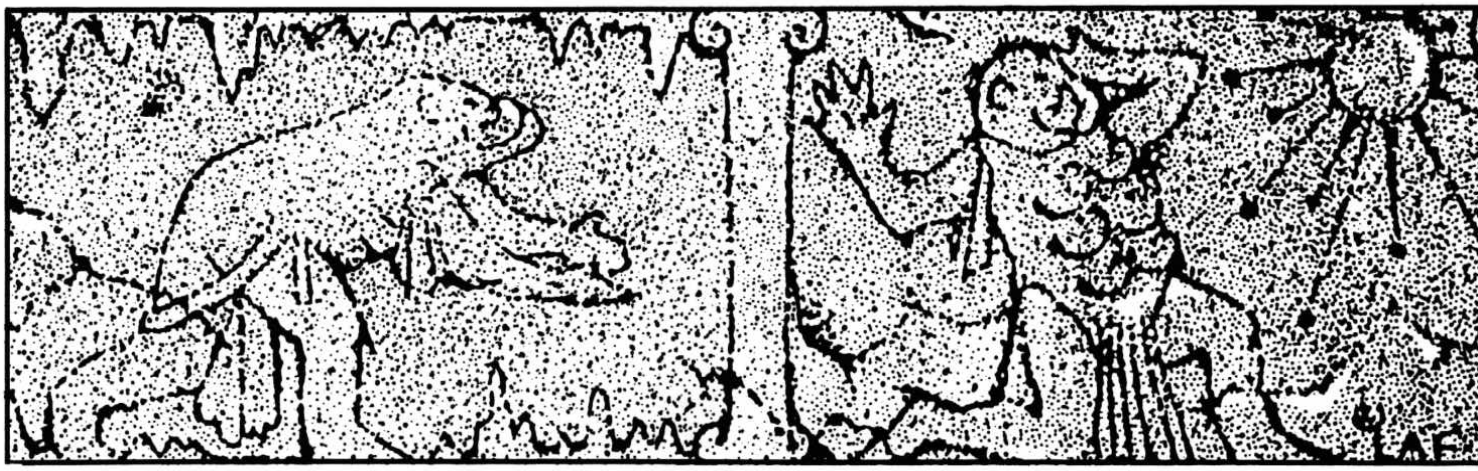


Plate One *Plate Two*

The stone frieze pictured here comes from the notes compiled by the noted cartographer Song of Roses who mapped the Redstone Caverns. The frieze was evidently chewed out from the virgin rock by trollish sculptors This frieze encircles the base of the altar in the outer temple to Kyger Litor in the Holy section of the caverns. (Room 7A on page 46 of this manuscript.) Sazdorf trolls have stated that a duplicate is found on their own altar. Plate One shows Kyger Litor in Wonderhome before disasters forced her to the surface. Plate Two displays the death of Yelm, as the burning sun

for the position. It seemed that an intra-clan feud surely would develop.

"Then Taksag made his bid and said that Humakt should be considered as well. Sostale scorned this with the usual Zorak Zoran contempt, but wily Sigron said it might be worth a try, and said that they would consider it if Humakt sent them a sign within the fortnight. Taksag prayed, and proved the worth of his god by the arrival of a band of Humakti initiates at the Sazdorf home.

"The arrivals were, however, ill-suited to honor their god in the presence of trolls. They made their way into the ruin, but rather than stand and prove their courage and skill, they chose to flee in ignominy. Taksag, shamed beyond control, fled with them.

"Sostale claimed that such a cowardly god was clearly inferior, and that anyone who even thought of supporting him was too. He said that he would prove his superiority by dancing opposite Queen Martoraz all winter, and if anyone wished to oppose him, he would be glad to settle the matter. Sigron declined, saying he was a devout person who was patient in the ways of the gods.

"The humans who had shamed their god, Humakt, suffered for their ignominy. They were visited with nightmares which sapped their power, and swords danced in their dreams, singing curses for the shame which they had heaped upon their god. At last they accepted their fate, grimly realizing what it meant to worship a death god. Resigning themselves to their task, they placed their affairs in order and set off.

"On the way they met an ancient man carrying an oversized wooden sword which was, he said, a holy thing of the god Humakt. He had been sent, he said, to transfer this thing to those who would need it, and handed it over to Taksag to carry. He shared the burden with others in the party through the adventure.

"Humans know more of the struggle than trolls do, and it has been recorded elsewhere in more detail by them. Trolls gathered in their common room to watch the fight, and they saw the invaders break into the room, slaying the guards at the doors as they came. They saw a woman, Tamara Three-Chop, famous for killing trolls, stick the huge wooden blade into the corpse of Sostale, and they saw the spirit of the wooden sword rise and lead the attack into the Zorak Zoran temple itself. There was horrible struggling there, and people died in combat with spirits. Among them was valiant Taksag, alive to see his god to victory, then killed in spirit combat. Also dead were Tamara Three-Chop, and the newest member of the group, Edward.

"One of the humans, Londra of Londros, struck the wooden sword into the now-defiled altar of Zorak Zoran, and she made a mighty victory claim and vow, then called for any others who would follow her god's ways with them. The energy in the place was wild and raging, violent crimson with the dead Zorak Zoran warriors and spirits screaming in agony and pierced by the hot white truth of Humakt. Wise trolls had stayed away, too clever to risk their lives by viewing the intimate affairs of the gods. Others, unable to resist, had watched in sickly fascination as their kinsmen were cut down for their belief in Zorak Zoran. Some observers were so confused, impressed, surprised, or inspired by the shocking change in power that they could not resist Londra's call. There were ten trolls, Kaltorb being the oldest, five who were outsiders, who fell to their knees and swore to embrace the foreign god. They discarded their maces and mauls, including sacred troll ball weapons and took up swords.

"The abrupt intrusion of humans into the heart of the clan stronghold was very disruptive to the trolls. Even though walls were built and special routes marked for human passage, their presence was unnerving to naturally conservative trolls. The presence of swaggering, sword-wielding trolls among them aggravated the unease which plagued the superstitious clan. It seemed inevitable that conflict would erupt.

"Sigron took the opportunity and made himself clan warlord, with complete support of the Kyger Litor worshippers and priestesses. He immediately placed himself between the humans and the queen, stating that he was the king of the trolls. The humans, unfamiliar with troll ways, accepted this and never suspected the presence of a higher authority.

"Sigron commanded all Karrg's Sons, and anyone who wanted to be a Karrg's Son, to refrain from combat with the Humakti and to command their followers absolutely to do so. Only his word would allow combat to open and no other circumstances. All the expert fighters were under this rule, and even though the clan returned to a semblance of 'business as usual,' the high command of Karrg in a military emergency prevailed through the whole of the human occupation.

"Sigron reasoned, and stated to his fellow Rune masters, that the enemy god was bound to his own virtues, especially that one of truth. If the humans were to swear by their god then they must deal truthfully with each other. He also thought that the troll initiates would try to impress everyone with their newfound virtue and tell the truth to him, their warlord. By talking to the warriors, there would be plenty of advance warning against treachery from within. Guards were permanently set, regions were set off which, the humans knew, meant death to enter. And perhaps

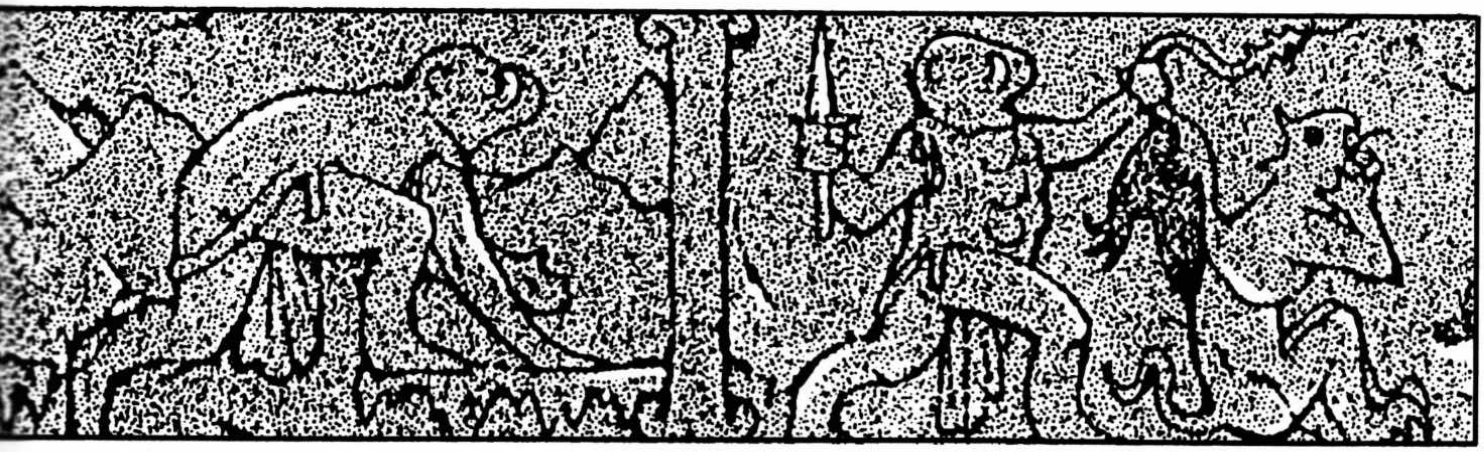


Plate Three *Plate Four*

comes to Hell and overcomes the troll mother. Plate Three shows Kyger Litor just as she arrives on the surface world or Hurtplace (*Komor* in Darktongue). The bleakness and ice of her arrival point carries favorable connotations for trolls, and demonstrates Kyger Litor's eventual dominance of the surface. Trolls prefer desolate spots, and this shows a good home-place. Plate Four shows a victory of Kyger Litor in the Chaos Wars. She is skinning a chaos demon, possibly Thed. Kyger Litor was famed for creating musical drums from chaos hides, thus forming beauty from evil.

thought the warlord, these newcomers could be used in other ways as well.

"Thus the Humakt Temple of the Wooden Sword sat, safe and hidden, as war raged overhead, seizing those who were brave or visible. Trolls always thrived on human warfare, especially by seizing the domestic animals which had to be sent to hide alone in the woods when the enemy troops got close. Sigron was glad to aid the human temple by letting the troll Humakti off duty.

"After peace was again made, and Starbrow's armies sent home, the troll Humakti of the Wooden Sword were famous, and many of them grew to know some human ways.

"The true test of the Wooden Sword came when a great Zorak Zoran force mustered to attack and regain their holding. There was plenty of warning, and foreknowledge of the forces involved. Sigron reported all he knew to Londra, and told her that she should leave right away if she was to leave at all, for the Zorak Zorani did not always distinguish between enemies and neutrals in a fight.

"Londra proved the value of her word when she vowed to remain and defend her temple and the trolls, even to the cost of death. To prove the sincerity of their word, Londra showed Sigron one of her followers, a woman named Errol Silksword, who was overdue in her pregnancy and straining to give birth at any moment. Yet even she refused to depart from her duty and defense.

"Sigron offered Errol Silksword refuge among the troll mothers, and when she refused, he was quite impressed. He did state that he would protect his part, and designated what part the Wood Sword must defend. When Queen Martoraz heard of Silksword's pregnancy, she was no longer afraid of the Humakti, and made a joke with Sigron.

"The Zorak Zoran attack was intense and fierce, and both the trolls and the temple were damaged. Many died, never returned, and one was born among the humans. The Zorak Zorans failed, and though the leaders escaped, none of their followers did, leaving great feasting for the Sazdorf afterwards.

"After this great victory for Humakt, the Wooden Sword temple departed, set upon its adventures and gone, later, even from the hands of Londra and her followers. Individuals still visited, as they promised, and Londra often went there on holy and high holy days to lead services. Even after she stopped the initiates who remained went to a temple in the Aranwyth lands for sword worship.

"Most humans still do not know much about trolls, and Sigron continues to present himself as the king of the trolls. His duties as Karrg's Son support this, and so few outsiders ever get through the hierarchy past him.

"A realist, Sigron wants to preserve his clan as much as possible. He prefers guile to combat, though he is certainly good at that too. He has had experience with humans and outside trolls now, and has decided that it is best to deal with them on their own terms.

"Argan Argar caravans now stop at this outpost regularly. Since 1615, troll caravans have been growing larger and more regular. Sigron welcomes this, and the clan has profited thereby.

"Sigron's attitudes towards humans underwent some reappraisal in 1617. For two years, a huge pig iron statue of a sword had hung upon an unopened, much locked door. Behind it lay, said Londra, a Zorak Zoran demon, prisoner as long as the iron remained. Though horrified at the poison object being so close, the trolls agreed, being fearful of letting their enemy into their midst.

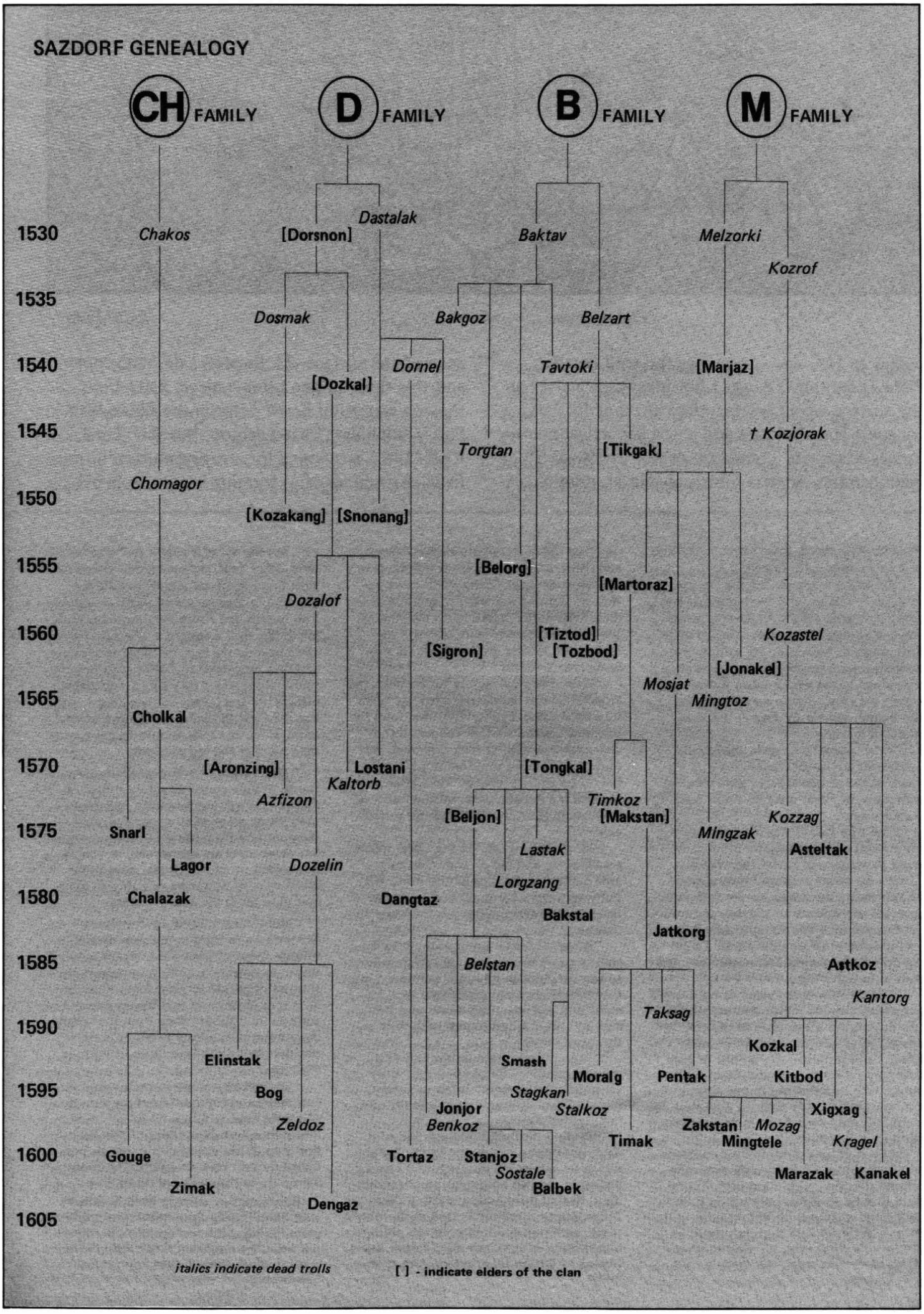
"But instead of the dark wargod, there were other foes in their midst! Dwarves streamed out of some unknown entry, clanking in their armor of death, wielding iron swords and firing thundersticks. With impunity, they went from wherever they came from to the iron, placed it upon slaves, and then proceeded to scatter and roam the ruins, killing where they could, destroying, placing fire and bombs in many places. At last they left through the haunted weird room which was their temple, laughing with their plunder and red weapons.

"There were several explosions afterwards, though some did minimal damage. Since that time, two years ago, there have been three other explosions. The areas most used by the trolls have been cleared, but some parts are abandoned, or actually avoided by trolls. Rumor says other dwarf traps remain there too, though some men view those things as treasures.

"More people know of the Sazdorf Ruins now as a place to plunder, despite its history. Maps of parts are available, and there are legends (usually false) about the treasure which the Wooden Sword founder left there. Most humans still have no more compunction about killing trolls than they do about killing grizzly bears. It is still a popular place to go for a quick, dangerous, treasure.

"Sigron's orders are to deal with this problem by trying to befriend the humans and bring them to speak. They can then be directed to certain portions of the ruins. For a small fee, their mounts can be protected by the trolls on guard. Thus does Sigron try to handle the problem."

Sometimes people can become friends with these trolls. Sometimes the trolls prefer to fight the humans. People cannot tell what the reasoning is for this, and always think it dangerous to approach the Sazdorf without Argan Argar escort.


SAZDORF GENEALOGY
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[Snonang]
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[Tozbod]
Kozastel
[Sigron]
[Jonakel]
Mosjat
Mingtoz
Cholkal
[Aronzing]
Lostani
Kaltorb
[Tongkal]
Azfizon
Timkoz
[Beljon]
[Makstan]
Kozzag
Snarl
Mingzak
Asteltak
Lagor
Dozelin
Lastak
Lorgzang
Chalazak
Dangtaz
Bakstal
Jatkorg
Belstan
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Kantorg
Taksag
Kozkal
Elinstak
Smash
Moralg
Pentak
Kitbod
Bog
Stagkan
Xigxag
Jonjor
Stalkoz
Zeldoz
Benkoz
Zakstan
Mozag
Timak
Mingtele
Kragel
Gouge
Tortaz
Stanjoz
Marazak
Kanakel
Sostale
Zimak
Balbek
Dengaz
italics indicate dead trolls
[ ] - indicate elders of the clan

Genealogy

The unity of the Sazdorf clan comes through a common ancestor, Mistress Sazdorf. This ancestress begat the first family leaders hundreds of thousands of years ago. It is therefore difficult to remember them all correctly. It is easier and more important to remember those more recent ancestors whose lives have a more immediate effect upon the living.

The *genealogy chart* shows the four main families which survived the exodus to the current living site. There are many other trolls of the clan who do not show on these bloodlines and are considered somewhat inferior by the priestesses, but are not denigrated for that. Their personal deeds are far more important than their distant bloodlines. All trolls are equal in the sonar of their distant ancestress, but their actual status varies with their personal position and power.

The four families identify themselves by their most distant ancestor who joined the clan. As can be seen by the chart, the families usually follow the Dagori Inkarth tradition of keeping the female's names alliteratively consistent while the male's names generally begin with a consonant drawn from within their mother's name. The former pattern, which is much more regular than the latter, results in an abbreviation for the family based on the first letters of the female's names. Hence the families are commonly called the CH, D, B, or M family. They even use this abbreviation when speaking to each other since they try to keep their ancestor's name secret. These names are still unknown to us.

The chart shows a complete genealogy for the notable families of the clan. The vertical axis is a dateline of the years and notes the birth of the individual next to it. As is troll custom only the relevent female line is shown.

Overview

The clan consists of a ruling superstructure and four families. The upper class, as is common, shares more with each other than with their families, and are an established bureaucracy. The maternal family lines are favored over others less closely attached to the rulers. In addition to the ruling familythere are about 20 other trolls with attachments to the clan, but not to a family. These more or less attach themselves to a priestess and are considered inferior members of the clan.

The clan totals some 290 members. Of those only 60 are trolls with full adult family status. Ten of these are Rune masters seeing to the spiritual and military needs of the community. None of the other types, even though they may qualify, have been granted that status. This is typical of troll politics.

There are ten great trolls, five of whom are relatives and five of whom were purchased from Cragspider. All are treated equally by the families, though it can be seen that the family members are granted the most trusted positions.

Ten cave trolls are usually within range of the clan, tended to by gentle Belorg. These creatures are not really part of the regular community. They are more like pets than kin. They come and go as they please, but about half are usually in the ruins at any time.

There are about 190 trollkin in the clan at any time, divided as usual into the four trollkin castes of values, fighters, workers, and food. There are a total of 25 values, well cared for by their owners, including eight superior trollkin among them. There are 45 fighters (including 10 superiors), and 105 workers (including seven superiors). This leaves about 15 trollkin who are trying to survive their status as food but who are too frightened, too weak, or too stupid to try an escape.

The CH family is the smallest and weakest of the four. The females of this family seem to be better at breeding great trolls than in maintaining the family line. Unless Chalazak shows an unusual streak of fertility at her 40+ years of age then this family is finished.

The D family has four fertile females plus two Rune priestesses. There are also seven males including the Rune lord of Kyger Litor. The family has a peculiar, but terribly useful, interest in alchemy. Both Dengaz, young though she seems, and Dengtaz have children that they tend.

GESTURE

Trolls prefer their sonar to all other senses. They do not like noises except in private. On the hunt or in battle they use little sound communication, preferring instead a variety of sign languages.

The troll root sign language is now lost, even to the mistress race. Many different languages are used in different regions of trolldom, each thought by those natives to be the original set of signs.

Humans may considering this signalling analogous to semaphore. Since each gesture has a specific meaning, by quickly flashing a series of signs a message may be sent. These stances and movements are detectable by uz senses under any light or dark conditions.

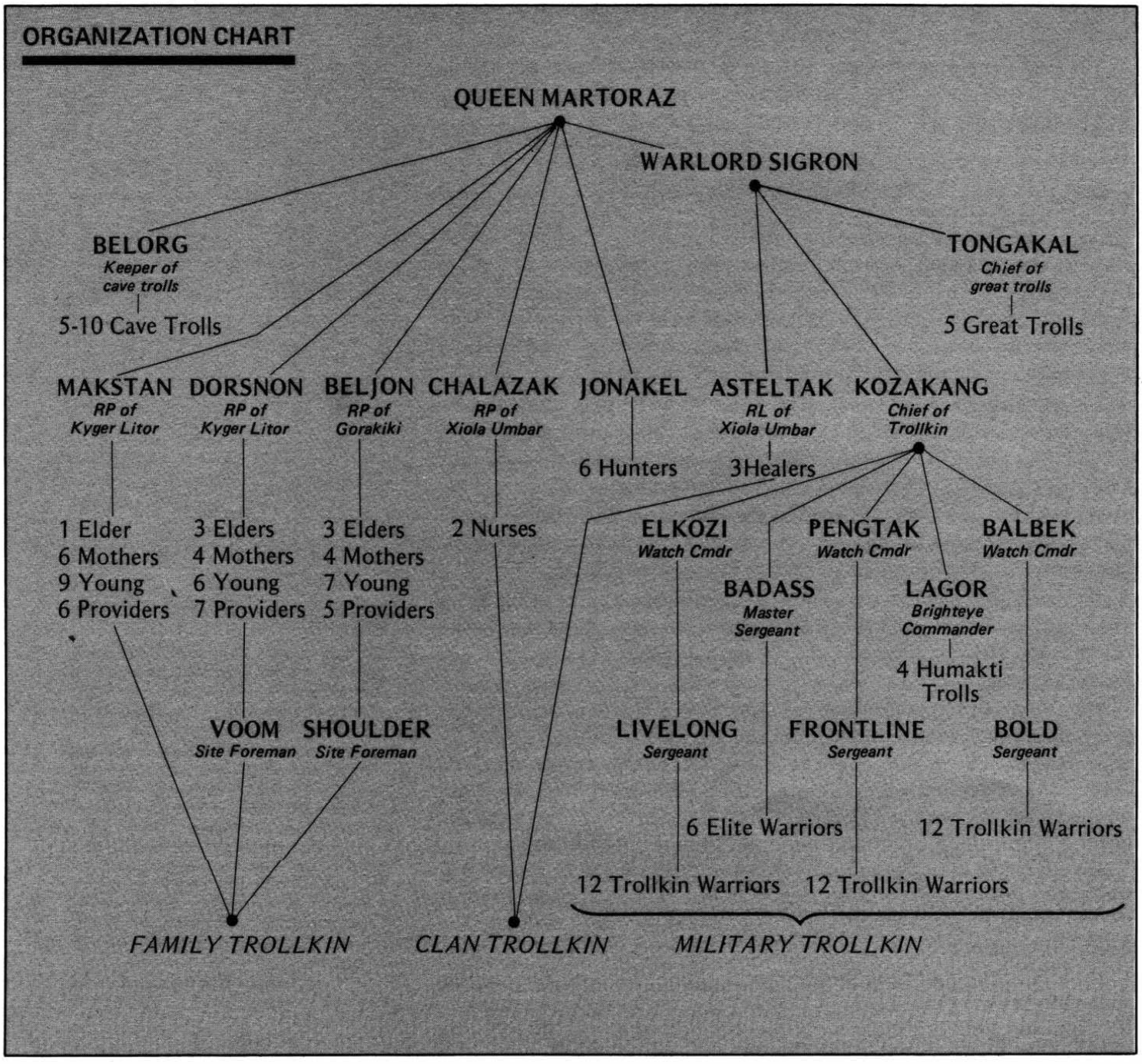
Such sign language is subsumed in the learning of the troll native tongue of Darktongue.

The B family has a total of 12 adult trolls. Beljon, the family head, pays minimal service to Kyger Litor and concentrates instead on her leadership of the Gorakiki cult to maintain the specialized niche in the clan that the family has established. Genarally her family tands insects and are much appreciated by the others. One other near Rune master, Tongkal, is also in the family. There are four females and five other males as well.

The M family is the largest, with 14 full adult trolls present - six young males and six young females. There are also two priestesses. One is the high priestess of Kyger Litor and the other is the titular head of the family. The latter commands only about half of the family, though, for the other half pay their primarily loyalty to the high priestess for cult reasons. The last Rune master is Jonakel who is a male Rune lord of the Hunter cult. He also heads the Hunter society.

The ruling superstructure of the clan binds the different families together. At the top is a single individual, Queen Martoraz. The other leaders report to her. This includes the Kyger Litor priestesses who head the respective families: ancient Dorsnon, Beljon, Makstan, and Chalazak. It also inculdes Sigron, the grizzled, wily warlord and the chief hunter Jonakel, who is brother to the queen.

The *organization chart* shows to whom each troll looks when leadership is needed. As would be expected, the family priestesses are the most noticable centers



of power. Sigron, the warlord, commands almost as much power, though, especially from the other warrior leaders in all the families. Chalazak's family appears to be headed for extinction though the Xiola Umbar initiates sometimes look to her first for leadership. Jonakel, the hunter, commands a surprising number of loyal followers, including members from all the families. All of his followers are male.

In general the clan splits into an inner and an outer portion in time of need, with the better fighters forming the outer defences. They are divided up to guard different entrances and report to the Karrgs Son. Family loyalty among this group is irrelevant, especially since fighter trollkin make up a bulk of the force.

Do not underrate the military value of the inner group, however. The priestesses wield great power in their magics and the great troll guardsmen form a formidable force. The Xiola Umbar priestesses are trained to defend their wards and even the most retiring mothers know some weapons skills, for they spend time hunting and foraging for themselves while young.

Analysis of the Clan

It is useful to view the clan as a whole, and to briefly glance at some of the internal workings of its parts.

The clan can be divided into four parts: elders, mothers, providers, and trollkin.

The elders are the leaders, both religious and mundane, who guide the affairs of the clan. Generally these old uz have learned enough to gain the respect and support of younger underlings.

The mothers include the bearing females of the clan, plus those who administer to the needs of the young trolls. This nursery section is the most secret place, kept clean of all influences which might impair the health of the mothers or children.

The providers include all of the gatherers and hunters of the clan, and the fighters. Most males are in this group, as are most of the females who are purifying themselves after trollkin births.

The trollkin are a group by themselves, studiously ignored and oppressed by the trolls, but with divisions imposed by trolls and with little social fabric of their own.

The Elders. They are trolls who are 50 or more years of age. Although mere age is worthy of respect, most individuals who are this old have distinguished themselves in more than that way. Note, however, that Cholkal is more than 50 years but does not rate elder status, but Beljon and Makstan are both younger and do.

Of the sixteen here, ten are Rune masters: all of those present in the clan. Some individuals who could qualify for Rune status have not been allowed it by the powers-that-be. This is not uncommon among trolls or humans, just as the natural outgrowth of an established bureaucracy. Most notable is Tongkal, for instance. He qualifies for status as a Karrgs Son, but has not received it because his family is primarily loyal to the Gorakikki cult. Thus, even though he is a proven formidable warrior and leads other trolls into battle, Tongkal is refused Rune lord status. Furthermore, even with a POW of 18, he has not qualified for full priest status in Gorakikki. Instead, note, he has assembled an array of insectoid Rune magic.

These are the 16 elders:

1. Queen Martoraz, High Priestess of Kyger Litor and Priestess of Mistress Sazdorf in the M family. 64 years old. Ruler of the Clan. (Accompanied by giant beetle familiar; Marjaz (described below); Sixtooth (leader of Sazdorf trollkin; misc. workers).

2. Makstan, Rune Priestess of Kyger Litor and Mistress Sazdorf of the M family. 45 years old. Ruler of the M family. (Accomp. by familiar in ham beetle).

3. Jonakel, Master Hunter (Rune Lord) of the Hunting God, and initiate of Kyger Litor. 58 years old. Leader of the clan Hunter society. (Accomp. by a hunting wasp; darktroll sidekick).

4. Marjaz, initiate of Kyger Litor. 82 years old. Marjaz is loyal and dependable, a hunter who has spent her whole life acting as a bodyguard for her daughter.

5. Dorsnon, Rune Priestess of Kyger Litor and Priestess of Mistress Sazdorf of the D

TROLL ECOLOGY

Trolls are built to eat almost anything. Because of their digestive system and strong teeth, they can feed on pine cones, grass, dirt, flesh, and almost anything else. Because of this, they are extraordinarily well-adapted for survival in marginal regions. Trolls do well in waste areas, barrens, taiga, cold deserts, mountain tops, and similar areas. Because of their temperature preferences, they do not do as well in hot areas, and prefer the chill of the north to the hot desert. They also need to have some water around, and thus do not care much for parched, areas. In bare areas, where humans cannot dwell anyway, the trolls are supreme. They are possibly the most effective predator in the cold wastes and prevail in these regions.

Trolls also like more lush climates, of course, but are not often found there. This probably is due to competition with man and other races. Trolls breed slowly. There are legendary reasons for this, but it is enough to know that all large predators in areas with little food tend to be very slow-breeding. Trolls are naturally suited to famine lands and use them. In more fertile grounds, humans will quickly outbreed trolls, outnumber them, and eventually force them out. Morokanth, barbarian dragonewts, baboons, and other lowland races are similarly fast-breeding. Probably this is the major reason that trolls are now confined to the barrens. They enter into lower areas whenever the dominant race there is forced out (such as the Dragon Pass area after the destruction of the Empire of the Wyrm's Friends), but eventually must leave again.

family. 89 years old. Ruler of the D family, eldest surviving clan member, generally inactive but terrible when roused. (Accomp. by one great troll; Cholkal (described in *Into Uzdom*); one value; eight workers to bear litter; misc. other workers; an allied spirit in giant beetle).

6. Dozkal, Rune Priestess of Kyger Litor and Mistress Sazdorf. 75 years old. Assistant to ancient Dorsnon, her mother, and the day-to-day ruler of the family. (Accomp. by Snarl, one average great troll warrior; Snonang, a good dark troll warrior; oone value; misc. workers; familiar in ham beetle).

7. Snonang, initiate of Kyger Litor. 63 years old. Once a famous hunter, Snonang has been bodyguard for his cousin for 40 years. Note languages. (Accomp. by watch beetle familiar).

8. Aronzing, initiate of Kyger Litor. 49 years old. Alchemist for the family. (Accomp. by one troll, his assistant; misc workers).

9. Sigron, Karrg's Son (Rune Lord of Kyger Litor). 57 years old. Warlord for the Sazdorf clan. (Accomp. by one dark troll bodyguard, Lostani; five workers (messengers); misc. other workers; hunting wasp familiar).

10. Kozakang, Rune Lord of Argan Argar, initiate of Kyger Litor. 65 years old. Chief of military trollkin. (Accomp. by two value trollkin; watch beetle familiar).

11. Beljon, Rune Priestess of Gorakiki-beetle and initiate of Kyger Litor. Ruler of the B family and leader of the Gorakiki temple. 48 years old. (Accomp. by two great trolls; two values; misc. laborers).

12. Belorg, initiate of Kyger Litor. 63 years old. Keeper of cave trolls. (Accomp. by one cave troll).

13. Tongakal, initiate of Gorakiki and Kyger Litor. 51 years old. Chief of great trolls. (Accomp. by watch beetle familiar; one value; four average great troll warriors).

14. Tikgak, Initiate of Kyger Litor, 73 years old. Master drummer, served as a scout and guide for caravans when younger. Now trains younger trolls. (Accomp. by worker trollkin).

15. Tiztod. initiate of Gorakiki. 61 years old. Insect tender extraordinaire. (Accomp. by one value; misc. workers).

16. Tozbod, initiate of Gorakiki. 56 years old. Insect tender and storyteller. (Accomp. by one value; many workers).

The Mothers. In the Sazdorf clan, there are 14 mothers, half currently pregnant and the other half nursing. The pregnant mothers never leave the inner sanctum; nursing ones leave only on special occasions. Both aid in raising and tending the infants and children.

There are also 22 infant or child Uzko here, plus three young great trolls. No infant trollkin are allowed here, and whenever a female litters a batch, they are immediately whisked away to the trollkin section, out of the nursery. The nursery young are coddled and spoiled with every tender care which can be given to them, to reproduce the idyllic womb-like environment of the mythos, strengthening them with divine attention until the gruesome moment of their birth into adulthood and the enemy world of light.

Others who count as mothers include the Xiola Umbar priestess, Chalazak. She and her assistants often come and go from this place, but the Kyger Litor mothers do not. At one time or another, there are likely to be any of the three 'field nurses' or the Rune lord here as well. Two Xiola Umbar initiates, both male, permanently work here. Finally, four other Xiola Umbar initiates serve as nurses as well, even though they were once trollkin. Their initiate status relieves them of the curse whch keeps them from this lair, and though still slaves by birth, their arts are appreciated and rewarded.

Being a clan elder is not enough to qualify for entrance here, and none but staunch Kyger Litor initiates are ever allowed. Initiation does not mean a troll can gain entry, either, since there are other restrictions. As a rule, most do not bother since they are afraid thay may inadvertently pollute the place and bring bad luck.

Trolls are not forced out of their dismal habitat because no race can do so. On the cold mountain tops or frigid desert wastes, trolls breed as fast as humans (since humans breed slowly there), and can outbreed other types. In a match of ecological strength in such an area, the troll would be victorious. It seems likely that Glorantha will always have trolls dwelling in her mysterious, little-traveled corners.

Why do elves and dwarves hate trolls? The answer to this is not as easy as it seems. Every elf, dwarf, and troll is raised with tales of past treachery, crimes, and racial hatred to fill his mind, but this alone should not keep the races antagonistic through so many centuries. Humans have committed crimes enough against elves, for example, yet many humans are today friendly to elvish ways and peoples. Why not trolls?

First we will discuss the reasons for dwarvish enmity. Dwarves, like trolls, live in the mountains. Dwarves, like trolls, dwell in burrows, caves, tunnels, and the like. Dwarves, like trolls, are capable of eating soil and some minerals. Dwarves and trolls are competitors for living space. Trolls like eating dwarves. Because of biochemical reasons, feeding on a dwarf sends a troll into a state of mild euphoria, followed by a period of pleasant slight torpor. Dwarven flesh aids a troll's digestion, and is a handy morsel to have around on the bitter mountain tops, when all else there is to eat are rocks and snow. The existence of dwarves in these empty spaces is a great aid to hungry trolls, and a cause for extreme problems between dwarves and trolls. The trolls regard the dwarves as important assets to their food supply, especially in mountain wastes — after all, it is often much easier to catch a dwarf than a nimble mountain goat! Resenting being an article of prey for their larger competitors, the conflict between the trolls and dwarves is begun. Theoretically, peace could be brought between these races, but it would probably only be short-lived unless some sort of barrier were placed between them, so that dwarves did not dig where trolls roamed.

Thus the Kyger Litor priestesses are allowed, but even Sigron, the Rune lord, avoids it except under ritual conditions.

At least 42 individuals are usually in this group, and sometimes as many as 55.

The Fighters. Fighters are included among the providers. In primitive societies, there is no such thing as a standing or professional army; these special warriors are the result of good organization and plentiful food. But they are a group apart among the Sazdorf.

Nine trolls are full-time soldiers, as well as all ten of the great trolls and some of the elders. They may act as bodyguards or field forces.

Bodyguards include five of the great trolls and three of the dark trolls. These individuals are assigned to Rune masters, either as special free agents or as owned slaves. Their purpose in life is to preserve vigilantly by the force of arms and magic the well-being of their lords. Some leaders also have other bodyguards besides those mentioned. For instance, Martoraz has a great troll and dark troll both, but also her fanatic old mother.

The elders who have bodyguards are Martoraz (one each of great and dark trolls), Dorsnon (one dark troll and one great troll), Sigron (one dark troll), Makstan (one great troll), and Beljon (two great trolls).

The other five great trolls serve as the elite shock troops of the clan. Most of these fellows were purchased, but their life as slaves is a good one and they do not care to rebel. They rarely go outside to fight, and are quite good at arms. They are also very loyal to Tongkal, their officer.

Six other trolls serve as permanent military officers, serving over a number of trollkin. Three of these trolls are the watch commanders of trollkin platoons, and three are called the Brighteye squad because they are responsible for doing anything which requires going out in the daytime. These three are all the Humakti in this clan.

In addition, there are 45 fighter trollkin, as detailed elsewhere in the writing, and six values who are subalterns noted for their skills and qualities as soldiers.

The Providers. These are the trolls who are likely to be seen outside of their homes, as always on the prowl for food. The regions around the Sazdorf are relatively rich in troll food, but all of the simple stuffs are gathered by trollkin. The provider trolls specialize in the best foods, either wood or meat.

Among these providers are three discernable groups, First are the six females, generally less skilled than the males because they are cooped up in the mothers lair as much as possible. They are generally respected and served by most males and protected by them if possible while outside. The females are formidable if cornered.

The Kyger Litor group is next. This includes most of the males, 10 out of 16, and the two females who have decided they will never be mothers again. The Xiola Umbar worshippers will also be in this group when they are out feeding, In general, these are all competent and average trolls. Hunting is their primary skill, followed by gathering.

The Great Hunter worshippers are the last. These are six female hunters who follow the same god as their leader, old Jonakel. They have developed a small and secretive society among their fellows, and they often go off by themselves and come back with the best game. In a clan where the best hunters get the most favors, this group is noted for being very highly favored. However, it is also known to be quite more dangerous than normal, and though its members are admired, they are also thought of as being too extreme in their ways, even among trolls; they nearly ignore the gathering arts, for instance. They are skilled in traps.

Most of the worker trollkin also gather food, usually under the supervision of these greater providers, or under gang leader trollkin who are values.

The Trollkin. There is a total of 190 trollkin in the clan. Though all of them are slaves or near-slave values, they have a social order of their own which mimics that of their masters. It is a strict, lineal pecking order.

What about elves? Elves are not prevalent in troll stronghold areas, such as the Blue Moon plateau or Dagori Inkarth. But since elves are found mainly around the edges of human activity (driven there by man) and since man is found almost everywhere except where trolls live, the poor elves usually are sandwiched between trolls and man. The carnivorous and highly predatory trolls continually send hunting patrols out into the adjacent, more fertile countrysides, and these patrols must often of necessity enter elven territory. Certainly trolls will find plant food abundant and succulent in these places. We know that trolls will frequently eat elves and their wards – no cause for friendship. Elves enjoy being prey no more than do dwarves. Elves also have a greater historical hatred for trolls than most other races, and this keeps their anger running, as elves are a long-lived race.

Why don't the elves and dwarves exterminate the trolls and save themselves all these problems? Let us again look at the two races individually and see the difficulties involved.

An individual dwarf is no match for a dark troll, though he is stronger than a trollkin. In a battle of armies equally armed and of equal numbers, the trolls would tend to overwhelm the smaller and weaker dwarves. Dwarves are generally better armed than trolls, especially since dwarf fighters universally belong to the Cult of Iron. This gives them iron weapons which far outclass any comparable weapons the trolls could use, except for huge logs with Rune spells on them, and dwarf armor is the best in the world. Even their bronze armor is marginally better than normal, and many wear cold iron. Dwarves are almost always better disciplined as well, and this studied attitude has often allowed smaller dwarf armies to stand before and destroy much larger troll armies when fighting a pitched battle.

However, trolls are the best guerilla soldiers in the world and have long ago learned to avoid pitched battles with dwarves. Trolls have superior distance perceptions, are not dependent upon artifacts or items but rely on their own strengths, live as hunters, and are skilled in the arts of stealth.

Value trollkin do not generally have to mix with their inferiors, and so are seen as great successes by their more wretched fellows. Whenever a value does encounter any other trollkin he always is sure to abuse his rank, show off, and contemptuously exhibit his superiority.

Free trollkin are esteemed by their fellow wretches, for they have accomplished independence and recognition by the trolls. Free trollkin are not equal in status to any troll, but they have proved that their usefulness is important. Note that most of the free trollkin are also values or superiors or fighters.

Superior trollkin are usually chosen as officers and leaders by the trolls, and this gives them a natural rank in the eyes of their fellows. Again, they abuse and act superior to their underlings, and try to be as much like their overlords as possible.

Fighter trollkin are about equal in rank to non-fighting superiors, by virtue of their arms and training. Naturally, fighter officers outrank everyone but the values.

Workers have a mini-version of trolls inner nest workings as well, centered about their own pitiful mothers. Trollkin births are often still-born, rarely live long, and usually produce only inferior trollkin children. Yet there is a reverence among trollkin, nourished and supported by the compassionate Xiola Umbar priestesses and initiates who administer to the spiritual and maternal needs of the trollkin.

Trollkin have no fighters or providers among themselves, but instead some of the superior trollkin have gangs of bullies who go about and seize food from the weaker ones who gathered it. They call the weak ones the 'givers' and the bullies the 'brawlers.'

In the Sazdorf clan there are 25 values. Owning a value trollkin is a mark of distinction and affluence among trolls. Owning any slaves is a mark of importance, but trollkin who are esteemed values indicate something more special. Perhaps trolls feel that they have risked something to value such a wretched creature and to raise it above its fellows, closer to trolldom.

In this clan the 25 values are:

1. Six-Tooth. Personal overseer for the queen. Owned by Queen Martoraz.
2. Quik. Has thiefly specialties. Owned by Queen Martoraz.
3. Squek. Sings and entertains. Owned by Priestess Makstan.
4. Thinker. Mathematician and logician. Owned by Tongkal.
5. Pupil. Has good eyes. Owned by Sigron.
6. Shooter. Stealthy, uses blowgun. Owned by Tongkal.
7. Skinner. Leathersmith and seamstress. Owned by Priestess Beljon.
8. Bizzle. Overseer. Owned by Priestess Beljon.
9. Larch. Insect tender. Owned by Tiztod.
10. Karch. Insect tender. Owned by Tozbod.
11. Gentle. Nurse and midwife. Owned by Priestess Chalazak.
12. Easy. Nurse and midwife. Owned by M clan.
13. Comere. Nurse and midwife. Owned by Priestess Dozkal.
14. Bandage. Healer. Owned by Astelkak.
15. Checker. Chief foreman or overseer. Owned by Astelkak.
16. Zorg. Overseer and site foreman. Free.
17. Joseph. Overseer and site foreman. Free.
18. Shoulder. Site foreman. Owned by B clan.
19. Voom. Site foreman. Owned by D clan.
20. Orof. Bodyguard. Owned by Kozakang.
21. Lugger. Overseer. Owned by Kozakang.
22. Badass. Sergeant of the elite trollkin fighters. Free.
23. Frontline. Sergeant of the Watch. Owned by M family.
24. Bold. Sergeant of the Watch. Owned by B family.
25. Livelong. Sergeant of the Watch. Owned by D family.

Thus troll-dwarf wars are contests in which dwarves try to lure trolls into set-piece battles and the trolls try to lure dwarves into country skirmishes. The net result is that dwarves usually control small (i.e., underground) places so the trolls cannot use their mobility to any advantage. Trolls, though, clearly dominate the dwarves above the surface, and as a result there are very few large dwarf settlements on the surface.

How about the elves?

In hand-to-hand combat, few elves would have much chance to survive against an average troll. Even trollkin are nearly as strong as an elf. Furthermore, other than magic bows, the elves have no weapon superiority. In the open, almost any formal battle would go to the trolls if the dark men were allowed to close to melee range, even if the Aldryami outnumbered the trolls, and even if many of the trolls were trollkin.

In brush, using the style of guerilla warfare, the elves are vastly superior to the trolls. Anyplace where the vegetation is tall or dense enough to provide cover for an elf is much more dangerous to trolls than open grasslands. Elves hide better than trolls in woods, and elves are aided by the very cover which trolls would use to hide themselves! Pixies provide superb reconnaissance, runners are nimble skirmishers, and the elvish militia is capable of quick strikes against even powerful invaders.

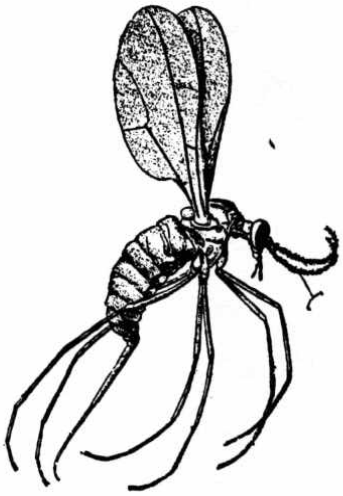
The net result of this is that trolls generally avoid any forests where the Aldryami are still active, and the elves avoid travel across any open lands where trolls are known to live.

— Colnar the Learner
Priest of Lhankor Mhy
Jadnar Temple (857 S. T.)

Insect Study

By Lorzalius Longstall, Greenscale temple of Lhankor Mhy and the Light of Mind, 567 ST

In my travels I have been much among the trolls who worship insects. They send their magical Power into these arthropods so much that they are caused to grow to gigantic proportions, which is the trolls' object, of course. They put these insects to many uses and I am familiar with many of them. These engravings are of some types which I have met in my journeying.



Fruit Midge

These insects have a body length of no more than half a meter and are raised solely for food by the trolls. They feed in decaying fruit which the trolls buy from human orchard-owners. These midges are most popular in the Kingdom of Night.

Stag Beetle

These beetles are also called elkhorn beetles. They are quite ferocious in aspect, but are strictly nectar- and sap-feeders. The trolls are easily able to stimulate them to battle, as they are pugnacious. They are as large as a full-grown troll, and some are said to reach the size of a pony, but I never saw any that big.

Drone Beetle

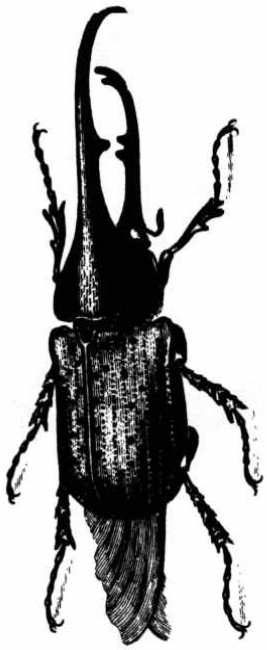
This is a common type of edible beetle used by trolls. The beetles burrow underground and feed on plant roots. The trolls keep them in great fertile pastures, and find them with Detect Life spells. Once a year, the beetles emerge in vast swarms and plague the countryside for several weeks, creating a huge feast.

Helmet Weevil

These beetles are raised in heaps of large nuts in the Kingdom of Night. Their armor is tough enough to withstand a sword thrust, and the trolls usd their shells for head plates. The beetles were about a foot-length long, and so they were not large enough for a full suit of armor.

Bluebottle Fly

I saw trollkin riding mammoth blue flies in the Kingdom of Night. I never learned where these flies are bred, but for an entire night our caravan was paced by a dozen of them, each bearing a javelin-armed trollkin warrior. They did not attack our powerful force, nor did the troll guards appear overly concerned.

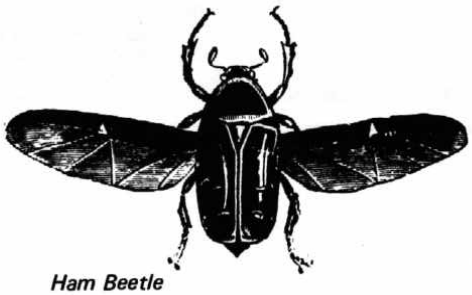


Karrg Beetle

These beetles were among the most spectacular I met on my travels. I saw my first one in a troll caravan going from the City of Black Glass to Halikiv. These beetles, despite their huge size, are capable of limited flight. The trolls bind heavy packs onto their backs with bronze chains and use them for both packbeasts and workbeasts. The beetles can use their head horn in conjunction with their thorax horn to lift logs, beetles, and other bulky objects. When the trolls stopped for the day to set up camp, the beetle labored with a mahout and speedily arranged the site. Their name apparently is derived from their great strength. The back of this beetle was so high that I could not touch it with my hand. I saw several others of this type later on, but never so close at hand.

Tumble Bug

This ornate beetle was used to excavate pits in the soil, both for basements and traps. They are raised in profusion by the trolls, and are also eaten.



Ham Beetle

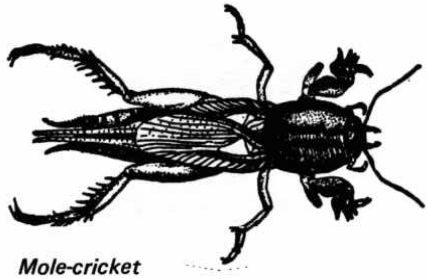
This is a drawing of a common variety of ham beetle, used by trolls everywhere. Anyone who knows of trolls knows of these ubiquitous blundering insects, and they need little further description. They feed on vegetation, which must be fairly fresh.

Sprawler

This engraving is of a type of stingworm met with in the Yolp Mountains. It is not venomous, unlike most stingworms, and is aquatic, dwellling in ponds and rivers. To make up for its lack of venom, it has a terrifically powerful bite. I saw the trolls feed a live horse to one of these monsters and the horse was consumed before it had ceased thrashing. They are the biggest stingworms that I ever saw, being over twelve paces long.

Sand Cricket

I encountered these insects when we traversed the fringes of the Walking Desert in Ralios. As we passed over the sands, the ground suddenly boiled with these insects, ranging in size from a man's foot to a full-grown warhorse. They poured out of hidden holes everywhere and made the desert night hideous for us. We managed to beat them off and escape, but we lost three trollkin and a fourth of our pack beetles. Grope, my guide, said that these crickets were often raised by trolls, and that this particular group was probably an escaped herd of domestic animals.



Mole-cricket

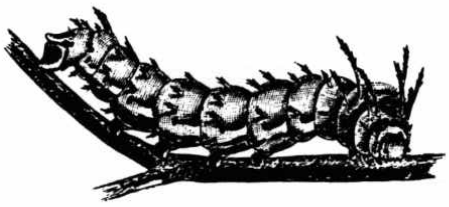
This is a sort of large burrowing cricket, sometimes called a *Changa* by the trolls. They are large enough to dig tunnels almost a full meter in diameter, and the trolls can crawl through them easily. They are sometimes used to dig passages into dwarf tunnels for raids. I saw them only in Dagori Inkarth, but the trolls said that all major troll areas possessed them.

Wasp

This is a male wasp from the well-known Wasp's Nest in Ralios. The wasps are enormous in size and are big enough to bear goblin riders. The Zorak Zoran trolls in Halikiv told interminable tales of fights with the goblin wasp-riders, and the horrors of fighting a foe whose merest blow sent a brave warrior into agonizing slow death.

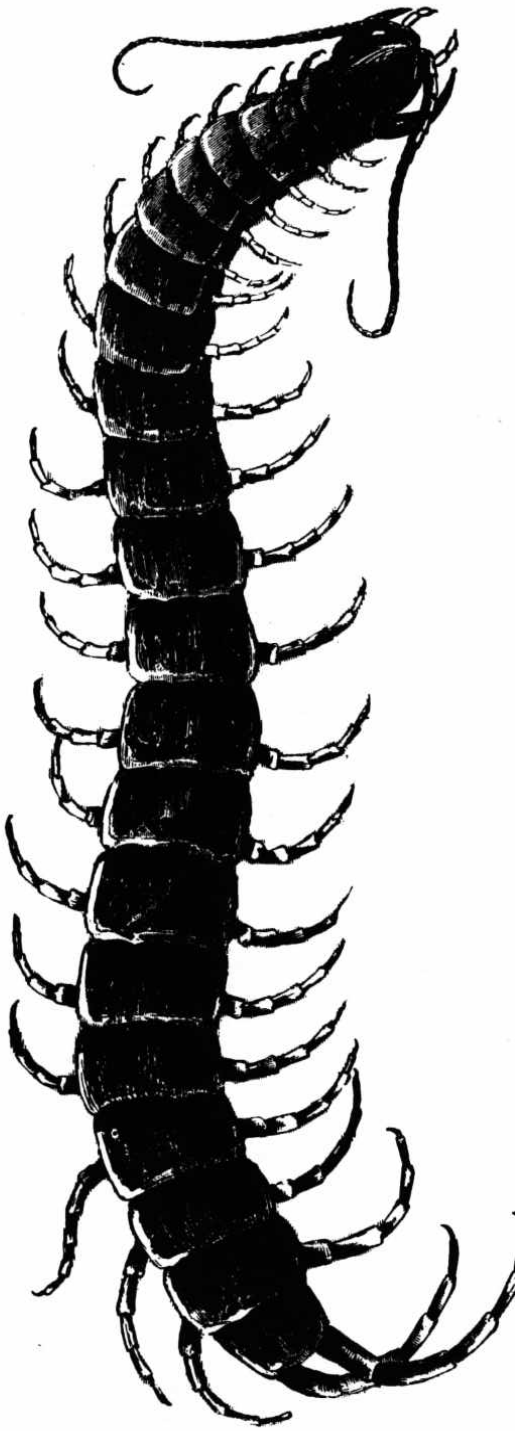
Bloodgnat

A giant bloodsucking insect harassed our camp in the southern borders to the Kingdom of Night, near the newtling marshes there. These pestilential creatures are fully a hand-span long in the body, and had attenuated thin legs. Their beaks are as long as three fingers are thick and caused extreme pain, requiring Heal spells to ease. Their slim beaks went right through the holes in the trolls' chainmail, which caused them great annoyance. We spent most of the night fighting off the despicable animals with Disrupt spells, which slew them. After daybreak, when the plague ended, Grope, my guide, said that an outlaw band of trolls in the swamps are said to raise these things and send them forth to pester travellers. When the insects return the trolls crush their bloated bodies for blood to drink.



Royal Horned Caterpillar

These horrid worms are grown in Dagori Inkarth and the Yolp mountains by certain troll clans. They grow to enormous size and feed upon vast quantities of birch and alder leaves, which are gathered for them by the trolls. I never saw the adult form of these worms. The trolls ate the worms and also used their effluvia for some sort of vile potion.



Centipede

The most terrifying thing that I saw anywhere on my journeyings, surpassing the scorpion walktapus from Snakepipe Hollow, was a gigantic centipede in the eastern Rockwoods. It was fully 40 paces long and its back was higher than a grown troll's waist. It had violet-blue legs and a blood-red body with yellow sides. Even the troll warriors were afraid, and fled into the rocks and trees to hide. The monster came right through the caravan and took one of my mules.

CONTENTS

This table of contents was constructed to aid in finding information from the three main books of *Trollpak* and the *Munchrooms A & B* scenario. This information was broken down into six broad categories: *Articles and Statistics*, *Chapters*, *Charts and Diagrams*, *Illustrations*, *Maps*, and *Player Information*. Information from one of these categories will sometimes be found listed in other categories as well. All listings within each category are alphabetized, and the book in which that material can be found has been coded. The codes are-

UL – Uz Lore
BU – Book of Uz
IU – Into Uzdom
MA – Munchrooms-A
MB – Munchrooms-B
Handout – Handout packet

ARTICLES AND STATISTICS

Anatomy and Digestion 48-UL
Blue Moon Plateau 31-UL
Caravan Guards 8-IU
Caravan Leader 7-IU
Clothing 27-UL
Coming of Age 8-BU
Crab Town Description 23-IU
Curse of Kin 18-UL
Dagori Inkarth 24, 37-UL
Dancing Silver Statue 56-IU
Dawning 12-UL
Distance Measurement 20-UL
Dragon Pass 27-UL
Eleven Troll Battles 9-UL
Encounter Explanation 4-IU
Family Organization 10-BU
First Age 12-UL
First and Second Centuries 12-UL
Fronela 30-UL
Funeral Rites 31-UL
Gbaji Wars 15-UL
Gesture 57-UL
Glossary of Select Terms 47-BU
Grog Shoppe Drink Descriptions . . . 21-IU
Holy Country 28, 32-UL
"I Fought We Won" 8-UL
Insect Study 63-UL
Kingdom of Ignorance 20-UL
Korasting Amulet 19-UL
Kyger Litor Wrestles With Gbaji . . . 18-UL
Locust Nomads 12-IU
Man Trolls 2-UL
Mating Habits 10-BU
Mercenary Units 6-BU
Mistress Race Life Statistics 38-UL
Moth Riders 12-IU
New Skills 7-BU
Pamaltela 35-UL
Professions 5-BU
Ralios 21,29-UL
Refereeing Troll Characters 2-IU
Royal Jelly 35-IU
Sazdorf Clan History 52-UL
Sazdorf Clan Overview 57-UL
Sazdorf Personalities 57-IU
Sazdorf Trollkin Outpost 44-IU
Scenarios 3-IU
Scenario Starters 3-IU
Second Age 20-UL
Seshnela 30-UL
Short Note on Twins 16-UL
Sir Scissor 25-IU
Snow Trolls 34-UL
Spider Riders 26-IU
Standard Troll Statistics 5-IU
Three Curious Spirits 5-UL
Third Age 27-UL
Third and Fourth Centuries 14-UL
Troll Adoption Rites 9-BU
Troll Dentition 12-UL
Troll Eating Habits 10-UL
Troll Ecology 59-UL
Troll Hospitality 10-BU
Troll Language 6-UL
Troll Noises 28-UL
Troll Posture and Body Language . . 32-UL
Trollball Character Generation 62-IU
Trollkin Fates 21-UL
Trollkin Life Statistics 17-UL
Trollkin Philosophy 14-UL
Upright Elders 39-UL
Uz 4-UL
Wonderhome 4-UL
Years of Life 30-UL

CHAPTERS

About The Scenarios 3-IU
Aranea (cult) 12-BU
Argan Argar (cult) 14-BU
Caravans 7-IU
Dagori Inkarth 37-UL
Encounters 4-IU
Flying Trollkin (scenario) 36-IU
Gorakiki (cult) 18-BU
Growing Up & Family Life 8-BU
Grubfarm (scenario) 29-IU
History (of Uzdom) 12-UL
Hunter (cult) 23-BU
Industrial Insects 39-BU
Insect Study 63-UL
Introduction 2-IU
Kyger Litor (cult) 26-BU
Munchrooms A . . . . . Handout
Munchrooms B . . . . . Handout
Mythos 2-UL
New Troll Types 45-BU
Playing Trolls 2-BU
Poor Mapping? 46-BU
Redstone Caverns 41-UL
Sazdorf Clan 52-UL
Select Glossary 47-BU
Shadows Dance 36-UL
Skulls & Evolution 50-UL
Skyfall Lake (scenario) 16-IU
The Sazdorf Clan (scenario) 41-IU
Troll Anatomy & Digestion 48-UL
Troll Types Examined 22-UL
Trollball (scenario) 62-IU
Xiola Umbar (cult) 31-BU
Zorak Zoran (cult) 35-BU

CHARTS AND DIAGRAMS

Bee Produce Rate 35-IU
Character Generation 3-BU
Contents of Troll Rooms 52-IU
Cult Determination 5-IU
Encounters 4-IU
Flying Trollkin Hideout 36-IU
Genealogy of Darkness Deities 3-UL
Grog Shoppe Interior 21-IU
Sazdorf Genealogy 56-UL
Sazdorf Organization 58-UL
Sazdorf Trollkin Outpost 44-IU
Troll Living Arrangements 11-BU

ILLUSTRATIONS

Antlerhorn 46-BU
Argan Argar Priest (Sir Scissor) 14-BU
Bolgs 17-BU
Entrance to Castle of Lead 36-UL
Gorakiki Priest 21-BU
Hot Troll 35-UL
Hunting Party 23-BU
Korasting Amulet 19-UL
Mistress Race 3-BU
Smiling Trolls 2-BU
Snow Troll 34-UL
Sporewood 40-UL
Tog 46-BU
Troll Anatomy 49-UL
Troll Skulls 50-UL
Troll Types (lineup) 22-UL
Trollkin and Ownership 26-UL
Xiola Umbar Initiate Ritual 31-BU

MAPS

Crabtown (current) 24-IU
Crabtown (from Redbird) 17-IU
Dagori Inkarth (large) . . . . . Handout
Dagori Inkarth (small) 37-UL
Eleven Troll Battles 9-UL
Genertela During the Dawn 13-UL
Genertela During the Second Age . . 21-UL
Genertela During the Third Age . . . 29-UL
Grubfarm 31-IU
Journey to Grubfarm 30-IU
Journey to Skyfall Lake 20-IU
Munchrooms (from Olag) 2-MB
Munchrooms (from trollkin) 2-MA
Redstone Caverns (overall) 41-UL
Redstone Cav. (chamber of dread) . . 43-UL
Redstone Cav. (bug tunnels) 45-UL
Redstone Cav. (openside) 42-UL
Redstone Cav. (highquarter) 47-UL
Redstone Cav. (holy sector) 46-UL
Redstone Cav. (Kogad's tunnel) . . . 45-UL
Redstone Cav. (lowquarter) 47-UL
Redstone Cav. (public core) 44-UL
Redstone Cav. (trollkin loop) 42-UL
Sazdorf Ruins (front) 50-IU
Sazdorf Ruins (hidden) 55-IU
Sazdorf Ruins (upper & lower north) 54-IU
Sazdorf Ruins (lower main) 53-IU
Sazdorf Ruins (upper main) 51-IU
Sazdorf Ruins (south & east) 53-IU
Shadowlands 33-UL
Troll Migrations During the Storm Age . 7-UL
Trollball (field) . . . . . Handout

PLAYER INFORMATION
(most also included in handout packet)

Book of Uz
Caravans 7-IU
Flying Trollkin 36-IU
Grubfarm 30-IU
Munchrooms (A or B) . . . . . Handouts
Skyfall Lake 17-IU
Sazdorf Clan 42-IU
Thunderbreath Menu . . . . . Cover-UL

BOOK OF UZ

BOOK TWO: CREATING AND PLAYING TROLL CHARACTERS

A CHAOSIUM Publication

BOOK OF UZ

BOOK TWO OF TROLLPAK

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THIS IS A DOCUMENT of Lhankor Mhy, Lord of the Light of Inspiration. He seeks knowledge from beyond the ken of the gods and he honestly and honorably spoke with and learned from trolls and their kin to produce this record. Do not abuse this information on pain of curses from Lhankor Mhy and Orlanth, the King of the Gods, who also protects this work. FOR SALE: All contents of this work can be bought for 70,000 Guilders, pure silver.

Minaryth Purple
Library of Lhankor Mhy
Jonstown, 1619 S.T.

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CONTENTS

Playing Trolls 2
Trolls Smiling (illustration) 2
Character Generation (charts) 3
Mistress Race Troll (illustration of Mistress Sazdorf) . 3
Professions (charts) 5
Previous Experience (charts) 5
Military Service and Mercenary Units (charts) 6
New Skills 7
Growing Up and Family Life 8
Troll Living Arrangements (diagram) 11
Aranea (cult) 12
Argan Argar (cult) 14
Sir Scissor On His Way to Market (illustration) 14
Bolgs (illustration) 17
Gorakiki (cult) 18
Redstone Priestess Megad with Spell (illustration) . . 21
Hunter (cult) 23
Hunting Party (illustration) 23
Kyger Litor (cult) 26
Xiola Umbar (cult) 31
Xiola Umbar Initiate Ritual (illustration) 31
Zorak Zoran (cult) 35
Industrial Insects 39
New Troll Types 45
Poor Mapping? 46
Glossary 47

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Playing Trolls

The primary purpose of Trollpak is to reveal the ways of life and workings of the minds of an alien species. On the surface, dark trolls are big, crude humanoids that eat people, love the darkness, and live in squalor. Such is their treatment in ***RuneQuest***, for instance.

It is tempting to use trolls as monsters with weapons. However, they are intelligent creatures who have survived despite gods and men. Several traits set them apart from humans as well, and they naturally exploit those special traits to their advantage. You should do so as well.

Trolls avoid daylight. They hide when the sun comes out, beneath camouflage or in deep holes. Its rays cause them heat rashes and sunburns. Trolls can still get on quite well, for their darksense will (despite its name) work in full light. They avoid daylight because that is the time when mankind, and a number of other large predators, have the advantage of keener eyes. At night, keen eyes which are dependent upon light, are less useful than darksense. Trolls have a clearcut advantage over humans in darkness. They love the night and deep cool places.

Trollkin go out only at night or during long cloudy periods.

Trolls are good at sneaking around in the brush (all trolls who are not never leave their safe and snug caves). Trolls creep silently and patiently toward encamped prey. They must be more careful with intelligent creatures than normal prey. They might not attack, but watch and count heads or cast magical Detect spells.

If trolls attack a human camp they almost always will sneak up as closely as possible before attacking. They often use diversions, especially attacks by screaming hordes of useless trollkin, to waste the defenders' Power, and allow the troll hunters and warriors to creep closer. Once they are within a pre-specified range (quite short, usually), the leader hums subsonically, spells are cast, and with a single war cry the trolls leap from cover upon the camp. If the attack is not quickly successful, the trolls will fade back into the bush.

Slings are used at night with great effect. Even the trollkin can creep within range and use darksense to sling rocks from beyond the night vision of daytime creatures. This they do sporadically as a nuisance, often slinging at horses or animals which might be familiars. When they get serious trolls will fire at a single target as one, from beyond the sight of the target in a high arc over barriers which might stop horizontal arrows. With trollkin this might result in up to 20 stones flung in a round.

Trolls will try to use their own familiars and allied spirits in the air to confuse, divert, or kill enemy fliers. Large hunting wasps are popular with the Sazdorf tribe. The wasps depend upon their eyes, but they are well-suited to flying high above trees, where they catch flying creatures for food. For lower levels, among trees, the trolls use large, slow beetles.

Trolls camp out during the day much as humans do at night, but instead of forming into a tight defensive circle, trolls find places in which to hide and to try to conceal all traces of troll presence. Trolls usually hide some distance from their trollkin, who are usually less skilled at camouflage and more likely to move or cry out at the worst of times. Trolls will try to remain motionless, cast Detection Blank on themselves, and let the searchers pass by.

If detected, a troll will flee, dashing through places inconvenient for men to follow. Depending upon the situation, the other trolls may or may not reveal themselves to help their unfortunate fellow.

Referees should read the rules in ***RuneQuest*** about fighting in the dark.

Smiling Trolls

CHARACTER GENERATION

In order to roll up a troll player-character, follow these instructions in order. This procedure may aso be followed for non-player characters, but the referee may wish to simply pick certain characteristics for them, such as race, social class, and so on.

1 – Determine Race

Use the following chart to determine the troll's particular racial type or stock. Cave trolls are not included because they are subintelligent and are not really a part of troll society, though they are tolerated, like pets.

The chart also should be used to make up encounter groups and may serve as a guideline for figuring the numbers of each type in a typical party or village.

Roll 1D100	
	01 Mistress Race
	02-04 Great Troll (3%)
	05-30 Dark Troll (26%)
	31-36 Superior Trollkin* (6%)
	37-00 Trollkin (64%)

**Superior Trollkin are either dark trolls (statistics and characteristics) who were part of a multiple birth, thereby condemning them to the dismal fate of being trollkin by definition, instead of in reality; or odd trollkin who have exceptional stats.*

2 – Determine Characteristics and Bonuses

Do this as is done in ***RuneQuest***, except that the troll characteristics and skill bonuses will be determined by using the appropriate scores. The observant reader will see that the INT scores of Dark Trolls and the Mistress Race have been increased from the original ***RuneQuest*** range. This is the result of a general increase for intelligent creatures in the game and may be included in future editions of ***RuneQuest***. Humans should be given changed ranges for INT and SIZ of 2D6+6 instead of 3D6 to simulate this design change, if desired.

MISTRESS RACE

Characteristic		*Average*		
STR	4D6+6	20	Move	9
CON	2D6+6	13	Hit Points Average	16
SIZ	3D6+12	22-23	Average Defense	05%
INT	3D6+6	16-17		
POW	4D6	14		
DEX	2D6+6	13		
CHA	2D6+6	13		

NATURAL ARMOR: 2 point skin

GREAT TROLL

Characteristic		*Average*		
STR	4D6+12	26	Move	7
CON	1D4+14	16-17	Hit Points Average	20-21
SIZ	4D6+12	26		
INT	2D6+2	9		
POW	3D6	10-11		
DEX	3D6	10-11		
CHA	2D6	7		

NATURAL ARMOR: 2 point skin

DARK TROLL

Characteristic		*Average*		
STR	3D6+6	16-17	Move	9
CON	3D6	10-11	Average Hit Points	11-13
SIZ	3D6+6	16-17		
INT	2D6+6	13		
POW	3D6	10-11		
DEX	3D6	10-11		
CHA	3D6	10-11		

NATURAL ARMOR: 1 point skin

Mistress Sazdorf (a Mistress Race troll) of the Sazdorf Clan

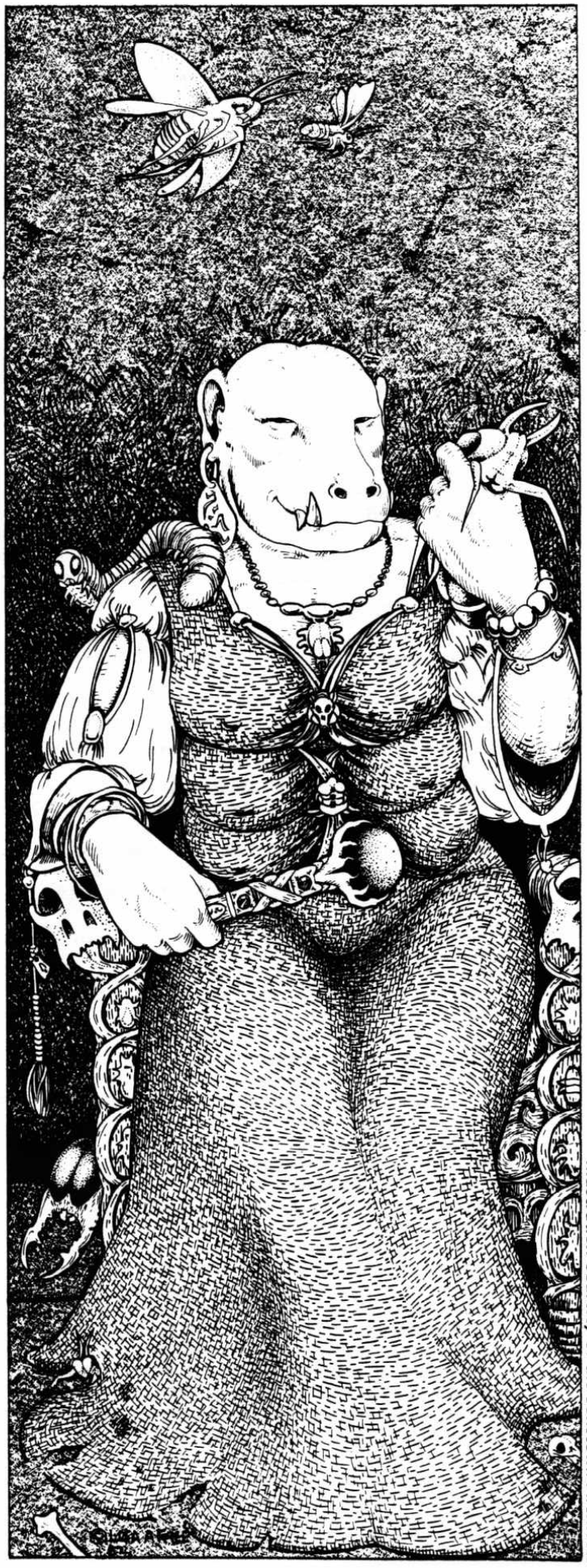


Illustration courtesy of the Jonstown Archives.

SUPERIOR TROLLKIN

Characteristic	*Average*		
STR 2D6+3	10	Move	6
CON 3D6	10-11	Average Hit Points	10-11
SIZ 1D6+6	9-10	Average Defense	05%
INT 3D6	10-11		
POW 3D6	10-11		
DEX 3D6+3	13-14		
CHA 2D6	7		

NATURAL ARMOR: 1 point skin

TROLLKIN

Characteristics	*Average*		
STR 2D6+3	10	Move	6
CON 3D6	10-11	Average Hit Points	10-11
SIZ 1D6+6	9-10	Average Defense	05%
INT 2D6+3	10		
POW 2D6	7		
DEX 3D6+3	13-14		
CHA 2D6	7		

NATURAL ARMOR: 1 point skin

3 – Background

As detailed in the text, trolls may either be wild, semi-civilized, or civilized. This chart gives the percentage of each type world-wide.

Roll 1D100	*Roll Result*	*Die Roll Modifiers:*
	01-35 Wild	Mistress Race add +25%
	36-85 Semi-Civilized	Great Trolls add +10%
	86-00 Civilized	Rolls of 101+ are treated as 'Civilized'.

4 – Social Status

Determine initial social status for trolls by two factors; their racial type, and their mother's status at the time of birth. The trolls' background will also affect their status.

Roll 1D100		*Die Roll Modifiers:*
01	High-Ranking Noble*	Mistress Race – roll 1D6 instead of 1D100.
02-05	Noble	Great Troll – add +25%
06-15	Free Townstroll*	Trollkin – add +50%
16-40	Free Warrior	Rolls of 101+ = Slave status.
41-75	Free Poor	
76-00	Slave	

*Wild trolls treat rolls of '01' as Noble status, and rolls of '06-15' as Free Warrior status.

Civilized trolls – subtract 10% from die roll. A roll of less than 01 is treated as Free Townstroll status.

5 – Initial Equipment

All trolls will begin with equipment appropriate to their status.

All trolls will have the following goods:

leather clothing (1-point armor)	simple foot coverings
headgear	mallet (as light mace in combat)
flint knife	large sack

Noble:

heavy mace	maul
shield, any size	sling
any unlisted weapon desired	light scale hauberk
plate vambraces and greaves	open helm
fancy clothing (worth 80 L)	trained Guard Beetle
1 dose healing potion (POT 1D6)	1 dose blade venom (POT 1D6+2)
1 dose poison antidote, any type, (POT 6)	POW-storage crystal (1D6 points)
	adventurer's pack (as in *RuneQuest)*

Free Townstroll:

heavy mace	medium shield
appropriate tools to trade	adventurer's pack
full body 2-point leather armor	2D100 L

Free Warrior:

heavy mace	maul
sling	medium shield
shovel	adventurer's pack
full body cuirboilli	2D100 L

Roll 1D6 on the following chart:
1 – POW-storage crystal, 1D4 pts
2 – 1 dose blade venom, POT 5
3 – 1 dose healing potion, POT 1D6
4 – trained ham beetle
5 – 1 dose poison antidote, any type, POT 4
6 – light scale hauberk

Free Poor:

hard cap (2-point head armor)	40 meters of rope
snares for small prey	sling
mace	medium shield or maul (player's choice)
1D100 L	

Slave: All equipment must be supplied by owners. Rich and trusting owners may outfit their slaves magnanimously if they wish. One exception is for great troll slaves, who are usually given at least light scale armor and a two-handed weapon.

6 – Spells Known

All trolls will have some starting spells as indicated by their initial social status.

NOBLE: Darkwall, Detect Enemies, Heal 2, Mindspeech 1, plus 1D6 more spell points, chosen by the player.

TOWNSTROLL: 1D4+3 points, chosen by the player.

FREE WARRIOR: Heal 2 plus 1D4+1 more points, chosen by the player.

FREE POOR: 1D4 points chosen by the player.

SLAVE: 2 points, chosen by the master.

7 – Professions

After completing sections 1-7 the troll is ready to enter into the responsibilities of troll adulthood. This means that he is ready to become a self-supporting member of the troll extended family, no longer dependent upon others for the necessities of life.

If the character is a wild troll, he has but little choice as to profession. Proceed directly to the HUNTER section.

Other trolls go to the appropriate chart, first checking for race, and then social status.

Trollkin slave:

D100	*Class*	*Die Roll Modifications:*
01-10	Value	STR 12+ subtracts 05%
11-45	Warrior	STR under 8 adds 05%
46-90	Worker	CON 12+ subtracts 05%
91-00	Food	CON under 8 adds 05%
		INT 12+ adds +10% ('uppity')
		POW 10+ subtracts 05%
		POW under 5 adds 05%
		DEX 16+ subtracts 05%
		DEX under 9 adds 05%
		CHA under 5 adds 05%

Trollkin: ***Free trollkin*** roll on Free Poor Troll chart with a -15% modifier to die roll. ***Value trollkin*** roll 1D10. On a 1-2 roll go to full-time warrior section. On a 3-10 roll see Free Townstroll chart. ***Warrior trollkin*** go to full-time warrior section. ***Workers*** roll on Free Poor Troll chart. ***Foods*** go to Hunter/Gather section. All previous experience yearly skill increases for trollkin (except for values and free) are limited to +05% per skill.

Great troll slave:

D100	*Class*	*Die Roll Modifiers:*
01-05	Guard	INT 13+ subtracts 15%
06-85	Warrior	INT under 7 adds +05%
86-00	Laborer	POW under 9 adds +05%

Free great troll: use the same charts as a free warrior dark troll would, subtracting 15% from the die roll.

Slave dark troll: roll on the Free Poor chart to see what the troll's master has trained him for.

Free poor dark troll:

D100	*Class*
01-15	Overseer (of trollkin)
16-60	Hunter/Gatherer
61-82	Insectherd
83-85	Brewer
86-90	Herbalist
91	Chanter
92-98	Breeder
99-00	Nurse

Free warrior dark troll:

D100	*Class*
01-35	Full-time Warrior (guard)
36-70	Hunter/Gatherer
71-80	Overseer (of trollkin)
81-85	Shaman
86-95	Teacher
96-00	Trader

Free Townstroll: members of the mistress race that fall into this category do not roll on the chart below – they may simply choose their desired profession without rolling.

D100	*Class*
01-10	Insectherd
11-12	Healer
13-17	Herbalist
18-27	Shaper in stone, lead, or bronze (smiths)
28-30	Brewer
31-35	Overseer (of trollkin)
36-45	Shaman
46-50	Chanter
51-60	Nurse
61-65	Painting and Sculpture
66-68	Trader
69-78	Teacher
79-80	Alchemist
81-85	Breeder
86-87	Translator
88-00	Boattroll

Noble troll:

D100	*Class*
01-40	Noble/Ruler
41-70	Full-time Warrior (officer)
71-90	Rancher (insectherd)
91-00	Shaman

High Ranking Noble: Automatically in the Noble/Ruler class.

PROFESSIONS

Player-characters may choose which profession they wish to follow (within the restrictions imposed by their social status) unless they are from one of the more restrictive societies in which the leaders assign new adults to whatever profession needs recruits, regardless of desires or aptitudes. In the latter case, roll on the appropriate chart above. In any case, the charts are useful to indicate the relative numbers of workers in each profession.

Each profession has certain obligations which must be met, despite player protests to the contrary. Trolls who act against the interests of their community (i.e., who don't do their job) are likely to be ostracized and humiliated by their peers.

Previous Experience

After determining a troll's profession, the referee will need to determine what the troll's current skills are. To do so, look up the troll's profession on the following pages, and check out the skills listed there. For each full year spent in following that profession, the character may add the listed scores to his basic percentages. Besides using this for figuring out a beginning troll's previous experience, these charts may be used to determine the skill levels of an older, non-player character troll. Also, if a a player wishes, he could take time out from adventuring (if the referee is agreeable) and use these charts to determine his skill increases while out of play. An experience roll is required for each increase if the troll's current skill is at 50% or more. Most trolls spend some years earning such previous experience, even if they later become adventurers. We advise that the referee not allow troll player-characters to spend over five years in previous experience before entering the game.

Hunter/Gatherer

+10% thrown rock	+05% any weapon
+10% Scan	+05% Scrutinize
+10% Move Quietly	+05% Hide in Cover
+05% Set Snare	+05% Track

Insectherd

+10% Insect Care	+05% any weapon
+10% Climb	+05% Scrutinize
+10% Jump	+05% Swim
+05% Ride (specify insect)	+05% First Aid

Brewer

+10% Brew Beer	+05% Bargain
+10% Brew other liquor*	+05% any non-missile weapon
+10% Cook	+05% Evaluate Trade Goods
+05% Read/Write Darktongue	+05% Taste Analysis

*liquor type may be specified by player.

Overseer (of trollkin)

+10% any non-missile weapon	+05% Scrutinize
+10% Scan	+05% First Aid
+10% Oratory	+05% Treat Disease
+05% Listen	+05% Track

Herbalist

+10% Find Healing Plants	+05% Brew Liquor*
+10% Identify Plants	+05% Climb
+10% Scrutinize	+05% Evaluate Trade Goods
+1 POT in any potion	+1 POT any other potion

Chanter

+10% Oratory	+05% any weapon
+10% Sing	+05% Act
+10% Speak Darktongue	+05% Read/Write Darktongue
+05% Dance	+05% Play Drums

Nurse & Breeder – Only females may be breeders. Males are only allowed to be nurses.

+10% Treat Disease	+05% Scan
+10% First Aid	+05% Oratory
+10% Midwifery	+05% Treat Poison
+05% Listen	+05% Read/Write Darktongue

Full-time Warrior

+10% Primary Weapon	+05% Missile Weapon
+10% Shield Parry	+05% Secondary weapon
+10% Scan	+05% Scrutinize
+05% Camouflage	+05% Move Quietly

Shaman

+10% First Aid
+10% Oratory
+05% Speak Darktongue
+05% Find Healing Plants
+05% Treat Disease
+05% Treat Poison

Each year, the shaman is allowed to make one POW gain roll as well.

Trader

+10% Bargain
+10% Evaluate Trade Goods
+10% Ride (specify insect)
+05% Oratory
+05% Speak Darktongue
+05% Evaluate Treasure
+05% Speak other language
+05% any weapon attack

Healer

+10% First Aid
+10% Treat Disease
+10% Find Healing Plant
+1 POT poison antidote*
+05% Midwifery
+05% Treat Poison
+1 POT healing potion
+1 POT other poison antidote

*antidote type must be specified

Shaper in rock, lead, or bronze (smith)

+10% Make Weapon
+10% Make Armor
+10% Make SHield
+05% any weapon attack
+05% Bargain
+05% Pick Lock
+05% Trap Setting
+05% Evaluate Treasure

Painting or Sculpture

+20% Art form (specify)
+10% Evaluate Trade Goods
+10% Scrutinize
+05% Bargain
+05% any weapon attack

Teacher

+10% in special skill*
+10% Oratory
+10% Read/Write Darktongue
+05% secondary skill*
+05% First Aid
+05% Speak Darktongue
+05% Speak other language
+05% Scan

*special and secondary skills may be chosen by the teacher from any skills available to trolls. They are the skills taught by the teacher and may not be changed once chosen.

Alchemist — + 10 POT points in potions of choice, divided up as the alchemist pleases.

Translator

+15% Read/Write Darktongue
+20% Speak other tongue
+10% Read/Write other tongue
+05% Speak Darktongue
+05% Oratory

Boattroll

+10% Climb
+10% Row
+10% Swim
+05% Sing
+05% Navigate
+05% Bargain
+05% Sail
+05% any weapon attack

Noble/Ruler

+10% Oratory
+10% Primary weapon
+10% Evaluate Treasure
+05% Evaluate Trade Goods
+05% Read/Write Darktongue
+05% secondary weapon
+05% speak other language
+05% any skill desired

8 — Cult Initiation

Your troll may be ready for initiation into the cult of Kyger Litor. Most trolls undergo this as a matter of course upon reaching adolescence (14-16 years of age). If the troll does not want to become an initiate, decide why not and prepare for a touchy life among other trolls. Rejection of Kyger Litor is equivalent to rejecting the lifestyle of trolldom, and most other trolls will resent this and perhaps even be fearful. In fact, failure to become initiated into Kyger Litor (or another, similar cult) is the equivalent of remaining a child. As such, a troll generally will be treated as a child, no matter what his status or skills may otherwise be. Especially cruel or thoughtless individuals may even treat non-initiate trolls as trollkin!

To join Kyger Litor as an initiate your troll must have a weapon attack of 40%+, possess a weapon or shield parry of 40%+, possess a POW of 10+, and speak Darktongue at 40% or more.

9 — Troll Military Service

Many troll military units and ten mercenary units operate from Dagori Inkarth. Both military and mercenary units also are known to operate in the Troll Woods, Pavis, or more distant regions. Numerous military units in troll areas do not take volunteers, relying instead on draftees to fill the ranks. Such units are generally referred to as the militia, but are often elite in nature. Mercenary units more often are forced to accept volunteers, or raid enemy troll units for warriors.

Troll military service teaches its recruits skills in combat, other useful skills and spells. The combat skills taught vary from unit to unit, but there are always three weapons skills taught — including missile arms and shields.

Other generally taught useful skills are: Camouflage, Climb, Jump, Listen, Scan, Scrutinize, Track, Trap Set/Disarm.

Useful spells are usually picked from the following: Bludgeon, Countermagic, Darkwall, Detect Enemies, Detect Life, Disruption, Extinguish, Healing, Mindspeech, and Protection. Other spells are sometimes chosen, and often a certain spell is required.

Under each mercenary unit description below is listed the cult, weapons skills, and other skills requirements that must be met to join the unit. Then are listed the spells training, armor replacement, and pay which each member of the unit receives each season.

Trolls finishing their military service retain their own weapons and armor. They also receive 1D10 times their seasonal wages as departure pay. The cost of the weapons and armor retained by the troll mustering out is deducted from his departure pay. This arrangement is not optional. The retiring troll still gets the weapons and armor even if his remaining pay will not cover its cost.

Trolls who have served in the mercenaries are generally considered to be of Free Warrior standing upon mustering out. Trolls who serve in the militia retain their former social class, except for trollkin, who become Warrior class.

Mercenary Units Table

All mercenary units have minimum requirements that must be met before the recruit may join. These are listed with the individual units.

After the unit's name, the unit's home base is given. Trolls will have to travel to the home base to join the unit.

All pay is given in Lunars.

ENRAGED MOB: Laca

Must be initiates of any Darkness cult. All characteristics must be 6 or higher. WEAPONS: any one weapon at 40% + bonuses; any two other weapons or shields at 20% + bonuses. OTHER SKILLS: Any three skills at 40% + bonuses; all other skills from list at 20% + bonuses or base chance, whichever is higher. SPELLS: any from list — 2500 L worth. ARMOR: 1 or 2 point armor over whole body. PAY: 2D100 L.

ELITE KILLERS: Redstone
Must be initiate of Kyger Litor. Must have STR of 11+, DEX of 11+ and POW of 9+. WEAPONS: maul or sling at 50% + bonus; maul or sling at 30% + bonus; any one other weapon at 30% + bonus. OTHER SKILLS: any three skills at 50% + bonus, all other listed skills at 30% + bonus. SPELLS: 4000 L worth of spells from list. ARMOR: cuirboilli limbs, cuirass, and skirts, plus composite helm. PAY: 1D100 x INT.

CRUSHING HORDE: Boulder
Must be initiate of any Darkness cult. All characteristics must be 8 or more. WEAPONS: any one weapon at 50% + bonus; any two other weapons or shield at 30% + bonus. OTHER SKILLS: any three skills at 40% + bonuses; all other listed skills at 20% + bonus or base chance, whichever is higher. SPELLS: Heal 2 plus 1500 L more worth of spells from list. ARMOR: cuirboilli limbs, cuirass, and skirts, plus composite helm. PAY: 1D100 x INT.

WILY BASTARDS: Natch Lake
Must be initiate of Kyger Litor. All characteristics must be 9 or better, and applicant must not have a negative Stealth bonus. WEAPONS: Sling at 55% + bonus. Mace and maul at 30% + bonus. OTHER SKILLS: Move Quietly at 60% + bonus, Climb at 70% + bonus. Two other skills at 50% + bonus, and all other skills from the list at 30% + bonus. SPELLS: Heal 2 + 2500 L more worth of spells from list. ARMOR: none. PAY: 1D100 x INT.

SNARLING BUTCHERS: Castle of Lead
Must be at least lay member of Kyger Litor, and initiate of any non-hostile cult. All scores must be at least 9. WEAPONS: any one weapon at 60% + bonus, and any two other weapons at 30% + bonus. OTHER SKILLS: any three skills from list at 50% + bonus, all others at 30% + bonus. SPELLS: 6000 L of spells from list. ARMOR: any non-chain bronze armor for limbs and body and up to closed helm. PAY: 1D100 x INT, plus 100 L.

IMMENSE SPEARMEN: Laca
Must be at least a lay member of Argan Argar and have a servant. Must have INT of 12+, POW of 12+, and a 1D6 damage bonus or more. WEAPONS: 1H Spear and large shield at 50% + bonus. 2H spear at 40% + bonus. OTHER SKILLS: Any three skills from list at 50% + bonus, all others at 30% + bonus. SPELLS: Heal 2 and 3000 L more of spells from list. ARMOR: Any metal armor. PAY: 2D100 x INT.

BODY EATERS: Castle of Lead
Must be initiates of Kyger Litor. Must have a servant trollkin. All characteristics must be 10 or more. WEAPONS: 50% + bonus in each of maul, 2H spear, and staff sling. OTHER SKILLS: any three skills on list at 50% + bonus. All other skills at 30% + bonus. SPELLS: Healing 2, any offensive spell desired, + 1500 L more worth of spells from list. ARMOR: plate bronze over body with scale skirts and any helm wished. PAY: 2D100 x INT.

MURDEROUS FLYERS: Great Caves
Must be initiate of Kyger Litor. Must supply a riding beast or useful insect. Characteristics must all be 10+, except for POW, which must be 13+. WEAPONS: any one weapon at 60% + bonus, any two other weapons or shield at 40% + bonus. OTHER SKILLS: Insect Care or Ride at 70% + bonus; three other skills from list at 50% + bonus; all other listed skills at 30% + bonus. SPELLS: Heal 2, Demoralize, Disrupt, 1500 L more worth of spells from list. ARMOR: any desired. PAY: 3D100 x INT.

TITANIC SWARM: Hive
Must be initiate of Gorakiki. Must supply a flying insect and a tender (usually a trollkin) for the insect. Must have a POW of 13+. WEAPONS: any one missile weapon at 50% + bonus. any one melee weapon at 30% + bonus. OTHER SKILLS: Ride Flying Insect at 80% + bonus; any three skills from list at 50% + bonus; all other listed skills at 30% + bonus. SPELLS: Xenohealing 2, 2500 more points of magic from list. ARMOR: none. PAY: 3D100 x INT.

New Skills

DARKSENSE: This is the primary perception skill for trolls, equivalent in value to the human abilities of Spot Hidden and Spot Traps. Darksense is a form of sonar which a troll produces through the vibration of membranes in his nose and throat.

The general skill of Darksense can be further separated into two related skills: SCAN and SCRUTINIZE. These are fully described below and are variants on the way that a troll uses his Darksense ability.

Darksense has some advantages over Spot Hidden. A troll with a good Darksense ability (50% or better) can hear a short distance around corners (at ½, ¼, or less ability depending on the type of surface), and he could even tell if an adversary has an empty or full belly (at very close range). The distance that a troll could hear around a corner is equal to about 30 meters for a rough-surfaced corridor and 50 meters for smooth. These distances apply mainly to dark trolls, for other types might be better or worse. The Darksense ability of a Mistress Race is to a dark troll's as an eagle's sight is to a human's.

SCAN: This skill costs the same as Spot Hidden to learn. It is a darksense skill, much like Spot Hidden is for sight-oriented beings. It enables the troll to sense movement or irregularity over an area. It is no good for spotting a secret door or trap, but is good for sensing the presence of a hidden person behind bushes or slopes in corridors, etc. It is generally considered a long-range skill.

SCRUTINIZE: This skill costs the same as Spot Traps to learn. It is the other part of the troll darksense. This skill is used to carefully examine a small area for irregularity or other information. The area can be as large as several meters across. This is used for detection of traps, secret doors, hidden safes, and the like.

MIDWIFERY: A Knowledge skill used in childbirth. It costs 300/600/1200/2400 to learn. Successful use of this skill will ensure the safety of both mother and child. If the skill roll is fumbled, the mother dies. If the roll is failed, the mother will survive with no trouble anyway if she can roll her CON x 10 or less on D100. The child will survive if the midwife makes her skill roll x 2 or less. Special cases may require modifications to the die roll (referee's judgement).

BREW LIQUOR: A Knowledge skill costing 500/1000/ EXP to learn. A successful skill roll made while brewing up a batch of liquor enables perfectly good liquor to be made. A failed roll means that the liquor is unpalatable, though drinkable. A fumbled roll means that the liquor is mildly poisonous (as POT 1D6 poison when drunk). A special roll (20% or less of the score needed) makes extremely fine liquor, and a critical hit, of course, makes fantastically good liquor. Ability in brewing one type of liquor enables a character to brew any other type of liquor at one fourth his skill.

Growing Up...

Trolls themselves trace their genealogies through the female side almost exclusively, ignoring the masculine side in all Kyger Litor rituals. "Father's blood is thin and short," they say, meaning that its magic is not as potent in the Kyger Litor scheme of things. Thus although trolls are sometimes aware of their biological father, and occasionally aware of their biological grandfather, trolls believe there is no power to be gained through such knowledge. They do not bother with it.

A PERFECT CHILDHOOD

Troll children are raised in a group, tended and taught by their mothers and Xiola Umbar nurses. Troll childhood is as secluded as possible, and ideally the children are never revealed to the outside world until the age of thirteen years.

Before the age of thirteen these secluded troll young are raised in a ritualistic and magical manner, being taught the secret livelihood of the troll species. As infants the young are cared for and protected within the deep peaceful safety of Subere. As children they learn the differences between hunger and thirst, touch and sound, the magic and the mundane, and the seven types of darkness. Kyger Litor visits them often to teach them how to dance, hurl stones, sing, and to know the Seven Bites which trolls must know to eat everything. When the young trolls are ten years old, Kaarg visits and separates the boys from the girls. He takes the boys away to a strange place for seven days, teaches them a boys' game, and gives them a secret amulet to protect them from unknown dangers. At the same time the ten year old girls learn a new dance. For the next three years the sexes are raised separately. The girls always do everything first, while the boys always stand on the outside, or on the left side, or in front, as the protecting mothers demand. At age thirteen all trolls who are ready for adulthood undergo their adulthood initiation rites. Those who have been dutiful will survive the rites and, when they return, will be full adults.

COMING OF AGE

After passing the rites (which are designed to test the applicant's qualifications), the new adult troll will be accompanied by his companion or sponsor who will take him to meet the important people in the community.

Despite local variations, there are four critical stops to be made. They are to meet the clan matriarch, the ranking temple priestess, the new adult's eldest living kin, and his work boss.

Probably the initiate already will know these people, and these leaders have already seen the new initiate. This adulthood review is supposed to ignore any previous feelings and establish new, mature opinions of each other.

The leaders will usually make an opinion of the initiate based solely upon this initial meeting. It is very important that the newcomer properly impress the leaders with his personality and character. The leaders almost always form a quick opinion which they are reluctant to change except after the most strenuous proofs. It requires deliberate action on the part of the troll to change the leader's opinions formed at this interview.

Mark leaders' opinions of trolls on the back of the leaders' character sheets when they interview new player-characters. Since the leaders' opinions are simple and need no justification, simple statements suffice. For instance, here are some sample entries: "Thinks Taksag is a wimp." "Very impressed by Dozakang's bravado." "Dislikes Hinbar's eye color." "Impressed by Gorvank's ordinariness."

When running new players through this encounter, the referee should explain very carefully what is occurring and coach the player-characters to ignore any previous thoughts, rumors, or ideas about these leaders. The characters' actions are all-important. Tell them to prepare for a test. Tell them their characters are expected to act appropriately towards each of the leaders.

If certain trolls hold more than one position in the tribe, as is likely, they will be visited only once, but the troll must state clearly which of the positions he is attempting to impress. This can cause some problems. For instance, a troll must impress the clan matriarch with her aggressive hunting and fighting skills, but also must impress the ranking priestess with her fertility and desire to breed true troll children. If both authorities are separate, then the troll must simply change roles in the interview. But if both positions are held by one troll then there is a possible conflict (since breeders are tended and pampered if they breed true or until they litter trollkin, but hunters are the most lavishly gifted by the clan leader.) The troll would have to choose which role she wished to emphasize and accept the opinions formed.

Typical Questions in the Coming of Age Interview

Each of the officials has a specific purpose in mind when quizzing the individual. The entries which follow have the purpose of the questions in mind. Note that the priestess may ask the reverse of what she really wants to find out. This is considered to be great troll ingenuity.

THE MATRIARCH: The Matriarch determines the primary occupation of new trolls. She may pay attention to the applicant's desires or abilities, or simply may put the newcomer wherever he/she is needed most. Typical questions: Are you male or female? Do you dare to travel overground? What skills do you have to help me? What is your favorite duty? How many weapons do you have? What spells do you know? Have you ever eaten dwarf or elf?

THE PRIESTESS: The priestess is responsible for guiding persons interested in joining the temple organization, and also for overseeing the protection of the breeding females. She is also the person who makes assignments for trolls to learn spells which they want, and who handles the temple purse of money and magic items. Typical questions: Are you a powerfully magic person? What spells do you want to know? How many Pregnancy Dances have you attended? What will you do to please your goddess? Will you bite off your hand for me now? Will you place fire in your mouth? Are any trollkin your friends?

THE ELDEST KIN: The eldest kin maintains the families' status and keeps order within her kin group. Newcomer trolls may have to pick a single kinsperson as their representative if they come from a large site with many living ances-

...& Family Life

tors. There is much prestige in being related to, and accepted by, an elder troll, and the older the better. Questions include: Who is your mother? Who is your best friend? Can you recite your kinline? How many ancestors do you know? Have you ever been visited by spirits in your dreams? Which is more important, a full troll warrior or four troll children? If you could own one, which would you prefer, a great troll or a value trollkin?

THE WORK BOSS: This is the overseer with whom the new adult troll is going to spend the most time. This is the troll who is directly responsible for overseeing the job which the other three trolls have determined for the newcomer. This person must be impressed if the new adult wants to have a daily life with favored status. Questions this individual will ask will relate to two things: first, how well the job can be done by this troll and how much the newcomer is willing to kickback to the overseer. The relative importance of these two subjects depends upon the individual.

TROLL ADOPTION RITES

When a non-troll joins the cult of Kyger Litor, he will have to undergo certain rites, including tests and ordeals, which will magically transform him to be a true troll, born of the womb of darkness. The rituals are highly secret: this account is pieced together from fragments from many survivors over the centuries.

The Kyger Litor priestess performing the adoption ceremony is in charge of all affairs, and her arrangements and commands will decide all details of the rites. This outline shows only the most general patterns which are always followed.

No trolls will allow anyone but a friend even to think of asking to be initiated. Trolls do not jovially expose their secret racial rites to outsiders. If someone unknown or questionable asked to be initiated, the trolls would always either kill him then and there or maybe plot his eventual demise some dark night. Troll religion is not trivial to its worshippers!

The questioning will be much like that asked of all troll initiates, but when the question "Who is your closest kin here?" is asked, the answer, is, of course, "No one." The whole ceremony is stopped. The trolls all put on a look of great surprise and everyone asks "How can this be?" and "Who is that there?" even if they've known the person for years. The priestess launches a raft of ritual questions. The wrong answer means death.

"Are you sure you want to be here? You think you can find ancestors in the darkness? Is someone here willing to give his family to you?"

Once the answers are given, the priestess announces that the Rite of Adoption will begin.

All entrances to the temple region are sealed. Lead is traditional but few clans use it anymore, for dirt and stuffed rags do as well. Trolls then seize the initiate and hand him about from troll to troll until he reaches the central altar. The person is then placed upon it, standing.

The candidate then must sing a song to Kyger Litor, praising her in the highest terms and asking her to witness his virtues. Then he sings a song to the darkness, Subere, to find his sponsors quickly and send them to him. Then he prays to the trolls for mercy and a quick initiation.

There is no need to make things quick. Each troll has his turn at what follows, and each may take as long as he likes. No rules govern it, but if the songs were sung well and flattered the creatures involved, and if the trolls have a reason to be merciful, they won't linger too long.

The trolls then mutilate the initiate to make him into a troll. At some point he will die and his soul itself will be reforged by Subere to be a troll. However, when parts of him are taken while living they are useful for some exotic and special magics. Therefore the priestess urges everyone to keep the person alive as long as possible as she collects the parts. The organs will have a special potency which cannot be gained from involuntary dissection.

These things are done to the person: his ears and nose are ripped out, and bones from dead trolls are inserted into place. All four canines are knocked out and troll incisors are driven into the sockets to act as seeds for new teeth. The internal organs are torn away and a new stomach and a new liver are added. Some other magical parts, including some rocks and carved sticks, are inserted. Examples are known where leg muscles also were replaced. Eyes are generally left alone, perhaps indicating that the trolls were aware of their use and left them in, being less interested in making people less human than making them more Kyger Litor.

The corpse of the candidate is then wrapped in magical materials, bound by giant silk webs into a fetal position, and laid into the ground on the left side. The magical cocoon is preferably made of sacred insect materials gained from the Gorakiki priesthoods, but sometimes simple dirty blankets and furs are used, then covered with mud. Sometimes the sponsoring troll arms the candidate with magical amulets or weapons before he is covered up.

Some candidates never reawake. They are allowed to rest for up to five years. If they don't emerge by then they are known to have been rejected by Kyger Litor. The cocoon is opened and the troll temple serves a special delicacy at a feast of victory.

If the person does emerge, he will be a troll. The organs and implements so cruelly imbedded into the body will have taken root and become organic parts of the newborn. Teeth, stomach, liver, and so on will be infantile but functional. Darksense will be present, but must be learned without any instinct or training. A human's skull is generally misshapen as well.

In general, the creature will have taken on the features of a troll, though the original racial stock is visible as well. A former human who has had his skull fractured many times and reshaped into a troll shape may not appear human to any but careful observers. Trolls might notice, but they don't care. Beauty, to them, is not visual.

This ritual can be performed on trollkin to make them into full trolls. It is also possible for exceptional trollkin to be initiated into Kyger Litor without these excesses. An ordinary trollkin undergoing the adoption rite would be considered to have a full troll spirit in power and ability.

FAMILY ORGANIZATION

Individual troll families are organized matriarchally. The female troll is the boss in the home and the males will usually defer to her judgements. However, male trolls are not homebodies, and spend a great deal of their time out roaming, hunting, and performing other acts; then coming home for the day and leaving once more at nightfall. The male acts as a sort of rogue. While gone from home, he does what he pleases: while at home, he will work for his wife. Often, before leaving for the night, the female will give him various tasks to perform while he is gone, such as bringing home a copper pot or taking a message to a friend, and the male usually will attempt to perform these tasks. Male trolls may react to their ofttimes domineering wives by becoming either extremely macho types (except around their wife) or by becoming whining cowards. Many trolls are henpecked or terrorized by their mates: many more share a gentle, loving relationship with their females.

Although the female troll rules the roost, this does not mean that the male is a slave in his lair. While at home, the male will still act as he pleases, with the exception that when called upon to do something (or to refrain from doing something) in the home, he will obey his wife's wishes. In troll society, females outrank males, but Rune-level males outrank initiate females. Even so, however, a grim Son of Kaarg may very well continue to obey his scrawny wife out of habit.

Trolls are not always monogamous. A common type of troll household is one in which a couple of sisters share a band of males as their husbands. The males support and work for the sisters, and the sisters supervise the males. Since troll females are often not available for sex (due to the trollkin curse), having two or three sisters sharing the males is often easier on the males as well.

MATING HABITS

Since child-making is of primary importance to trolls, their mating and reproductive habits are of great interest.

Polyandry is the simple rule, with the number of husbands as sign of status among females, and any marriage an honor for males. Bachelorhood is no dishonor, though, and there are always some trolls who are proud of their unmarried status.

Marriage rites are simple. The males vow to uphold and support the female; she vows to aid and favor them over others. Status among the several husbands common to many married troll females is determined by them and by her whim.

Many females never marry at all. They are privileged enough without it.

In addition to the formal marriage rites, trolls have group ceremonies in which all members prove their marriage to their great goddess, Kyger Litor, by participating in a group orgy. This is among the most favorite drummings and dancings for all trolls, and are neither difficult nor complex, yet members often practice this one in particular so they will not do it wrong during the holy days, when all rites must go right.

TROLL HOSPITALITY

It is uncommon for another race to be invited into a troll's lair, except as prey. Even other trolls have a ritual which must be satisfied.

The troll greeting ritual and 'welcoming' ceremony is generally unknown outside their lands, but may be found out by reference to any temple of knowledge or by asking a friendly troll. This ceremony is only found among civilized trolls and trolls that have contact with civilized trolls. A wild hunter in the eastern Rockwoods may have no such ceremony, but a dweller in Dagori Inkarth or the Troll Woods would surely follow it.

When greeting a troll whom one desires to get something from, the usual procedure is to give him some food (raw meat is most polite) and say something to the effect of: "Eat this instead of me, and while you eat we'll talk." Then, while the troll eats the gift, the gifter is safe. Actually, few trolls will wantonly slay another intelligent being and eat it, except in wartime, famine, or when encountering elves or dwarves.

If the troll decides to let you into his den, and you agree, he will respond by throwing a blanket or hide over your head and shoulders and state, "I extend my Darkness to protect you." The troll will perform this little ritual just outside his den and then leads his visitor into his lair, keeping the covering over the visitor's face. If the troll wishes to keep his lair secret for some reason, he may place the covering over the visitor's head some distance away and lead him blindfolded to his place. This custom is also found among other races, but is extremely common among trolls.

Once in the lair, the visitor must be careful to stand exactly where the trolls place him for the time being. Trolls are very protective of their goods. The male troll (usually with a hard-looking wife watching the procedure in the background, and shrilly reminding him if he misses anything) will proceed around the chamber, pointing to various objects and saying, "Don't touch this, it's mine! Don't touch this, either! Don't touch her! Don't touch that kid!" and so on. This first circuit of the room covers the possessions that the troll would be willing to kill you for. Generally there are not too many items in this circuit. When the troll completes the first time around the room, he will circumnavigate the room a second time, pointing to differing objects and saying the same things he said before. The objects forbidden on the second pass are those that the troll is willing to fight for.

The first circuit will include things such as magic items, the troll's wife, dark troll children, and extremely valuable or sentimentally valuable objects. The second circuit will include food, trollkin, weapons, and the like. Some trolls indulge their crude sense of humor and intentionally leave out some object in their passing. When the victim reaches for the passed-over object, the troll will smack his hand away and snarl, "I meant that, too!!!" Except for such exceptions, however, anything that the troll does not forbid to his visitor may be used. If he exempts food, the guest may eat it. If he exempts a trollkin, the visitor may use it for a slave while he stays with the troll. It is important to remember that objects passed-over by the troll do not, therefore, belong to the guest. They are still the troll's property, though the guest can utilize them to some extent.

This procedure hardly sounds like the height of hospitality, but one must remember that trolls are not humans. The troll feels that he is being enormously generous to the visitor in showing him which items are off-limits, saving a great deal of trouble for both parties.

Never start a fire in a troll's household, whether for warmth or cooking. It is extremely disrespectful and the troll would consider himself well within his rights if he

attacked you for so doing. Such a performance should be avoided even in the hovels of Zorak Zoran or Lodril worshippers. Although they deal with fire, it is sacred and mysterious even to them (being trolls after all) and they will not take kindly to a mere human using it in their home.

If a troll has such great respect for the visitor that he honors him by giving him troll-food, it is best to try to eat it unless it's completely unsuitable. If inedible, the food must be accepted anyway and some excuse made as to why it cannot be eaten immediately. Some trolls will try to insult their guests or try to force a fight by giving some food which is unsuitable even for trolls. Unfortunately, it is not always possible to tell whether the mess served is meant to be a gift or an insult. Luckily for the squeamish, even the most generous troll will only rarely give food to anyone outside his immediate family, so the problem of trying to eat troll-food rarely comes up.

While in the troll's house, he will usually expect you to provide your own food, unless he has been expressly commanded otherwise by a higher-up, such as his priestess. Most visitors will wish to provide their own food anyway, but be sure to get such rations as are eatable cold!

Important! Under no circumstances ever consent to partake of troll liquor!

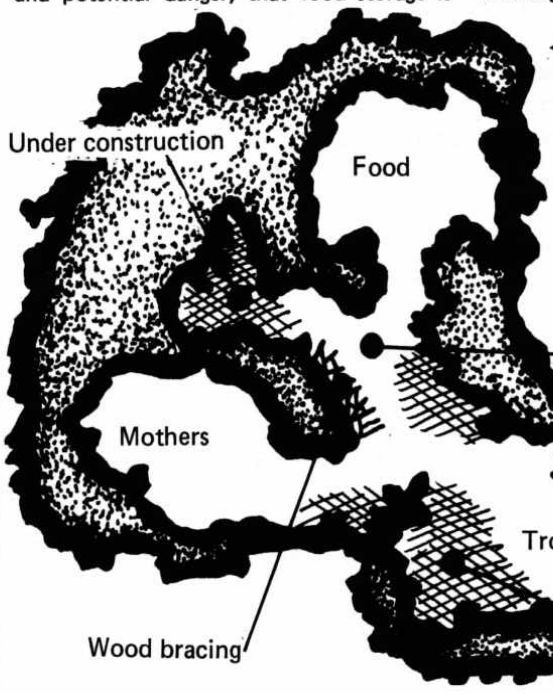
It is usually important to one's peace of mind to refrain from asking of what a particular dish consists. This is especially true at troll feasts, where sapient beings are frequently served.

TROLL LIVING ARRANGEMENTS

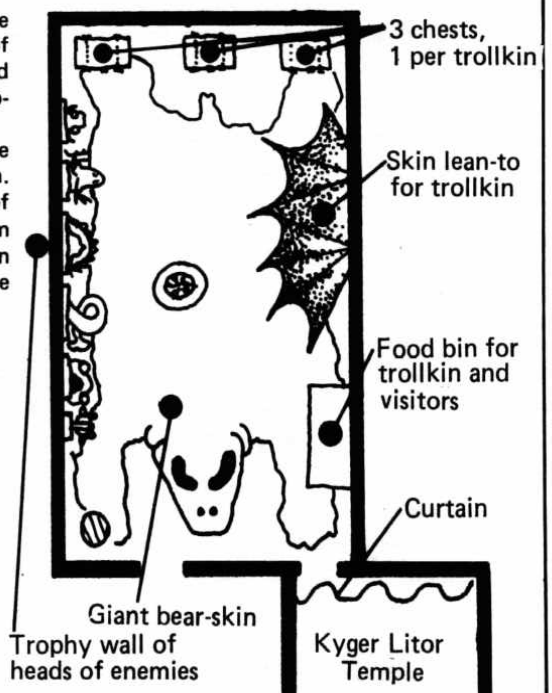
Troll domestic life is unkempt and slovenly, even compared to the lousiest grub eaters of Brolia or the animal herders of Prax. Yet trolls have great affection for their cold hearths, and they aspire to decorate them in suitable uz methods.

Generalities of troll design are based on tradition, but the individual determines specific details. Tradition decrees that trollkin must always live apart, between uz and potential danger, that food storage is near the main living site (but not in the bachelors' or mothers' areas), that calls of nature must be performed away from stored food, and that mothers must be better protected than any bachelor providers.

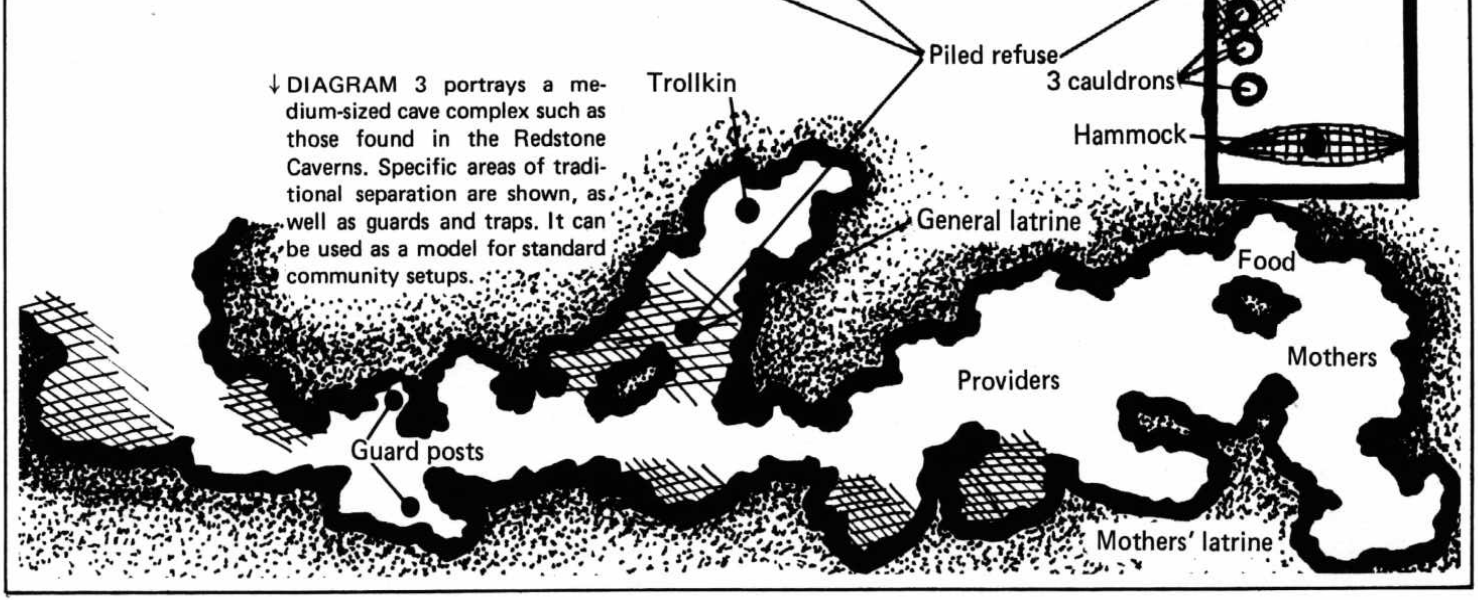
Such a pattern can be seen in the Redstone Caverns and the Sazdorf Clan. Even in Crabtown, where the majority of domiciles are crudely made (like in Diagram 1), the pattern is visible since the trollkin will be found huddled under the refuse littering the doorway.



←DIAGRAM 1 shows a drawing of a troll hut. It is made of junk and refuse thrown into a pile and then dug out to make rooms. Very little planning is done and the resulting construction is quite haphazard. As noted in the text there is a main pile for troll quarters and also a smaller pile through which the doorway goes.



→DIAGRAM 2 shows details of the private lair of Sigron, Warlord of the Sazdorf clan. He is rich, popular, feared, and successful and his quarters reflect his status. Visitors rarely get beyond the outer room, for his inner quarters are considered part of the Kyger Litor temple and only Rune masters enter that region.



↓DIAGRAM 3 portrays a medium-sized cave complex such as those found in the Redstone Caverns. Specific areas of traditional separation are shown, as well as guards and traps. It can be used as a model for standard community setups.

Aranea

MYTHOS AND HISTORY

Aranea is goddess of all spiders. She is a daughter of Kropa, goddess of all arthropods. Although she originally sprang from deities of darkness, she lost some of that connection early on in her existence. When Aranea first came to the surface world, she had an interesting and little-described meeting with a mysterious entity that some have equated with Arachne Solara.

After this meeting, Aranea and her children spread over the world, helping to subdue the races of insects that at times threatened to engulf the world, and at other times preying on the very beings they had earlier saved from the insects.

Aranea's cult is not large, though it has gained prestige through the fact that Arachne Solara, goddess of Nature, takes the form of a spider. The cult has been noted for the activities of its most famous member — Cragspider the Firewitch, who has used the cult to step to her current status.

Cult members are promised that if worthy, they may be reincarnated as a spider in their next life.

The dead of this cult are just discarded. Troll members will eat their dead as usual. Fangs or other portions of dead spiders are not viewed as especially holy, and may be used as ornaments, etc.

Aranea is connected to the Runes of Darkness, Beast, and Fate. Members of the cult point out that the Fate Rune is shaped like a spider's web.

NATURE OF THE CULT

This cult is the ancestral cult for spiders; intelligent and unintelligent spiders will always worship it. Trolls and other races worship Aranea mainly for the useful products and powers it offers and in order to gain a deeper knowledge of the power of Nature.

This cult has no power except where it is directly worshipped. Any power gained by the members is solely as a result of their own efforts. By Skyfall Lake, it has gained dominance as the ruling religion.

Aranea is somewhat opposed to chaos and likes spiders greatly. She is friendly to Gorakiki, though the reverse is not always true. She is generally friendly with all cults that try to be at one with the natural world as it is.

ORGANIZATION

Cragspider is supreme ruler of this cult. All temples swear loyalty to her, but are only required to give her obedience when she is actually present. There are no other lines of command or communication.

The High Priest of the temple exercises authority over the priests of his temple, but it is more a hierarchy of respect than of discipline. The priests can command the initiates at will, but do not have initiates assigned to them.

The cult spiders are a peculiarity. They act as unattached initiates and may do as they please, examples of the goddess incarnate.

This cult is popular among trolls dwelling in and around Cliffhome and Skyfall Lake, The spider people of Pamaltela worship Aranea and supposedly tribes of people use the spider totem in Ralios, the Tunneled Hills, and in the hideously haunted land of Dorastor.

Holy places include Cliffhome, Spider's Rest (in the Rockwoods), and the living bodies of certain gigantic spiders, such as the well-known Dinosaur Spider of Wolf's Head.

Every Godday during Disorder week is a holy day for this cult: the cult High Holy Day encompasses both Goddays occurring during Sacred Time.

LAY MEMBERSHIP

Joining this cult involves paying a sum of 5 bolgs or its equivalent to the priest each week. Spiders are automatically permanent lay members of the cult.

Lay members must attend the seasonal services and always give respect to spiders.

Where this cult is strong, large numbers of spiders of varying (sometimes enormous) size are found. The existence of such animals serves both as a source of silk and poison, and as a source of discouragement to other predators. The lay members share in these benefits.

Lay members may learn Climb, Jump, and Net Attack and Parry, all at the usual prices.

Lay members may buy Coordination and Binding from their priests at the normal prices.

INITIATE MEMBERSHIP

Prospective initiates must pass the usual test, and they must bring a live prey creature of at least SIZ 5 to be fed to the temple spiders. If they belong to any race not normally a member in the temple applied to, they must subtract 10 from CHA when joining. Intelligent spiders are automatically initiates of this cult when they reach maturity.

Initiates must fulfill the usual obligations. In addition, they must feed any hungry spider that they meet, if possible. They are not allowed to harm any spider that is not directly attacking them or attacking another member of the cult.

When an initiate encounters any spider, he can attempt to roll his CHAx5 or less. If he succeeds, the spider will not attack him, though it may attack others in his party. If he attacks or inconveniences the spider, it will attack anyway. Initiates are permitted to raise spiders for silk or venom by the cult.

Skills for the cult include the following:

Half-Price: Climb, Jump, Net Attack/Parry, Make Net
Normal Price: Brew Blade Venom, Brew Poison, Brew Poison Antidote, DEX increase, Spider Care

SPIDER CARE: This is the same skill as Insect Care from Gorakiki, but applied to spiders. This cult has no equivalent to the Gorakiki skill of Special Breeding, as it does not raise groups of spiders for commercial purposes — spiders raised by the cult usually are raised in relatively small numbers and are allowed to roam freely.

Initiates may purchase Binding, Coordination, and Glue at half price. They may purchase cult special Rune magic on a one-use basis. They do not receive any normal Divine Intervention, but may use the special cult sort of Intervention.

RUNE LORD MEMBERSHIP

There is no such status in this cult. The Spider Masters of the cult fulfill both Rune Lord and Rune Priest status for cultists.

RUNE PRIEST MEMBERSHIP (SPIDER MASTERS)

Rune priests of this cult are titled Spider Masters. The goal of their existence is to fulfill the measure of their creation by glorifying nature's most perfect invention – the spider.

Spider Master candidates must have a POW of 18+, know Net Attack at 90%, and know any other cult skill at 90%. They must have served as an initiate for 3 years and must pass the usual test presented in ***RuneQuest***.

Spider Masters of the cult never may directly harm a spider. They must be prepared to sacrifice their tribe, followers, and even spiders, if necessary, to ensure the greatest good in fulfilling the pattern of fate. They may never interfere in a conflict between spiders. Their POW gain roll is only species maximum minus current POW, not species maximum + 4 minus POW as for normal priests.

Spider Masters advance in skills as if they were Rune Lords. They gain reusable Rune magic, and an unintelligent spider to serve to hold their allied spirit. They may raise spiders for any purpose. Intelligent spiders untainted with chaos will never attack them first.

This cult has access to all 1-point spells except Summon Elemental. They also receive Multispell II and Extension II. There are also special cult Rune spells.

SPIDER BITE: 1-point spell, duration 15 minutes, range touch, reusable, non-stackable

This spell turns the head of the caster into that of a giant spider. He gains 2 points of head armor and a bite attack doing a base damage of 1D6 with a chance to hit of DEX x 5%. The bite injects poison with a POT equal to the caster's current CON.

WEBBING: 2-point spell, duration 15 minutes, range 160 meters, reusable, non-stackable

This spell hurls a mass of silver and white strands of web onto a specified area 3x3 meters across. Anyone within the area may attempt a DEXx1 roll to avoid the web mat. If engulfed in the web, the victim will be completely immobilized until he successfully matches his STR vs a STR of 40. If more than one victim is in the area, they may combine their STRs in an attempt to escape. The web will last until the spell ends. Anyone walking over the area of the web has his feet Glued to the substrate with a STR of 20.

SPIDERLIMBS: 3-point spell, duration 15 minutes, range touch, reusable, non-stackable

This spell sprouts four extra legs from the side of the user. Two of the legs are only for movement, and have the effects of doubling the user's movement as in a Mobility spell, and of rendering him immune to the cult Webbing spell. The other two legs end in small claws that are useful in holding and manipulation and increase the user's manipulation bonus by +30%. The claws on these legs are too small to hold any weapon but a net, but they may wield a net at the user's full normal ability. The user may then use normal weapons in his normal arms, while the spider-limbs use a net, or he could use a separate net in his normal arms, using two nets simultaneously.

The character's Climb skill is doubled by this spell.

ASSOCIATE CULTS

Kropa, mother of all arthropods, gives this spell to her descendants:

TRANSFORM SELF: 2-point spell, duration one hour, range 40 meters, reusable, non-stackable

This spell must be stacked with the three cult specialty spells – Spider Bite, Webbing, and Spiderlimbs. When these spells are cast together and combined with Transform Self, the user bodily transforms into a giant, semi-divine spider. All the specialty spells have their full effect, and, additionally, they last for one full hour instead of 15 minutes. All the normal abilities of a spider are usable by the caster for the spell's duration.

SUBSERVIENT CULTS

The cult spirit of reprisal consists of an attack by a diabolically large spider with 3D6+6 hit points, 6 points of armor, and a 75% chance to hit. It does 2D6 points of damage upon hitting and injects poison of POT 20. It has no webbing. It will attack initiates for 2 melee rounds and Spider Masters for 4 melee rounds and then depart. It has a POW of 3D6+6 but it will not cast any spells.

The subcult of Cragspider may be joined only by High Priests of Aranea. High Priests may sacrifice for small salamanders if they join this subcult.

MISCELLANEOUS

This cult often sells spider silk in small quantities. It is rather difficult to farm spider silk, as spiders are cannibalistic, and are hard to keep together. For this reason, and also because of the silk's high quality, spider silk is quite valuable. Spider Masters of the cult are sometimes seen wearing gloves woven of spider silk. Initiates must usually be content with sashes or nothing at all.

Members of the cult are occasionally chosen to become spider riders by their Spider Masters. These serve as messengers, avengers, and mobile defense for the villages. They generally ride intelligent spiders of vast size.

Divine Intervention

This cult does not have access to normal Divine Intervention. Instead, when Divine Intervention is called for, the suppliant may link his Fate with one other being for one day. This means that the chosen being will not die unless the suppliant dies, but if the suppliant dies, then the chosen being dies with him. Divine Intervention is used in two ways: to link one's fate with an enemy, thus dissuading him from killing the suppliant, and to link one's fate with a friend, keeping him from death as long as the suppliant remains alive. Any damage done on the linked being remains normal, but if he is reduced to 0 or less hit points, he merely goes unconscious and can still be healed back to full hit points. This spell has no effects, for weal or woe, upon the suppliant; just the being whose Fate became intertwined with his own. The chosen being will become immediately aware of the linkage, and will know that if the suppliant is killed, then he will die too.

Argan Argar

Sir Scissor, a devout worshipper of Argan Argar, in casual garb on his way to the bazaar.

MYTHOS AND HISTORY

Argan Argar is a god of Darkness and a son of Night. Long before anyone existed, he figured prominently in an episode wherein he, Zorak Zoran, and Xiola Umbar witnessed the unveiling of Yelm.

When Yelm died and went to Hell, many deities fled to the surface. One of the leaders of those that fled was Xentha, goddess of Night. Shortly after coming to the surface, Xentha gave birth to Argan Argar — first-born, natural leader of the dark gods on the surface of the world.

Argan Argar was active during the Darkness, aiding anyone who called upon him, whether elf or man, baboon or beast-man. But he was always most friendly to trolls, who love the shadows. With their aid, Argan Argar gained great strength and freedom in fighting against the forces of Chaos, which were soon to come.

During the Darkness, Argan Argar fought and conquered Lodril, fire-god of the earth. He forced that steaming deity into humiliating chains of shadow, and had him build an immense palace of ebony glass in Ernaldela.

Argan Argar helped several creatures and deities of Dragon Pass and was an almost acceptable deity of Darkness for some cults there. He aided the famous beings who fought in the I Fought We Won battle. He also was famed among the Holy Country cults for aiding those deities in the Darkness, preserving their worshippers and assisting in the reconstruction after the Dawn.

The cult of Argan Argar was widespread after the dawn of Time. In his obsidian palace in Ernaldela lived the Only Old One, Argan Argar's son and regent. The cult dominated the southern coast of Ernaldela and had powerful connections with the trolls of Halikiv and Shadow's Dance. There were pockets of worship in Peloria, Fronela, and Rallos as well.

The civilized empires of the time influenced the cult and showed its amazing adaptability. When other peoples built nations and kingdoms, so did the Only Old One. Thus was born the Kingdom of Night, which haunted the area for the whole of the First Age, forming a barrier between Dragon Pass and the foreign sea. The kingdom was part of the First and Second Councils, and trolls dominated its politics. In most contemporary western documents, the Kingdom of Night is labelled Shadowlands.

The kingdom was destroyed by the arrival of the Pharaoh in 1258, who came from over the seas. In a series of epic battles, stratagems, magics, and rebirths, the Pharaoh managed personal conflict with the Only Old One at last. The fighting shattered the wonderful castle of black glass built by Lodril, and at the end of the fight the Pharaoh crushed the body of the Only Old One into the earth. The dust from the castle now forms the treacherous black sandstorms of the Haunted Lands, and the Tarpit marks the site where the Only Old One was slain.

The cult of Argan Argar lived on, popular among peoples in the Holy Country. The trolls of the Troll Woods love Argan Argar as much as Kyger Litor, and many human worshippers are accepted by them there.

This cult is still powerful wherever darkness is friendly with the rest of the world, and the worshippers of Argan

Argar are skillful in promoting such friendship, as befits the followers of the god of Surface Darkness.

Argan Argar can promise his followers that they will become part of his mother's whispery train of immortal darkness which sweeps across the world each night and moves magnificently through the Underworld each day. If his followers are honored enough in the train of servants, they will be assured of rebirth into a better position in the next life, perhaps even choosing their own parents.

Burial customs for the cult always follow those of the dominant local culture.

Argan Argar has the Runes of Darkness, Harmony, and Mastery.

NATURE OF THE CULT

The cult of Argan Argar performs many important functions for trolls unavailable elsewhere. Especially important are such civilized skills as coinage, communication, and the like. Whenever trolls find themselves in need of these skills, they turn to Argan Argar.

In addition, the relatively civilized nature of this god makes his cult acceptable to other deities and non-trolls, and a useful intermediary between trolls and other races.

This cult offers little in social power to creatures that do not accept it. Places that have need of Argan Argar often find his cultists important by that fact. This is done through individual power and conniving, not cult necessity. The cult advises, rather than rules.

Argan Argar, like all deities of the normal world, hates chaos. He also dislikes Yelm and his worshippers and the Pharaoh, though not the Pharaoh's cult or cultists.

This cult is friendly to Issaries because of their similar way of life. The cults each trade to different peoples: when an Issaries merchant wishes troll goods, he will seek out an Argan Argar merchant, and vice versa.

ORGANIZATION

Since the destruction of the Kingdom of Night, there has been no center of worship for the cult. Even before that, the Only Old One exercised only limited power over differing areas, though his presence commanded worship from all. There is no central body of leaders now.

High priests always can command other priests whom they have ordained who have not requested or demanded a Right to Freedom. They may organize these priests as they see fit.

The largest single area of Argan Argar worship is now in Halikiv, a more-or-less intact civilized troll kingdom in Ralios. Shadow's Dance is another center of power. The holiest place is Morbode, the site where Argan Argar destroyed Braznofstel, an important chaos demon. A less important holy site is the Tarpit, where the Only Old One was slain. The Troll Woods and the Holy Country constitute another center of power and include many non-trolls.

Argan Argar's High Holy Day is Waterday and Clayday of Harmony week of Dark season. Other Holy Days for the cult are Freezeday, Harmony week, Sea season; Windsday, Harmony week, Fire season; Fireday, Harmony week, Earth season; and Freezeday, Harmony week, Storm season. Each of these days commemorates an important event in Argan Argar's story. Local cults have their own special days as well.

LAY MEMBERSHIP

Lay membership in the cult requires that the person listen to a brief story about Argan Argar and his aims and then pay money or trade goods to the priest, usually about 5 clacks or so in worth, unless the priest thinks the person is rich and can afford it and won't be so offended by the raised price that he'd attack the priest.

Continued membership requires that the new lay member continue paying, weekly, the amount it took to be admitted. He must join in the seasonal sacrifices as well, giving up the usual points of POW on holy days and High Holy Days.

Lay members can purchase cult training from the cult leaders and are allowed to trade with cult members freely.

Lay members can purchase all language skills, Oratory, and Map Making. There is no discount on price.

Lay members learn no special spells, and get no spells for a discount.

INITIATE MEMBERSHIP

Candidates must have been lay members for at least a full season. They must pass a test abstracted by INT+POW+CHA +(lunars donated/20) or less on D100. They must swear loyalty to their priest for the duration of their initiate status or the length of the priest's life, whichever comes first.

Initiates must sacrifice the usual amount of POW at cult ceremonies, and give 10% of their income to the cult. They must also obey their priest's dictates.

Initiates are promised protection by their priests. This includes one attempt at Divine Intervention by the priest if the initiate is killed. Initiates can leave the cult without penalty if they are ever ignored by their priest.

Initiates can learn the following skills at half price: Map Making, Oratory, Read/Write Other Language, Ride, Speak Other Language.

Initiates may learn the following spells:

Half Price: Detect Magic, Glamour, Mindspeech, Vigor
Forbidden: Light, Lightwall
Normal Price: All others

They may sacrifice for cult special Rune magic on a one-use basis, but may not sacrifice for associate cult rune magic.

RUNE LORD MEMBERSHIP

Rune lords of Argan Argar are masters at getting along on the surface world. For trolls, they are worldly and sophisticated and some are even acceptable by human standards. This makes their cult suspect by non-believer trolls. Human members of the cult often are trollish, but as often are quite civilized. In fact, humans often teach trolls in the manners and ways of the surface world.

Rune lords must meet the usual requirements, and also be 90% or more in five of the following skills: Any Weapon Attack, Bargain, Map Making, Read/Write Other Language, Ride, Oratory, Speak Other Language, Speak Own Language, Spear Attack.

Rune lords of Argan Argar have relatively few restrictions. They are not permitted the use of iron weapons. They usually do not use enchanted lead either, preferring bronze, a surface metal.

They may never refuse a demand of their High Priest, and must give 10% of their annual income each High Holy Day to their priest.

Rune lords of Argan Argar usually lead troll caravans. They act as translators and speakers for leaders of the Kyger Litor cult. Other cults generally will be more friendly to a troll who is a recognized Rune lord of this cult. This is true, for example, for both Orlanth and Ernalda.

RUNE PRIESTHOOD

The priests of Argan Argar are the magical representatives of their god; their function is to exert his power onto the mundane plane. They are also the spiritual leaders of the cult.

They must meet the usual qualifications for a priest, and must Read/Write Darktongue at 80%. They must be able to speak some other language at 80% as well, and this may not be an obscure language such as Spiritspeech or Old Wyrmish.

Priests of Argan Argar are required to act as advisers, interpreters, and scribes for their tribal leaders. They must pay 10% of their annual income to the cult every High Holy Day.

Priests may lead caravans and can organize their own, though they usually hire a Rune lord to do any actual organizing. Priests are respected in almost any community and are frequently the only acceptable trolls in some areas.

Priests of Argan Argar are allowed to mint Bolgs legally, and are the source of this troll money. This is a major source of priestly income.

All standard Rune spells are available to this cult. They may only summon Small and Medium shades for their elementals. They also have cult special Rune spells.

DARK WALK: 1-point spell, duration 15 minutes, range 160 meters, reusable, non-stackable

This spell allows the user to be totally invisible and soundless in darkness and shadow to anyone within the stated range. Blend in is total.

SUMMON SHADOW: 1-point spell, duration 15 minutes, range 160 meters, reusable, stackable

This spell calls up a nearly non-corporeal shadow. Its dimensions equal 9 meters x 6 meters x 6 meters or any other shape with the same volume. It cannot do any damage and it will have 1D6 hit points per point in the spell. It cannot be damaged by physical weapons, as it is too immaterial, but Disruption spells and the like will affect it. It is considered to have a POW equal to that of the caster when he casts the spell. It has a movement of 12.

When additional points of this spell are cast, the volume covered does not change, but the darkness becomes deeper within the shadow. One point of the spell is enough to permit casting of the Dark Walk Rune spell and to create an effect of a haze in sunlight. Two points of this spell are enough to cancel the effects of sunlight on cave trolls and trollkin. Three points of this spell make a shadow equivalent to a moonlit night. Four points of the spell make an area that is pitch black – requiring darksense to see within.

SAFE: 2-point spell, duration 8 weeks, range touch, reusable, non-stackable

This spell is cast upon a container or opening to bar it to unwanted passage. When it is cast, the priest must stack it with battle magic POW. When anyone not either the priest or in Mindlink with the priest tries to open the secured container or cross a doorway with this spell, he must undergo a POW vs POW attack based on the POW in the spell. If his POW is overcome, he takes 1D6 points of CON damage (healable like poison damage) and is forced back. If his POW is not overcome, the spell is broken and he may enter freely, as may anyone following. If he fails to overcome the spell on the first try, he can try again and again until he either succeeds or is slain.

Each point of Countermagic on the intruder will cancel out one point of the POW in the spell for the purpose of the POW vs POW attack, thus lessening the chance of the spell working on him.

SUPPRESS LODRIL: 2-point spell, duration 15 minutes, range 160 meters, reusable, stackable

This spell creates an area like a one-point Warding spell, 3 meters by 3 meters, and is cast upon a specified area, not necessarily around the caster. Inside the area is darkness equivalent to a one-point Summon Shadow spell. If anyone that is an initiate or better of a Light/Heat/Sky Rune-based cult tries to cross the borders of the spell, they automatically take damage as from a Disruption spell to four random body locations. The borders of this spell also act as a four-point Countermagic against spells cast by initiates or higher of Light/Heat/Sky Rune-based cults. This spell may be cast so as to totally encircle a member of such a cult, and thus restrict his movements.

SUBSERVIENT CULTS

The Spirit of Reprisal for Argan Argar is Coth, which acts by attacking the culprit in spirit combat. It has a POW of 2D6+12 and attacks vs. the victim's CHA. The victim will resist and attack Coth with his POW, but when Coth attacks him in turn, his CHA is matched vs Coth's POW, and if he is forced to lose POW, he loses CHA instead. Coth attacks initiates for 2 melee rounds, and attacks Rune levels until it (Coth) reaches a POW of 6 or less. At this point, Coth will cease attacking, and offer to return the lost CHA if the culprit will give up his cult spells. If he refuses or has no such spells, then his CHA loss is permanent – taking the form of a poor shadowing of his features; a cracked, squawking voice; and facial blemishes. If he agrees to give up his spells, then Coth will return all but one point of CHA.

Another subservient cult is the Spirit Warriors. These are mysterious beings known to have sworn themselves to Argan Argar either during the Godtime or during the destruction of the Kingdom of Night. Many Argan Argar temples have altars to one or more of these beings, and during important cult ceremonies it is sometimes possible to summon one.

ASSOCIATED CULTS

Gorakiki

Both Gorakiki and Argan Argar deal heavily in trade goods.

SPEAK WITH INSECTS: 1-point spell, duration 15 minutes, range voice, reusable, non-stackable

This spell allows the person on whom it is cast to converse with one type of insect for the spell's duration. Oratory bonuses count if the creature needs convincing. This spell can be used to speak to very small insects, but their INT is small and they may not be able to get very coherent ideas across.

MISCELLANEOUS NOTES

Bolgs

As mentioned before, bolgs are a troll unit of exchange. The bolg was invented by Argan Argar and is the sole coinage used by that cult in paying trollkin mercenaries. The bolg is unique as a unit of money, for it is designed for use as a slingstone as well as handy cash. A single bolg will do 1 point of damage as a sling stone. 2 bolgs do 1D2 pts of damage, 3 bolgs do 1D3, and either 4 or 5 bolgs will do 1D4 pts of damage. 6 or 7 bolgs will do 1D6 pts of damage. 8 bolgs will do 1D8 pts of damage, equal to the standard sling pellet. 9 or more bolgs are clumsy and hard to use, but staff slings will do 1D10 pts of damage with 10 or more bolgs.

The bolgs are used by trollkin and trolls by biting down on the mass of change and twisting it in the mouth while holding on to the money with the hand, thus forming the pellet. This feat is generally impossible for other races to duplicate.

Bolgs are worth 1/10 of a clack each among trolls. Troll-hating humans usually will not accept bolgs as money.

Spears and Trolls

Spears, the usual weapon for armies of trollkin, were first introduced by Argan Argar, fresh from his conquest of Lodril. Trollkin and worshippers of Argan Argar are the only trolls likely to be found wielding spears. In some troll areas, the spear is the symbol for Argan Argar and his cult.

Newly minted bolgs, Guhan style.

Gorakiki

MYTHOS AND HISTORY

Gorakiki is the goddess of all insects. When Ga, the first land, appeared, Kropa, goddess of arthropods gave birth to Gorakiki. Gorakiki thrived and spread her progeny over the surface of the earth, though she herself remained safely underground with the troll gods, who supported and befriended her. Gorakiki initially was a servant goddess, but when the sun died and thrust himself into the cold reality of the underworld, Gorakiki and many of her children fled, helping the trolls in their escape into the grim surface world. Once there, Gorakiki proclaimed her position as leader, not slave, and her children throve and grew prodigiously, eating and breeding everywhere.

Since the beginning of Time, insects have prevailed in the world. This cult allows the domestication of insects by its members. The cult flourishes in areas where trolls flourish and is prevalent in civilized troll regions. Even where the cult is not so important, the cult strength may be seen by the fact that most trolls prefer insects as familiars.

Among other things, the cult promises worshippers that they will have food in the underworld after they die. The amount is unquantifiable, but the worshippers are promised that every insect that they tend, care for, and aid in life will contribute to those edible insects met after death. Trolls often view the afterlife as a mindless and memory-less existence in a grey empty plain, so this promise can be quite tempting.

Gorakiki is associated with the Runes of Beast and Darkness.

NATURE OF THE CULT

This cult possesses the secrets of caring for insects in the most efficient and productive manner. Where the cult of Gorakiki flourishes, it produces some amazing breeds of domesticated insects. Even smaller temples raise insects for food (either in bulk or as delicacies), to be guardians or create special types for use as familiars. All these insects are useful for trolls.

This cult has great influence among the troll tribes. Gorakiki priests and lords do not hold permanent positions inside the Kyger Litor hierarchy, but often belong to Kyger Litor as initiates and can exert additional social pressure. Because of the great commercial value of their wards, Gorakiki leaders are often wealthy. Finally, although relatively few trolls belong to this cult, entire clans or families are found as members rather than lone individuals.

Anyone willing to honor the cult and its ways will be treated as at least a neutral party. There is great variation in prejudices and likings of cult members in different areas, especially between the various sub-cults of Gorakiki.

ORGANIZATION

There is no over-structure between the cults. The fraternity of mutual interest keeps the cults generally friendly, at least between members of the same or similar sub-cults. Rivalries exist between different masters or different breeding schools; raids on rival temples are known to take place, mostly for the purpose of stealing new and interesting insect types.

Temples of Gorakiki are termed nests. Each nest is divided into two major groups of worshippers—those who work and those who guard. The insect lords of Gorakiki lead the workers and the insect priests lead the guardians. There must always be at least one lord and one priest to run even the smallest nest.

The holy place and shrine for each nest is considered to be the breeding chambers. In smaller temples, the egg chamber may double as the chamber for other stages of growth as well, but most cults consider it best to separate the different stages of insect growth at least into egg, larvae, pupae, and adults. Those nests with more than one room for each stage of growth gain prestige.

The cult holy days are held on Fertility week in each season on Freezeday. High holy days are on the holy day of each Dark season. These rites are concurrent with the holy days of Nakala.

LAY MEMBERSHIP

There are no racial requirements to join as a lay member of Gorakiki. Lay members must provide at least 5 L worth of food or cash to a cult Rune master. All unintelligent insects are considered automatically to be lay members by the cult. Lay members who are not insect in nature are termed 'eggs' by the cult.

Eggs (lay members) of Gorakiki must donate 4 clacks to the cult each week or else provide an equivalent amount of food for the insects. He must also donate one day of his time per week to help in tending the insects.

Lay members that faithfully fulfill their responsibilities are fed by the cult if necessary. This food is minimal and just above the starvation level.

Lay members may purchase the skill of Insect Care from the cult at the price of 100/200/300/400. This skill allows a lay member to successfully keep an insect alive and healthy for its normal lifespan. It allows him to know what type of food is suitable for the insect, and allows him to choose a superior insect over an inferior one in the market place.

Each separate sub-cult of Gorakiki teaches a different battle magic spell to its lay members, at the usual prices. For the cults listed in this writeup, the spells are: Gorakiki-beetle/Binding, Gorakiki-moth/Light, Gorakiki-locust/Jumping, and Gorakiki-bee/Ironhand.

INITIATE MEMBERSHIP: LARVAE

Initiates of Gorakiki are termed 'larvae' by the cult. This signifies both their potential for further progress and their status as the majority of the cult (most insects spend much more time as larvae than they do as an adult). A prospective initiate must have been a lay member for one complete year, have at least a 50% skill in Insect Care, and give 100 L to the high priest for the privilege of being tested for initiation. They need to pass the standard test. Intelligent insects automatically are initiates.

Larvae of the cult must choose whether they wish to be primarily guardians or workers. Workers must spend at least one week per season laboring in the insect pens and caring for the cult wards. Guardians spend at least two weeks per

season standing watch over these same pens, under the supervision of the current priest. They may change over from workers to guards or vice versa by so informing their priest and gaining his approval (approval is not automatic). Initiates must pay 10% of their income to their high priest.

Initiates receive an insect from the cult nests each season for free. Especially valuable insects are not given away in this manner, unless the initiate has done something outstanding. Initiates are fed while on cult duty, though not sumptiously, and guardian initiates are armed by the priest. Armor is not provided.

Initiates may learn Insect Care at the usual price, and may also learn two other special cult skills—Treat Insect Disease, and Special Breeding. Treat Insect Disease costs 400/800/1600/2000 and works the same as normal Treat Disease, but will cure the different diseases affecting insects, who are generally immune to normal diseases, but susceptable to their own. Special Breeding is a special skill which varies from sub-cult to sub-cult. It always costs 200/500/1000/2000, no matter what sub-cult it is learned from. The special Breeding skill in the four subcults covered here are: Gorakiki-beetle/Beetle Breeding, Gorakiki-moth/Moth Breeding, Gorakiki-locust/Hopper Breeding, and Gorakiki-bee/Beekeeping.

The cult specialty skill of a given sub-cult, when successfully used enables the user to breed an adult insect of the sub-cult type and raise it from egg to adult. It also allows the user to identify good or poor quality insects, and to identify the species of any insect falling under the general class of the skill. If a critical hit is scored using this skill, it allows the user to breed a new feature into a given larvae—possibly giving rise to a new breed of insect.

One last special skill is taught by certain sub-cults of Gorakiki. This is Ride Flying Insect (specified as to type of insect). Of the sub-cults delineated here, only the cult of Gorakiki-beetle lacks this skill. It is treated exactly as the skill of Ride Horse, but for a quite different type of steed.

Initiates are permitted to sacrifice for the cult spell of Speak With Insects and for their own special sub-cult spells as well, on the usual one-use basis. They may purchase the battle magic special spells (the ones taught to lay members) for half price and Xenohealing for half price. They may buy whatever other spells they wish from other cults.

RUNE LORD MEMBERSHIP: INSECT LORDS

Rune lords of the cults, known as Insect Lords, are expected to be superior tenders of their insects. They are adept at breeding new and often extremely exotic varieties of insects, such as stalk-eyed flies, mole crickets, springtails, or webspinners.

Prospective Insect Lords must have served as a cult initiate (larva) for at least two years and have a 90% skill in Insect Care and in his particular sub-cult's version of Special Breeding. He must have mastery of any three of the following skills as well: Read Dark Tongue, any weapon attack, Ride Insect (flying or otherwise), Treat Insect Disease, Set Trap, Special Breeding from a different sub-cult, and lastly, Xenohealing 6 may be substituted for one of the optional skills. He must also pass standard tests.

Rune lords must spend at least four full seasons per year caring for their insects. They must donate 90% of income to the cult.

Rune lords are cared for by the cult and need pay no upkeep. Any insects needed or desired by an Insect Lord will be provided by the cult if possible. The cult will provide qualified initiates and raw material to work with for an Insect Lord's experiments in breeding insects, in attempts to make a sturdier stock, a more obedient insect or simply an exotic type. Rune lords receive any type of insect they wish to house their allied spirit.

RUNE PRIESTHOOD: INSECT PRIESTS

Rune priests are the defenders of the temple caverns as well as those cult members who deal commercially with the insects. With their aides, the Insect Lords, they can elicit amazing feats from their wards.

Rune priests must have been an initiate for at least two years, pass the usual test, have a POW 18+, and be able to Read/Write Dark Tongue at 80%. Intelligent insects (which are rare) are accepted 95% of the time. They must satisfy other requirements. Note that insects are not generally accepted as Rune lords of the cult. Also, a prospective Rune priest must know Insect Care at 90%, and Special Breeding of his sub-cult at 50%.

Insect Priests of Gorakiki must spend at least four full seasons per year tending their charges and guarding them. Whenever any nest of their own particular sub-cult is threatened, they must come to its aid if possible. They are forbidden to slay an insect except for food, however, they may command an initiate or Insect Lord to slay an insect for other reasons.

Insect (Rune) Priests gain the same benefits as do Insect Lords, except that instead of receiving raw material for breeding insects, they are usually armed for defense instead.

Rune priests of Gorakiki have access to all standard spells, including Dismiss Elemental. They may not summon any elementals, due to the nature of their cult.

This cult is a varied one; only one special Rune spell is shared by all the sub-cults.

SPEAK WITH INSECTS: 1-point spell, duration 15 minutes, range voice, reusable, non-stackable.

This spell allows the individual on whom it is cast to talk to any one type of insect for the duration of the spell. Oratory bonuses apply if the creature needs convincing.

SUBSERVIENT CULTS

Unlike most cults, Gorakiki is one large cult in which all the worshippers belong exclusively to one or another of the sub-cults. Their spells and skills only partially overlap, and their reaction to a differing sub-cult may be neutrality at best. There are at least 24 known sub-cults of Gorakiki.

Gorakiki-springtail	Gorakiki-silverfish
Gorakiki-dragonfly	Gorakiki-mayfly
Gorakiki-locust	Gorakiki- mantis
Gorakiki-roach	Gorakiki-walking stick
Gorakiki-earwig	Gorakiki-termite
Gorakiki-stonefly	Gorakiki-louse
Gorakiki-bug	Gorakiki-honeydew
Gorakiki-lacewing	Gorakiki-beetle
Gorakiki-caddisfly	Gorakiki-scorpionfly
Gorakiki-moth	Gorakiki-fly
Gorakiki-wasp	Gorakiki-bee
Gorakiki-sawfly	Gorakiki-cicada

This write-up will only cover the particular sub-cults of Gorakiki-moth, Gorakiki-beetle, Gorakiki-locust, and Gorakiki-bee.

Spirit of Reprisal

The spirit of reprisal varies from sub-cult to sub-cult, but always takes the form of a pestilence of the cult insect which harasses and bedevils the reprobate. The plague will continue for a period of 1D6 melee rounds (2D6 for Rune masters) and will take the effect of eating the victim alive. Each round the victim will suffer the effect of three randomly located Disruption spells scattered over his body. Countermagic, Shield, Absorbtion, Reflection, and similar spells will not help versus this damage, thought Healing will, of course, repair the victim. This plague will occur at the most inconvenient time and when the victim least expects it.

Gorakiki-beetle

This is the largest and most important sub-cult among trolls. The priests learn to breed all manner of beetles for use, including the famed watch beetles and ham beetles.

The sub-cult provides the following spells to its priests:

TRANSFORM HEAD: 1-point spell, duration 15 minutes, range touch, reusable, non-stackable.

This spell turns the head of the user into the visage of a giant beetle, with large spined mandibles. The user gains a bite attack doing a base damage of 2D6 (plus the user's damage bonus, if any) and having a chance to hit of DEX x 5%. The user's head only also becomes covered with 6 point armor.

CARAPACE: 2-point spell, duration 15 minutes, range touch, reusable, non-stackable.

This spell turns the caster's skin into black, shiny armor. It adds 8 points of armor to the character's natural armor on abdomen and chest. It is not stackable with Absorption, Reflection, Shield, or Spirit Block.

SPROUT ARMS: 3-point spell, duration 15 minutes, range touch, reusable, non-stackable.

This spell causes two additional arms to sprout from the user's sides. These auxiliary arms have the same skill percentages as the user's real arms. A character using this spell could carry a weapon in each right arm and a shield in each left arm, attacking twice per round, and parrying two different opponents. If a character had the two-weapon skill, he could carry up to four weapons and attack with all simultaneously!

Gorakiki-locust

This sub-cult is mostly worshipped by the nomadic grasshopper-riding trolls. It covers not only grasshoppers and locusts, but also katydids, crickets, and similar animals. The worshipping priests of this sub-cult learn these spells:

TRANSFORM HEAD: 1-point spell, duration 15 minutes, range touch, reusable, non-stackable.

This turns the caster's head into the likeness of a giant grasshopper. This adds 3 points of natural armor to the head and gives him a bite attack of 2D6 points of damage, but the chance to hit is only 25% plus attack bonus. The main use fo this spell is to enable the user to devour anything at will. Anything not actually poisonous or actively harmful, such as glowing hot metal, can be devoured by someone using this spell.

INSECT SONG: 2-point spell, duration 15 minutes, range touch, reusable, non-stackable

This spell grows two small stubby wings from the character's back which are able to create a loud creaking noise. The noise is deafening close at hand, and is clearly audible up to 5 km away. This can be used to transmit messages to all Gorakiki-locust initiates within earshot. The message will not be understandable to anyone else.

LEAPING LEGS: 3-point spell, duration 15 minutes, range touch, reusable, non-stackable

This spell turns the hind legs of the caster into limbs resembling those of a grasshopper — enormous, jointed, and powerful. He gains the power to leap up to 50 meters horizontally or vertically. He can be fully encumbered on this leap, but must subtract 5 meters from the maximum leap for each point of excess ENC.

Gorakiki-bee

This is probably the second largest sub-cult of Gorakiki among the trolls of Shadow's Dance, largely because of the commercial value of the honey produced by these insects. Also, they make convenient flying mounts for trollkin skirmishers.

TRANSFORM HEAD: 1-point spell, duration 15 minutes, range touch, reusable, non-stackable.

This spell turns the character's head into the head of a giant bee. He gains the abilities of storing liquid food internally and of drinking from flowers. Liquids (including beer, honey, water, etc.) can be drunk by the user and stored internally at his option without harming the liquid in the least. The liquid can be disgorged later and will still be drinkable even by non-trolls. This liquid can be stored safely past the 15 minute limit of the spell, but new liquid can not be drunk.

STINGER: 2-point spell, duration 15 minutes, range touch, reusable, non-stackable

This spell transforms the lower half of the user's body into that of a giant bee, complete with stinger. The stinger can be used to attack and has a base damage of 1D10 points + poison of POT equal to the caster's current POW. The chance to hit with the stinger is equal to the caster's DEX x 5%. His abdomen and legs gain 3 point armor as well.

SPROUT WINGS: 3-point spell, duration 15 minutes, range touch, reusable, non-stackable

Membranous wings grow from the caster's back. He can fly with them at a base speed of 12 and carry up to his full normal ENC. Each 3 pts of ENC past his normal maximum ENC subtracts 1 from his movement.

Gorakiki-moth

Gorakiki-moth includes not only moths, but also butterflies. Trolls, preferring darkness and night, generally emphasize the moth part of the cult. This is a minor cult among trolls.

TRANSFORM HEAD: 1-point spell, duration 15 minutes, range touch, reusable, non-stackable

The user's head becomes identical to that of a large furry moth. He gains long feathery antennae. Moths can track certain specific objects quite well, and the user gains this ability — when he casts the spell, he may specify a certain animal or plant species which he wishes to be sensitive to. He will have a 100% chance to Track that type of being. He will have a 100% chance to Detect that species if it is within 160 meters of him, and he will be able to pinpoint

Gorakiki-Beetle Priestess Megad of the Bugbrain family, Redstone Clan.

New Gorakiki Skills

INSECT CARE: This is a Knowledge skill which costs 100/200/300/400 to learn from the cult. This skill allows a Gorakiki mamber to successfully keep an insect alive and healthy for its normal lifespan. He will know what type of food is appropriate to that insect type and it will allow his to choose a superior insect over an inferior one at the marketplace.

TREAT INSECT DISEASE: Another Knowledge skill, Treat Insect Disease works the same as the normal Treat Disease skill but will cure diseases which are specific to insects. Insects are generally immune to normal diseases. Treat Insect Disease costs 400/800/1600/2000 to learn from the cult.

SPECIAL BREEDING: a Knowledge skill costing 200/-500/1000/2000 from each sub-cult of Gorakiki. This is actually a general class of breeding skills. Each type of insect has a Special Breeding skill assiciated with it.

When this skill is successfully used it enables the user to breed an adult insect of the sub-cult type and raise it from the egg stage to the adult. It will also allow the user to identify good insects from bad and to identify the species of insects falling under his specialty class of this skill. If the user rolls a critical hit when using this skill then the user can breed a new feature into a given larvae, possibly giving rise to a new breed of insect.

RIDE FLYING INSECT: Treat this skill the same as the Ride Horse ability of humans, but for a very different breed of mount. Like the other insect skills, this is specific to the different types of insects and must be learned separately for each.

the exact direction, number, and distance of the organism(s) when they are within 40 meters. This spell will not work on inorganic objects and cannot be made more specific than to species: a priest using this spell could not specify Detect Humakt Cultists, but could specify Detect Humans.

FEATHERSCALES: 2-point spell, duration 15 minutes, range touch, reusable, non-stackable

This spell causes long, dense, feathery clouds of scales to coat the user's body. These increase the user's armor by 2 pts and have a special ability. The scales are loose and come off easily – whenever the character is hit by any weapon, that weapon becomes gummed up and covered with scales and becomes blunted and padded. Such weapons will henceforwards only do half damage until cleaned off. A roll of DEX x 1 is necessary to clean off a weapon, and nothing else may be done by the cleaner that round.

BUTTERFLIGHT: 3-point spell, duration 15 minutes, range touch, reusable, non-stackable

This spell grows long, colorful wings (like those of a moth or butterfly) from the user's back. He can use them to fly at a movement rate of 8, and can carry up to double his normal ENC with them. Each point of ENC above double reduces his speed by 1 movement point.

ASSOCIATED CULTS

Associated cults of Gorakiki are largely a matter of local convention or custom, and are not generally accepted. For example, there are clans of trolls in which the Gorakiki Insect Priests regularly also join the cult of Argan Argar, so that they can sell their insects as well as breed them. However, this is not done by the majority of Gorakiki worshippers. In some areas different sub-cults of Gorakiki may share a temple, but usually this is frowned upon as unnatural.

Kropa

Kropa is the Mother of Arthropods, and thus the mother of Gorakiki. Kropa provides her daughter's cult with the following Rune spell.

TRANSFORM SELF: 2-point spell, duration 1 hour, range 40 meters, reusable, non-stackable

This spell, for Gorakiki worshippers, must be stacked with the three sub-cult specialty spells – for example, Gorakiki-beetle's spells are Transform Head, Carapace, and Sprout Arms. When these spells are cast together and combined with Transform Self, the user bodily transforms into a giant, semi-divine version of his cult insect. All the specialty spells have full effect, and, additionally, they last for one full hour instead of 15 minutes. All the normal abilities of the cult insect become usable by the caster for the spell's duration.

Argan Argar

The god of Darkness on the Surface is friendly to Gorakiki, and offers use of this spell, which proves handy in guarding the nests.

SAFE: 2-point spell, duration 8 weeks, range touch, reusable, non-stackable

This spell is cast upon a container or opening to bar it to unwanted passage. When it is cast, the priest must stack it with battle magic POW. When anyone that is not the casting priest or someone in Mindlink with him tries to open the secured container or go through a doorway with this spell, the intruder must undergo a POW vs POW attack based on the POW in the spell. If his POW is overcome, then he takes 1D6 pts of CON damage (healable like poison damage) and is forced back. If his POW is not overcome, the spell is broken, and he may now enter freely, as may anyone following him. If he fails to overcome the spell, he may try again and again until he either succeeds, gives up, or dies.

Each point of Countermagic on an intruder cancels out one point of the battle magic POW in the spell for the purpose of the POW vs POW attack, thus lessening the chance for the spell to work on him.

MISCELLANEOUS NOTES

The usual mode of worshipping Gorakiki, the mode explained here, is not the only way for such worship. The insect people of Pamaltela also worship Gorakiki, but in a totally different manner – as an ancestral being, and they learn different skills. In some areas, Gorakiki is worshipped by humans or elves in a propitiatory sense: an attempt to keep insects from devouring crops or infesting livestock.

The progeny of Gorakiki have spread so far and wide that some of her children have become attached to all sorts of strange groups, including Sky gods and even Chaos. Gorakiki has no real control over what her children do, being merely an ancestral deity, and trolls try to overlook the existence of insects tied to the cults of Malia, the Lightbringers, or other usually hostile gods.

Hunter

MYTHOS AND HISTORY

The Hunter, often called Foundchild by humans, was first discovered by Helpwoman during the Great Darkness. Though an infant when found, he rapidly grew to manhood. While doing so, he was nurtured and cherished by the woman, whose inner power had founded a group that struggled together to survive. Upon reaching adulthood, he taught them the use of death as a tool to bring life. He also taught the songs to send slain beasts' spirits back to their ancestors.

After Time, Hunter's worship developed into a fraternal society in which the strong are respected, and the weak are protected.

The followers of Hunter believe that they will go to a Happy Hunting Ground after death. They will stay there for many years before again entering the cycle of birth/rebirth. Hunter worshippers follow the burial customs of their tribe or else place their dead on raised platforms. Troll worshippers eat their dead, except for Rune levels.

The chief Runes associated with Hunter are the power Runes of Death and Harmony. Though he slays beasts, he does so in order to save life, hence the Harmony Rune.

NATURE OF THE CULT

A major part of the troll diet is game. The Hunter cult supplies the hunters for this purpose. Most of the best hunters belong to this cult, and it provides occasion for these hunters to meet together.

The Hunter cult does not directly wield power in the tribes. The opinions of the hunters are always respected in tribal councils, and many fear those following the way of the Hunter. This cult decreases as civilization and agriculture encroach, but nomads and trolls will probably always worship him, and even peasants and trollkin who hunt small game may call upon him.

Hunter is friendly towards Orlanth and Kyger Litor. Those that wantonly slaughter animals without need incur his hatred. Born during the Great Darkness, Hunter saw chaos closely and firmly opposes it.

ORGANIZATION

As with many small nomadic cults, there is little or no communication between bands of worshippers. On the rare occasions when clans meet or trade for festivals, the Hunter worshippers seek each other out to boast, eat together, and trade hides and meat.

TYPICAL HUNTING PARTY

In the scene above we can see a dark troll hunter leading his trollkin and their catch home after a strenuous day in the field. The four classes of trollkin are clearly illustrated.

A value trollkin follows directly behind the troll. These are the best-kept of all trollkin and are prized for some special ability or unusual feature which the troll considers valuable or attractive.

From the middle of the party an ever-wary trollkin warrior scans the grasses for enemies.

A scout and a laborer are shown next. Both of these are considered to be worker trollkin - the lowest class above food status. The laborer leading the catch appears to be a favorite of the troll judging by the fine flint bauble dangling from his neck, though that may be merely a small snack for later.

Finally the day's catch destined for the food bins is being led by a leather thong. They will only be saved if something useful is discovered about them. Many wild trollkin roam the hills and valleys of Dagori Inkarth making for lively sport for their more civilized cousins.

As this party is traveling home the troll is less concerned about enemies than he normally would be, and he has pulled slightly ahead of his slower-moving kin. If they were traveling through dangerous terrain the value would be kept close by, the warrior would walk slightly shead, the scout would scurry through the brush and grasses about 50 meters to one side, and the worker would pull the catch nearer to the troll.

The greatest hunter of the clan is traditionally the head of the cult. All others defer to him and show respect. He cannot command obedience, but he can request it. Each year, during the three weeks just prior to Sacred Time, there is the Great Hunt and all followers of the Hunter participate, attempting to bring in the most magnificent creature. The winner is designated the First Hunter and the head of the cult, the next few are designated Great Hunters, and the rest are simply Hunters. This is explained further in the initiate section.

As a nomadic cult, it has no true center of power, but the troll tribes all have some worshippers of this god, and among non-trolls, the strongest foci of this god are among non-herding tribes. The only important holy place is the site where Hunter was discovered, in the Dog Hills to the west of Dagori Inkarth.

The weeks of the Great Hunt are sacred, but no special rites are performed until Sacred Time when the champion hunters are chosen. Before any important trip or hunt, the hunters will meet and hold a short ceremony of worship.

LAY MEMBERSHIP – HUNTERS

The prospective member must be supported, at least partly, by hunting activity (whether by his parents or himself is immaterial). This shuts out most townsfolk. The member must also have at least a 30% skill with a missile weapon.

A lay member must hunt and donate one prey animal per season to the tribe. He must never leave a slain animal to rot.

As this cult is an exclusive brotherhood, the lay member gains the social benefits of hob-nobbing with well-known hunters. He also gains the title of Hunter and may go on the Great Hunt.

The Hunter cult teaches appropriate missile skills and Tracking to members at half price, and Peaceful Cut at the rate of 300/500/1000/EXP.

Hunter teaches his followers Speedart, Multimissile, and Silence at half price. He teaches no other spells.

INITIATE MEMBERSHIP – GREAT HUNTERS

An initiate is one who has brought in a prey animal during the Great Hunt that exceeds five treasure factors in worth. He must have slain it alone and unarmored. If an initiate performs this feat three years running, he becomes a permanent initiate. Alternatively, if the prospect brings in a beast worth 11+ treasure factors alive, he is made a permanent inititiate on the spot! Such beasts would include wild bison, bear, or anything similar. Intelligent beings are not acceptable. Also he must know the Peaceful Cut at 20%.

He is more strictly bound than a lay member to never waste animal life, and is forbidden to slay an animal needlessly (hunger is considered sufficient need). He must bring a fitting donation to the cult thrice a season.

Initiates receive more respect than lay members. If an initiate is injured or ill, and cannot feed himself or his family, the cult will care for him through food donations brought in by members. Permanent initiates may call themselves Great Hunters.

Initiates may learn Camouflage and Snare Setting at half price. They may be taught Spot Hidden, Hide in Cover and Move Quietly as well, but at normal prices.

If an initiate does not already know Speedart, it is taught to him for free. He may also learn Farsee, Binding, Mobility, Detect Life, Detect Traps, and Disruption (which is useful for small prey such as songbirds and rodents) at half price. Permanent initiates may sacrifice characteristic POW for one-use cult special Rune Spells.

RUNE LORD MEMBERSHIP – MASTER HUNTERS

Rune Lords are expected to be the epitome of Great Hunters. They should give freely and unselfishly of their catch to those who need it, though they must first feed themselves. They must fearlessly fulfill the missions given them by tribal leaders. They are in great demand in wartime as scouts.

A Rune Lord must have a 90% ability in a missile weapon and Track. In addition, he needs three more 90% skills chosen from among the following: Camouflage, Hide in Cover, Move Quietly, Set Snare, Spot Hidden, Ride, Spot Trap, or the Peaceful Cut. He must also be a permanent initiate and in the most recent Great Hunt have captured a beast with a higher treasure factor than any other initiate. If he has captured a beast alive, it counts half again as much for treasure factors. Thus, only one Rune Lord is accepted per area per year, unless two or more candidates tie for first place (a rare event).

Rune lords must never show fear of an animal nor steal another's catch. If called upon for some task by his tribe or cult, such as ridding the tribe of a particularly obnoxious predator, he must unfailingly fulfill it. He is under obligation to punish (though not slay) anyone abusing the skills of hunting by wantonly killing prey or other misuse. He must donate one prey animal to the cult per week.

Rune Lords of this cult are not allowed to wear any armor during the Great Hunt, and usually do not wear much anyway, but non-troll Rune Lords are permitted to wear iron armor while on missions or during wartime. They have the usual benefits of Divine Intervention. They can command the obedience of other cult members or initiates in emergencies. A Rune Lord is qualified to be the head of the cult if he can win the Great Hunt by bringing in the greatest prize (measured in treasure factors) and this can include destructive intelligent beasts, such as dragons or even giants.)

RUNE PRIESTHOOD

Rune Priests organize the hunts and often lead hunting parties alongside the Master Hunters. They also deal with other members of the tribe, as Master Hunters tend to be aloof and conceited. They are required to be hunters and their DEX-based skills do not drop to DEXx5%, but can continue to increase past that point. They are not allowed to purchase training, however, and any increase must be via experience.

Priests must be permanent initiates, have a POW of 18+, and speak an appropriate tongue at 80%+. Among trolls, the required tongue is always Beastspeech.

Rune Priests have many of the same restrictions as Rune Lords. They are not required to hunt and donate food to the tribe. Instead, they oversee the distribution of food to the needy. They do not get an increased POW-gain roll, and their chance to increase in POW is only species max minus their current POW. They still receive reusable Rune magic.

Rune Priests keep for personal use 5% of the prey given to them for distribution. They command much respect, but not as much as Rune Lords. They may command the obedience of initiates and lay members in emergencies. They are allowed to participate in the Great Hunt, with an eye to becoming the head of the cult. The senior priest judges the contests and is required to be impartial. He also receives the winner's beast as a trophy (as an incentive to choose the most impressive).

Hunter Rune Priests are restricted to one point spells and Concealment from the standard Rune spells. They may not Dismiss elementals, nor call upon them.

SURESHOT: 1-point spell, duration until used, range touch, reusable, stackable

This spell is cast upon a missile of some kind, such as an arrow, rock, or even a handaxe. When that missile is fired or hurled it automatically hits the target, regardless of range, target movement, or other factors, up to the maximum range of the missile. It still misses with a roll of 96-00, and the character's chance to impale and fumble remain the same as before casting the spell. A character may not roll for experience on the basis of a hit with Sureshot. Each additional point of this spell allows one more missile to be affected. The priest may not reuse this spell until the missiles have been used. If a successful Divine Intervention is cast with this spell, the missile automatically impales or slashes when it hits. This spell is stackable with Speedart.

If this spell is used with the optional rules of aimed shots, it will always hit the area aimed for on a roll of the caster's DEXx5 or less (after rolling to see if the shot hit).

DRAW BEAST: 1-point spell, duration 15 minutes, range 320 meters, reusable, stackable

When this spell is cast upon a non-intelligent animal of any type, it causes that animal to move towards the caster at walking speed. The animal is allowed to resist the initial attack. For each additional point stacked, an additional beast may be affected.

BEASTMASTER: 2-point spell, duration 15 minutes, range 160 meters, reusable, stackable

This spell may be cast upon any non-intelligent animal. If it fails to resist, then it will move as the caster directs for the duration of the spell, though it will refuse to leap off of cliffs, or go to other obvious deaths. It will not fight for him, and it will not otherwise serve him. It will not attack him. Once controlled, it may move out of the 160 meter range and it will remain controlled. This is an active spell, and if the priest is disturbed, the animals are freed from him. For each additional point of Beastmaster stacked with the original spell, an additional beast may be targeted. It will work on riding beasts.

SUBSERVIENT CULTS

Members grossly violating the principles of the cult are cursed by Hunter himself so that the culprit gains a strong foul odor. This will prevent him from sneaking up or stalking any beasts unless there is a strong wind blowing downwind, and incidentally makes him an outcast from his tribe until the odor goes away. It is only removed upon proper repentance by the hunter.

MISCELLANEOUS NOTES

The Peaceful Cut: This skill is also known as Butchering. It includes the ability to dismember an animal the quickest and most effective way, and the ability to divide up a prey animal in the tribe's traditional manner (i.e., heart to the troll who killed it, brain to the priest, etc.). For worshippers of Hunter, it also includes a short prayer and ritual of thanksgiving. This ritual resembles, but is not identical to that of the Waha cult. Base chance is 05%.

Kyger Litor

MYTHOS AND HISTORY

Kyger Litor is one of the old Darkness gods, but one who was not important until the creation of the Man Rune. From the vague and unknown spirits of the Old Dark, she stepped forth to mate with the Man Rune for her mistress, Subere, also called Hell Darkness. There, in the lightless world, the Men of Darkness were made, and so was spawned the race of trolls.

The troll races first lived within the bowels of the Underworld, and it was a satisfying, though primitive, life for them. Kyger Litor walked freely among living trolls, and she founded many houses of noble trolls to rule over the lesser breeds. These ancient beings are the Mistress Race.

When Yelm the sungod came to Hell after his death, Kyger Litor was among those Darkness deities who fought against him. Like the others, Kyger Litor was defeated, and so Yelm earned his place as a god of the dead. The bright death was too much for the dark troll races to bear, and they fled in fear and anger from their birthplace. Kyger Litor led them by secret ways to the surface world where Night already hid, and so began the Lesser Darkness. Trolls and their dark allies fought against the forces of the surface world.

The trolls ruled much of the surface world during the Great Darkness, and they bore the brunt of the fighting against the things of chaos which swarmed upon the world with the Devil. Islands of life clung precariously to their existence through the wars against chaos, and were often led by trolls and their gods. Of those gods, Kyger Litor was the most popular.

Kyger Litor built the legendary Castle of Lead in a region of the Rockwood Mountains near Dragon Pass and Prax. This region, a center of troll population called Dagori Inkarth, attracted the greatest enemies of chaos, and aided all nearby centers of population by doing so. Kyger Litor aided Waha once, and she was once saved by Arroin the Healer. Trolls from there fought in the I Fought We Won battle where chaos was defeated.

Kyger Litor was one of the more important deities at the Dawning. She had to be consulted in the Great Compromise which made Time, and she agreed to it as did all the gods. Many of her minions were frightened again by the orb in the sky, but it was much weaker this time, so many could withstand it.

In the Dawn Ages (Dawn to c. 500 S.T.) the races of trolls were active and often took part in the political affairs of the regions. In the Dragon Pass/Prax area one of the members of the First Council was a troll. Even after she was removed from the Council Kyger Litor was the most popular deity among troll kind.

Near the end of the Dawn Ages. the trolls were the first to quit the Second Council which was performing a massive ritual in an attempt to create a god. The trolls claimed that this was too close to chaos. The dragonewts eventually agreed and were the second to withdraw. The Council continued its experiment and eventually spawned Gbaji, who deluded and seduced the world and was responsible for the Chaos Wars which destroyed the Dawn Ages.

At that time, the Broken Council (those who remained of the Second Council) cursed the troll race, and despite the best defenses of Kyger Litor and her followers, the curse struck and worked. Trolls call this the Great Woe or Curse of Kin.

The Great Woe did not destroy the trolls, but stunted their growth. Some trolls always bred true, but most births after the curse were of stunted things called trollkin. It was almost obscene that these creatures lived, but they did, and soon represented the bulk of troll population. Their inferior status was always accepted by trolls; trollkin rarely have the mental, magical, or physical abilities to think otherwise. Several attempts to break the curse have been unsuccessful. One attempt resulted in litters of trollkin being born rather than single ones. Breaking this curse is the prime interest of Kyger Litor, who wishes to cleanse her race.

The Great Woe certainly affected the trolls' fate during the second age, when the Old Races of troll, elf, and dwarf set upon each other to leave only mankind as the winner. Trolls were driven hither and yon in their defeats, but in the end they won all of the dark and forboding places of the world as their potential haunts, and there they have lived through all the rest of history.

They have continued in strength in Dagori Inkarth, and from that area and others they have often travelled to plague other races. Once an army marched out and defeated the nomads of Prax, then proceeding to occupy the city of Pavis. After the Dragonkill War (circa 1100 S.T.) much of Dragon Pass was occupied by trolls. In the legends of the Hero Wars, several troll armies are noted, either for hire, or as invaders.

Trolls all know that their Goddess lives in a secret place of the Underworld and that they will be sent to her after death by the judges of the dead. Life in that hell is a bliss for trolls, consisting of an empty grey plain populated by giant insects which are food for the dead, and occasional springs where the dead may drink and (depending on which pool they drink from) determine what troll race they will be reborn into for their next life. (Cursed trolls are condemned to be reborn as humans, elves, dwarves, or other food creatures.) Such assurance of rebirth does not make trolls favor death any more than other races. They dislike pain and misery just as do other races, and are often fearful of their own deaths.

Funeral rites for the cult are simple. The trolls chant a prayer:

Friend, don't be slow
To find the home that life must know;
The goddess will help you go.

From the lands that see,
I am bound and you are free;
No longer bound must you be.

Of Darkness you learned
For Darkness you yearned
To Darkness you are returned.

The soul is sent off and the living then sit down and return the body to Darkness by devouring it. Trolls are always

happy to perform these rites over any other race, animal, or plant. The cult of Kyger Litor forbids killing other trolls for food, but trolls will so kill trollkin.

Kyger Litor has two runes: Man and Darkness.

NATURE OF THE CULT

Kyger Litor is the Ancestress of the races of trolls and as such forms the root of their being. She is very popular with her children and so continues to exist. She is one of the primary fighters against chaos. This fact is slighted by humans and troll-haters, but undeniable. Her importance in this is enough to prompt an occasional human to be adopted into her cult.

Among trolls, the cult forms the very fabric of society and it permeates everything they do. Cult positions are in many ways the same as social positions. The goddess, through her priestesses is extremely important in determining troll behavior.

Kyger Litor has a working relationship with all Darkness cults as neutral parties or potential friends. Kyger Litor dislikes all gods of light and fire. Trolls rarely befriend cultists of light or fire, and sometimes are downright fearful of their powers. This is most noticeable among weaker trolls.

She dislikes the Lightbringers for many reasons. They were among those deities which Kyger Litor fought when she first led her children to the surface world, and they deserted the defense of the cosmos when they left on their quest. Even though their quest saved the cosmos, Kyger Litor knows that she could have done well without them, and she is resentful that they brought back Light. Kyger Litor dislikes Mostal and Aldrya, god of dwarves and goddess of elves, respectively. Both feuds started in godtime, and have harried all three races like plague in Time. In the Second Age, there were great wars in which the trolls lost territory, wealth, and thousands of lives to their foes. Especially disliked are dwarves, who invented iron, which trolls (and elves) cannot use at all.

ORGANIZATION

The cult of Kyger Litor is widespread, but has no set structure for determining any single head except for the goddess herself. The main principle for determining supremacy among trolls is that of might making right. The Dagori Inkarth region has a rough hierarchy which is visible as their tribal and clan structures. These are fluid and may change with a single battle. All High Priestesses of the cult must report to the Castle of Lead when so ordered. There live many of the Mistress Race, great trolls, and hero spirits. None in Dagori Inkarth would dare to pass up the summons, nor would any want to miss the opportunity of glimpsing their deity by doing so.

Clans are run by priestly hierarchies which form the social superstructure of troll communities. They are matriarchal in structure, with the priestesses being the leaders of the community. Trolls never disavow simple strength, and it is always possible for a male troll to become a "priestess", or for a female troll to become a warrior. If a member of the Mistress Race is present, she will always be at the head of the community hierarchy. Without one of these dominant creatures present, the High Priestess will be the most important priestess present. Any number of priestesses may report to the High Priestess, and they may be Chief Priestesses, with their own holy hierarchy, as well. The ruling factor is personal loyalty of the followers. Only High Priestesses may have Rune Lords among their followers.

The center of power of the cult is in the Castle of Lead, which sits on a mountain in Dagori Inkarth. Kyger Litor herself is believed to live there, and residents of the lands about the castle claim to have seen her during their services. There are many other important centers for her worship. She is popular wherever trolls are found. One of the most famous temples is that of Kyger Litor and Gerak Kag, in the Big Rubble. Halikiv, the Blue Moon Plateau, and the Wastes of Valind all have their centers as well.

Seasonal holy days are held each Darkday/Harmony week. At those times, the trolls place all their faith in the high magics of their goddess and abandon themselves to her protection and control. Winter, or Dark season, is the special season for trolls, and their most important holy day is then. It starts at daybreak of Godsday/Disorder week, reaches its peak during the night hours, and comes to a smashing conclusion on Darkday/Harmony week. The rituals re-enact the wading of Kyger Litor through formless chaos until she found vile Thed, Mother of the Broos, and dashed the evil spirit to the ground and skinned her, using the hide to make magical drums which beat of themselves through the rest of the ceremony. The day ends in harmony, and the trolls may rest in triumph for having done a good job.

LAY MEMBERSHIP

Lay membership is granted to all trolls and trollkin who reach their fifth birthday. They remain lay members until they attain initiate status.

Non-trolls may join the cult, but to become even a lay member must go through complex rituals. The chances for success are equal to the character's (POW+CHA+Lunars donated/100)/3 times 5 or less on D100. Remember to subtract 10 from the applicant's Charisma for not being a troll. A non-troll passing this exam will undergo a ritual rebirth ceremony and afterwards be addressed as a troll by all cult members. They need pass no exams other than those required of all members.

Remaining a member of the cult requires the person attend at least the seasonal services, and to sacrifice a point of Power to Kyger Litor at that time. Attendance on the weekly Darkday services (other than the seasonal holy day) is not required, but it urged, and usually gains favor from the priestesses.

The cult gives no mundane benefits to lay members.

Lay members of the cult may purchase any standard skill for normal prices listed in RuneQuest.

Lay members of the cult may purchase any standard skill for normal prices listed in RuneQuest.

Lay members may purchase any standard battle magic spell given in RuneQuest except those prohibited below. Lay members have no special spells.

Prohibited: Firearrow, Fireblade, Ignite, Light, Lightwall

INITIATE MEMBERSHIP

Candidates for initiation must know one weapon attack to at least 40%, a weapon or shield parry to at least 40%, speak Darktongue at 40%+, and have a POW of 10 or more. The POW requirement denies initiation to most trollkin.

Candidates must take a perfunctory examination from a priest; passing marks are automatic unless the member has performed hostile or questionable acts. Initiation is a matter of course for most dark trolls of 14 or more.

Initiates must recite a grumbling prayer (learned as part of their initiation rites) each Darkday at nightfall and therein sacrifice a point of Power to their Goddess. Initiates must obey the instructions and rules of their priestesses. They must also have the Kyger Litor hatred for all things chaotic, and work for the destruction of chaos. They must join the militia. Initiates must devour some form of vegetation each week; they must tithe 10% to their priestess.

Initiates have a working relationship with their priestesses similar to that of warriors to their chieftains. Favored initiates will receive whatever they can earn or get by cheating. The best initiates will be chosen for the personal band of the priestess, and may receive full board, armor, weapons, and/or training. Others, less fervent in their religion, will receive round-headed maces, shields, and a minimal militia training.

Initiates may purchase all skills at RuneQuest prices. Their priestess may purchase some for them as well, if they are among the chosen. There are no unique skills available to initiates.

Initiates may not purchase any spells forbidden to lay members. They may purchase Darkwall and Bludgeon for half price.

As is usual for initiates, they may purchase one-use versions of cult specialty Rune spells, including Counter Chaos, Blinding, and Darksee. They may also gain one-use versions of subservient cult Rune spells, but not associate cults.

RUNE LORD MEMBERSHIP: KARRG'S SONS

Rune Lords are warrior leaders of the community. The priestesses are powerful, but have many important functions and duties besides those of war. War is a special matter, and Kyger Litor leaves it to the Rune Lord sub-cult of one of her sons, called Karrg, who started the class. Attaining lordship in the cult is the same as joining it.

To become a Karrg's Son, a member must have been an initiate for at least one full year. He must know Darktongue at 80%. He must also have at least 90% in two weapons, plus a weapon or shield parry, and have at least 90% in any two of these skills: Camouflage, Climb, Jump, Listen, Scan, or Scrutinize. They must also meet other normal requirements.

Rune Lords of Kyger Litor are not allowed to speak directly with trollkin, and require underlings to act as intermediaries. They must ritually eat large quantities of vegetable matter. (Elves are considered vegetable matter.) On each seasonal holy day, a Rune Lord must eat a relative. (This can be a trollkin.) Rune Lords cannot sleep under a roof while their people are at war. They cannot pass by a herd of sheep or pigs without trying to kill one to give to their priestesses. They cannot have only one spouse, but must marry at least two at a time, and neither may be a priestess of Kyger Litor, but one may be a priestess of an associate, friendly, or neutral cult.

Rune Lords must always let a musician finish a song or tune before he praises or condemns it. (Kyger Litor loves music.) Rune Lords must own slaves (to show the superiority of trolls) and are urged to own non-troll slaves. Rune Lords must hunt down one meal per season for themselves and their close family. They must personally kill and bring one deer, pig, horse, elf, or other appropriate food gift to their local High Priestess once per week. Rune Lords favor black clothing, and may trim or decorate it as they wish. They must never travel about unarmed, even in their own dwelling.

Rune Lords are given a set of magically-smithed leaden armor upon attaining their status. This is equal to good bronze in point absorption and encumbrance. Expensive sets of armor are available, set with jewels and sculpture.

Rune Lords normally bind their allied spirits into their weapons. Hafted weapons can be made of magically treated lead which break less easily, giving 5 additional damage points.

Rune Lords have the honor of leading armies into battle, and of leading small parties on specialized missions. Even priestesses must defer to their commands when in the field with them.

Rune Lords may sponsor trollball teams in their own names.

Even in peacetime, Rune Lords are respected and honored members of the community. They may live in the temples of the cult and may treat them as their own homes.

Rune Lords may choose a number of initiates to be their personal bodyguard and household troops. The number depends on the fame of the selecting Lord and the willingness of those selected. Most Lords prefer to have a smaller body of experts rather than a colorful parade-ground platoon.

Rune Lords determine the disposition of spoils after battles.

RUNE PRIESTESSHOOD

The priestesses of this cult are the social leaders as well as the spiritual, forming a theocratic hierarchy based on family ties. The communities are run by noble families who also control the priesthood. The members of the priesthood are revered with mingled superstitious awe, familial loyalty, and political necessity.

Candidates must meet the normal requirements. Their language is Darktongue, an ancient tongue with a history of written documentation from before the Darkness. Candidates must have been initiates for at least 2 years. They must know the spell of Mindspeech.

Priestesses of the cult actually have few restrictions, save that they make no compromises in maintaining the cult's needs, likes, and dislikes. They must accept responsibility for their followers' welfare, and provide them with leadership. Even a troll populace will accept only limited tyranny. DEX-based skills are limited to DEX times 5 as a percentage, as with most priests.

Priestesses are allowed to extract as much as they can from their followers, and are treated with all the dignity and honor of the community. They have earned the right to speak for their followers in higher councils or with outsiders. Dealing with outsiders includes taking care of trade benefits, diplomatic missions, and so on. All Rune priestesses are given a giant beetle to act as their watch creature and receive their allied spirit.

All standard Rune spells are available from the cult of Kyger Litor. They may summon any size of shade as their elementals. There are also special cult Rune spells.

BLINDING: 1-point spell, duration 15 minutes, range 160 meters, reusable, stackable.

This spell blinds the target entity. The chance of the target hitting or parrying with a weapon goes down to the basic 05% and visually targeted spells cannot be cast (De-

tect Life, or Healing still could be). Each extra Rune point use of this spell adds 25% to the chance of it working. If the caster had a Power of 18, the target would resist as if he had a POW of 23, if the caster had used two points of Blinding instead of one.

DARKSEE: 1-point spell, duration 15 minutes, range 160 meters, reusable, non-stackable.

Allows creatures which see best in full daylight to see in the dark as if it were full daylight. Creatures which are primarily nocturnal can see in full daylight as if it were the dark to which they are accustomed. It negates the effects of sunlight on trollkin and cave trolls. It negates Blinding (see above).

COUNTER CHAOS: 2-point spell, duration 15 minutes, range 160 meters, reusable, non-stackable.

Shields the character on whom it is cast against the effects of any special ability a monster may get from its connection with chaos. (see RuneQuest appendix, Chaotic Features for Chaotic Creatures.)

Thus, if a chaotic creature has a chaotic feature increasing its POW from 3D6 to 6D6, it becomes a POW of 3D6 against spells cast by the protected character (cut the chaotic creature's POW in half in this particular case). A chaotic creature cannot regenerate from wounds made by the protected character, etc. The priestess may cast this spell on herself or another.

SUBSERVIENT CULTS

Grey Furies: Spirits of Retribution

Initiates who quit the cult will be sure that, some time in their life to come, they will be attacked by a Grey Fury. It may attack them in a battle, it may come in their sleep, or any time. It looks something like a gargoyle, but has a POW of 2D6+12. It knows the spells of Countermagic 4, Healing 6, and Ironhand 3, and has a basic attack chance of 55% (increased by the Fury's attack bonus). It attacks to main and kill, but will only last for five rounds of combat. This attack may be cancelled by rejoining the cult before it has occurred. It is possible to prearrange the attack by telling the local priestess of intentions to quit. She is, by custom, required to summon the Grey Fury to test the initiate's ability to survive outside the cult. Surviving the Fury, he or she is released from cult vows and allowed to leave.

Gerak Kag

This is a troll hero of Pavis whose cult has spread to Dagori Inkarth. Gerak Kag was famous for his leaping ability, and he invented the Jumping spell. This battle magic spell is available only from temples featuring a shrine to this hero.

JUMPING: Variable spell, duration 10 melee rounds, range 80 meters, stackable to 4 points.

This passive spell allows a fully encumbered person to jump up to 3 meters high or 3 meters away for the spell's duration. Every additional point in the spell adds 3 meters to the range of a jump or allows the user to lift 3 additional SIZ points or 15 ENC points. This is a special regional spell for the Pavis and Dagori Inkarth areas. It was first learned by Gerak Kag, a troll hero who also defeated the Prax nomads in battle and invaded Pavis.

Tree Chopper

He is another troll hero, from the Godtime. Tree Chopper stole a sacred axe from the earth goddess and used it to desecrate the forests. Then he learned a magic song to make axes work for him and his followers against trees, and he taught it to the trolls. This Rune spell is called Tree Chopping Song and can be learned by a donation of 1000 L to Tree Chopper's subcult.

TREE CHOPPING SONG: 2-point spell, duration one battle or one day whichever comes first, range hearing, reusable, non-stackable.

This ritual, which is performed as a group song, influences every Kyger Litor lay member (or higher) within the range of the spell. All influenced may use any type of axe against Aldryami of any type with the same attack and parry percentage as they use with a mace or maul. No other weapon types convert. The caster and all participants must beat on dead logs with their mauls or maces as part of the ritual. In any battle between elves and trolls, the evening before the battle will be marked by several gatherings of trolls beating on logs and singing their guttural song.

Stone Biter

This Rune spell was first taught by a troll known simply as Stone Biter.

STONE-BITING: 1-point spell, duration 15 minutes, range touch, reusable, stackable to 4 points.

This Rune spell is for special use against dwarves only. It allows an initiate to increase his Bite by 10% attack and 1D6 damage for each point of Power used, to not more than 4 points.

ASSOCIATED CULTS

Daka Fal

The cult of Kyger Litor is intimate with that of Daka Fal. The priestesses are urged to become priests of Daka Fal and to gain access to the many Summon spells. The usefulness of this is apparent, for the priesthoods have the same general ancestral families and know the spirits' abilities. This eliminates most of the experimental dangers of the spells, for the cult teaches genealogy. They have a known pool of available spirits this way, and a hierarchy which is in command of those capable of releasing them.

This also helps explain the persistent strength of the Mistress Race trolls still alive, for they have very short genealogical connections with Kyger Litor herself, and are themselves at the top of the lists of many widespread troll families.

SUMMON SPECIFIC ANCESTOR: 2-point spell, duration combat or 15 minutes, range 160 meters, reusable, non-stackable.

This spell will call a specific ancestral spirit already known to the summoner, either through cult rituals, genealogy, or the Daka Fal Rune spell of Summon Ancestor. The summoned spirit may be used for spirit attack against a foe, as ordered by the summoner. The spirit may also use known spells, but will deplete their Power to do so. In either case, if the spirit's Power reaches a level of 11 or less, the spirit will disappear (even from spirit combat) and return to the Land of the Dead. They cannot be used to memorize spells, supply Power, or teach the summoner.

Zorak Zoran

Relations between the worshippers of Zorak Zoran and the Karrg's Sons of Kyger Litor are very trollish. This means that they are friendly or neutral, and that any personal feelings are allowed to intervene between individuals or cults. In most large communities, Zorak Zoran specialists are allowed to remain if they curb their excessive destruction of troll citizens. If they cannot restrain themselves, there is likely to be a fight between Zorak Zoran and Kyger Litor factions. Afterwards, the losers of the fight will leave town. If Zorak Zoran wins, then the lords of the berserker cult will fulfill the same social roles as previously held by the Karrg's Sons.

CRUSH: 1-point spell, duration 15 minutes, range 40 meters, reusable, stackable up to 4 points.

Each point of this stackable spell adds 10% to the user's chance of hitting with any affected blunt weapon and also adds 1D4 to normal damage. The weapon so treated takes on a noticeably black sheen.

Xiola Umbar

Somewhat surprisingly, this is a gentle goddess of the trolls. She is also worshipped by humans. She is often called the sister of Zorak Zoran. Although she and her cult are somewhat disparaged by the common trolls, she is important to them for caring for the helpless (often trollkin) and also by healing. For the former she is scorned; for the latter she is blessed by all trolls.

HEALING TRANCE: 1-point spell, duration as needed, range touch, reusable, non-stackable.

The target of this spell will fall into a deep trance, during which his bodily processes will be sped up by a factor of 8:1. Thus, a wound which would normally take eight weeks to heal will take one, CON will build back up from poison, etc. Also, Healing can be applied one melee round after another in the same hit location without a five melee round waiting period. The caster of this spell and the recipient are both in an unwaking trance state until all healing is done. Both patient and healer must be fed and cared for as if they were catatonics during this period.

Other Darkness Deities

Trolls can, in general, worship most Darkness deities as associated cults, though they gain no special spells for so doing unless they actually join the other cult.

MISCELLANEOUS NOTES

This form of the cult of Kyger Litor supercedes that in the first edition of Cults of Prax.

Xiola Umbar

A XIOLA UMBAR INITIATE RITUAL

In this rare glimpse into life within a Xiola Umbar temple we see a young initiate offering sweetmeats to a trollkin from the food pens. The mother-priestess stands behind the initiate. She constantly utters low growls which frighten the trollkin. If it accepts the food offered by the initiate then she has passed the examination. This is exemplary of initiate rituals throughout all uzdom.

MYTHOS AND HISTORY

The goddess Xiola Umbar is of unnamed parentage, though she is definitely a deity of darkness. She is always referred to as the sister of Zorak Zoran. Their association has been long and constant, and early (pre-Lesser Dark) prayers mention them together if they are mentioned at all.

The earliest tales of her healing and life-giving aspect occur even before Death entered into the world. At this early time, Zorak Zoran was labelled her 'shadow' – even in the lightless underworld. She aided Dehore, the Dark One to become the Dehori, the many shades. She aided at the birth of Styx and Zaramaka, becoming midwife to the waters of the world.

In the Gods War, Zorak Zoran grew in strength, personality, and power, and Xiola Umbar followed in his footsteps, undoing some of the troubles that Zorak Zoran created. Once she opposed him, when she saved the goblin race, but she never favored any true foe of the troll wargod.

When chaos came, Xiola Umbar stood by her brother, healing and aiding him to keep him fit, even at her own expense. No sacrifice was too great to save the world from chaos, and with her aid the wargod prevailed.

During the Greater Darkness, only the mighty or the lucky survived. Among creatures of darkness, the mighty followed Zorak Zoran: the lucky chose Xiola Umbar. She became protectress of the weak and friend to the helpless.

When the Great Compromise was made, the gods of darkness were powerful and controlled much of the world. In Dragon Pass, the eldest daughter of Xiola Umbar, Charmilla, sat upon the First Council and helped lead the scattered peoples from panic back into the world. Xiola Umbar was popular then, but when troubles began anew, her savage brother more suited the needs of the people at that time. Her worship never disappeared from the world, and she is favored by some people who worship gods of storm or light, but who still want divine aid and comfort when the storm falls quiet and the sun goes into hiding.

Xiola Umbar has always been most popular among trolls. Her midwifery skills make her a favorite of Kyger Litor, and her talents in healing make her a friend to fighters. When the trollkin curse swept the race, Xiola Umbar extended her protection of weaklings by helping the misbegotten kin to survive the anger and embarrassment

of their parents, preserving that puny race. This has benefitted the troll, for without these inferior servants, troll power in the world surely would be much lessened (though trolls will never admit that).

The cult of Xiola Umbar teaches that all things have a soul which lives on after death. The cult promises that priests and Rune lords of the cult will have a favored place in the cycle of rebirth when they are born, and that initiates will be born again with little pain. No promises are made to lay members.

The cult of Xiola Umbar has no special burial requirements, usually eating their dead, like all trolls.

Xiola Umbar is associated with the Runes of Darkness, Harmony, and Fertility.

NATURE OF THE CULT

Xiola Umbar preserves and protects. Even the mighty Mistress trolls recognize her help. Oppressed peasants, grandmothers, and despised trollkin revere her name.

This cult has a secure niche in troll society. Priestesses of the cult are accorded great respect for their skills. Those who have proven their abilities to their overlords and underlings often control great actual power as well, such as commanding the loyalty of trollkin warriors. Xiola Umbar healers are handy to have around, and both the arrogant priestesses of Kyger Litor and the grisly berserks of Zorak Zoran gratefully accept her presence during hardship.

This cult hates all chaos and dislikes most powers of light. There is friendship between Xiola Umbar and Yelm though, for she comforted him when he first fell to Hell. Members of this cult dislike anyone, including Zorak Zoran-worshipping trolls, who would harm those in the care of Xiola Umbar.

ORGANIZATION

No official organization oversees this cult. Whenever several High Priestesses come together, they decide upon the leader by counting the Rune spells of each. The priestess with the most Rune spell points wins.

There is no official organization for Xiola Umbar's temples. Each priestess guards and protects her charges. The terms Chief Priestess and High Priestess are used normally.

Xiola Umbar is worshipped wherever trolls are found, though sometimes her cult is small. She is also worshipped by many humans throughout the world, often as a secondary deity. She is the traditional god of the weak and oppressed. There is no central stronghold of worship for her.

The holiest place for this cult is in the Underworld, a fountain called Mirrordark, said to be where Xiola Umbar meditated and found her powers to cure.

The holy days of Xiola Umbar vary with the season. The holy day always falls upon Harmony week, and the day always matches the seasonal element: Waterday of Sea season, Firedav of Fire season. Clavdav of Earth season. Freezedav of Dark season, and Windsday of Storm season.

The cult High Holy Day consists of the entire Fertility week of Dark season. The climactic ceremonies fall upon Freezeday.

LAY MEMBERSHIP

To join this cult, a lay member must desire protection. The only prohibition is that creatures of chaos may not join.

Lay members are required to place their lives in the hands of their priestess. They must be willing to donate Power or time when called upon. There are no monetary requirements.

Lay members are given free healing from the priestesses and initiates of the cult, when possible. They will also be defended and protected.

Lay members are not taught any skills.

Lay members may purchase Healing at normal cost. They may also purchase the special cult spell of Solace for 1000 lunars.

SOLACE: 3-point spell, duration 24 hours, range 80 meters, passive, reusable.

This focused spell is to be cast upon a sufferer. It acts solely upon mental distress, whether from grief over the loss of a loved one, or from fear of death, or whatever. The effect is to relieve stress on the victim, and enable him or her to go about normal actions. It will not relieve pain, such as from wounds, nor will it reduce the probability of death or maiming if the victim is seriously injured or diseased, though it will enable him to face the prospect of death bravely.

INITIATE MEMBERSHIP

Prospective initiates into the cult of Xiola Umbar must know either the spell of Healing 4, or Treat Disease, Treat Poison, or First Aid at 50% or better. They must pass a test of (POW+CHA) x 4 or less on D100. Unusual races for this cult, such as dwarves, beast-men, or elves, must subtract 10 from their CHA in joining. Creatures of chaos cannot join.

Initiates must fulfill all standard requirements, such as the donation of 10% of their income and of increased POW sacrifices on holy days. Initiates often are assigned to protect certain groups of lay members, or they may simply 'adopt' such a group. They are expected to heal and protect members of the cult. They are not expected to heal everyone indiscriminately, only those worth the cost of saving.

Priestesses of Xiola Umbar will attempt to protect initiates within their influence, Initiates will always be healed by priestesses before lay members. Initiates also serve as leaders and protectors for helpless lay members.

First Aid, Treat Disease, Treat Poison, and Find Healing Plants are taught to initiates at half price. All other skills are also taught by the cult, either by its own masters or by associate cults. This includes weapons skills.

Initiates of the cult learn spells as follows:

Free: Solace
Half Price: Countermagic, Darkwall, Healing, Protection, Shimmer, Spirit Screen, Xenohealing
Double Price*: Ignite, Light
Forbidden: Firearrow, Fireblade, Lightwall
***Xiola Umbar is able to gain these fire-based spells thanks to her succor of Yelm, the sungod, in Hell.**

Initiates may sacrifice for the cult special Rune spells of Comfort Song and Healing Trance.

RUNE LORD MEMBERSHIP

Xiola Umbar is no warrior, nor is she a whimpering maid. Rune Lords are primarily protectors and healers, and must fight to defend their charges.

A Rune lord must have served as an initiate for at least two years. He must know Healing 6 and Xenohealing 2, plus any four of the following skills at 90%: Any weapon attack, Any weapon or shield parry, Find Healing Plants, First Aid, Hide in Cover, Listen, Move Silently, Treat Disease, Treat Poison. They must fulfill the standard requirements.

Rune lords are expected to aid the helpless and weak, both by battling for them and by healing and comforting them. They have few restrictions, but they must give 90% of their income to the cult.

Rune lords of Xiola Umbar gain the usual benefits of that status. They serve as centers for rallying their charges and are often found as the leaders of trollkin armies.

RUNE PRIESTHOOD

Xiola Umbar is a not-so-gentle goddess of healing, and her priestesses behave accordingly. They do not heal everyone, just those worthy to be saved or those that can be saved cheaply.

Priests must have served as initiates for at least a year. They must read and write Darktongue at 80%, have a POW of 18+ and pass the usual test. They must also have a Healing 6 spell.

The priestesses of Xiola Umbar are the main source of protection for those under their care and must set the well-being of their charges above their own. This does not mean that a priestess is expected to sacrifice her own life or to risk her safety to save a follower: a priestess is able to save many lives during her lifetime, and she should not risk herself foolishly in order to save a single person, or even a group. Priestesses must also pay 90% of their income to the cult.

Priestesses gain the usual benefits of priesthood and the love and respect of their congregation. The cult will gladly care for them and preserve them if at all possible. Ransoms are gladly paid to rescue a priestess from imprisonment.

All standard Rune spells are available to these priests. They may summon small shades (only) as their elementals.

HEALING TRANCE: 1-point spell, duration as needed, range touch, reusable, non-stackable

The target of this spell will fall into a deep trance, during which his bodily processes will speed up by a factor of 8:1. Thus, a wound that would normally take 8 weeks to heal will take one, CON will build back up from poison, etc. Also, Healing can be applied one melee round after another in the same hit location without a five melee round waiting period. The caster of this spell and the recipient both remain in an unwakeable trance state until all healing is done. They must be fed and cared for as if they were catatonics during this period.

COMFORT SONG: 1-point spell, duration length of song, range hearing, reusable, non-stackable

This spell resembles the Chalana Arroy spell. The user sings a Song of Power which will keep hearers from feeling pain, effectively anesthetizing the body while they may still retain consciousness. It is often used during childbirth and after battles.

COUVADE: 2-point spell, duration length of pregnancy, range touch, reusable, non-stackable

Xiola Umbar uses this spell for midwifery. It is always cast upon a pregnant woman and it affects the father of her unborn child. All the pains and sicknesses of pregnancy affect him instead of her, effectively shielding the child from harm. At childbirth, the woman suffers only minimal pangs, but the husband is prostrate. But pains of the husband/mate cause him no lasting injury, and the spell ensures the safety of both mother and child. Both father and mother must consent to be included in this spell, and the pregnant female must be present at the spell's casting. It must be cast within the first two months of pregnancy.

This spell is especially important for trolls, as they have much difficulty in childbearing, especially with the large great troll births and with trollkin. This spell will not, unfortunately, enable the mother to be safe from birthing trollkin, but they will be born alive and healthy.

ATTRACT ATTENTION: 3-point spell, duration one melee round, range 160 meters, reusable, non-stackable

When this spell is cast, the priestess makes a POW vs POW resistance roll. Everyone whose POW is overcome must look at the priestess. For example, if a priestess with a POW of 18 threw this spell and rolled a 65, then everyone with a POW of 15 or less would be affected. This spell does not affect initiates or better of Xiola Umbar.

The practical effects are that enemies of the priestess must direct all attacks towards the priestess that round, and that her friends may not attack anyone (unless unaffected by the spell). If the priestess is inaccessible to attack by a particular foe, the foe cannot attack at all that round, though he may still parry. This spell may be stacked with battle magic POW to blast through Countermagic or Shield.

GROUP DEFENSE: 3-point spell, duration til dropped, range 40 meters, reusable, stackable

This spell creates a veil-like barrier which encloses an area of 9x9x3 meters. The priestess is always at the center of the encloseure. All members of Xiola Umbar, whether lay, initiate, or Rune level must lose one point of POW into this barrier when it forms. The spell is active and must be maintained by the will of the casting priestess.

Any creature attempting to pass the barrier will automatically take damage (to a random hit location) equal to the number of points of POW in the barrier. Countermagic or Shield will cancel out the effect of the appropriate number of points in the barrier. For example, if the barrier had 9 cultists inside, and hence had a strength of 9 pts, it would do 9 pts of damage to a random hit location to any intruder. If a foe had 3 points of Countermagic on him and went through the barrier, he would only take 6 points of damage.

This spell is stackable, in which case each person within would spend two points or more or POW and the damaging effect would be accordingly increased.

TURN BLOW: 3-point spell, duration 12 strike ranks, range self only, reusable, non-stackable

This spell reflects all damage done to the caster back onto her foe. If the priestess is struck by a blow or a missile weapon, any damage penetrating and damaging her damages her attacker as well. Armor will not help against the damage reflected to the attacker, though it will act normally on the priestess. Poison or blade venom are not reflected, but damage-increasing spells like Bladesharp are. Hit locations remain constant, so that if the priestess is hit in the head, the reflected damage will go to the attacker's head.

EXAMPLE: Ramba the Xiola Umbar priestess casts this spell in a fight against an elf. The spell takes effect on SR 3

and the elf hits with a long spear on SR 3 as well, simultaneously. The elf rolls an impale and also adds in his Bladesharp spell for a total of 18 points of damage. Ramba has 4 points of armor, so 14 penetrate to her abdomen (since that is the hit location rolled). This is a substantial amount, and all 14 go directly to the abdomen of the elf, whose 6 point armor plus 4 point Protection spell do not count, and he dies.

Shield will protect against the effects of this spell. It is stackable with Attract Attention.

SHIELD OF DARKNESS: 1-point spell, duration 15 minutes, range 160 meters, reusable, stackable to 4 points.

This spell is only available to chief priests and high priests of this cult. Rune lords may also gain it on a one-use basis.

The spell acts as 2 points of Protection and 2 points of Shimmer per point. Additionally, it always creates a Darkwall effect. It is stackable with any battle magic spell, but not with Shield, Absorption, Reflection, or Spirit Block.

SUBSERVIENT CULTS

The protection of Xiola Umbar is withdrawn from those desiring to leave her cult. If an apostate were to commit vile deeds in addition to forsaking the cult, he will incur the eternal hatred of all worshippers of Xiola Umbar and her associated cults, which include Zorak Zoran. There is no spirit of reprisal.

ASSOCIATED CULTS

Kyger Litor

The mother of trolls grants her friend and midwife this spell:

DARKSEE: 1-point spell, duration 15 minutes, range 160 meters, reusable, non-stackable

This spell allows creatures which see best in full daylight to see in the dark as if it were full daylight. Creatures which are primarily nocturnal can see in full daylight as if it were their accustomed dark. The spell negates the effects of sunlight on trollkin and cave trolls. It negates the effects of the Kyger Litor Blinding spell.

Zorak Zoran

Xiola Umbar's wayward brother gives this spell for battle:

FEAR: 1-point spell, duration instantaneous, range 160 meters, reusable, non-stackable

This spell acts as the attack of a shade with the same POW as the spell's caster. It must be cast on a single target, who can be anywhere within range and the perception of the caster.

MISCELLANEOUS NOTES

Trolls in general despise Xiola Umbar for her protective attitude toward the weak and toward trollkin, but all love her healing abilities. A priestess of this cult must always be present at any game of Troll Ball, but the cult never sponsors teams.

Xiola Umbar is the patron deity of children, grandmothers, and princesses in distress. Few humans or other mortals will admit to disliking her. Although friendly to Yelm, most other Light/Fire gods are unable to overcome prejudice towards her.

Zorak Zoran

MYTHOS AND HISTORY

Zorak Zoran was a god of Darkness, little-noted in early myths where he is, at best, mentioned as attending his sister, Xiola Umbar, or his friend, Kyger Litor. He is known to have taken some trolls to wife during Godtime and fathered some Mistress Race dynasties, but many gods did that.

Zorak Zoran came into his own when Death was discovered within the depths of the Underworld. Zorak Zoran was watching, and conceived a passions for the "new power" which Eurmal stole for his friend, Humakt. Zorak Zoran followed this power like a shadow as it passed from hand to hand until he saw and seized the opportunity which made his name known throughout the heavens. Seizing Death as his own, he cut down Flamal, a god most beloved by all the world. That act worsened the Lesser Darkness by bringing on the Great Hunger as well.

In the Darkness he fought and wounded Yelmalio, son of the Sun, and stole his Fire powers for his own cult. Later he feuded with Orlanth as well, and their fight made that air god decide to rescue the Sun and try to reassert the Gods Age. Zorak Zoran has held a grudge against Orlanth ever since for bringing back the Light.

Chaos entered into the cosmos along the same route of jealousy, fear, and death which was pioneered by Zorak Zoran, and that god was glad for his warlike prowess when the muck of the void washed upon the world. He led in the struggle and grew to be favored by many trolls who fought with him. He was instrumental in halting the festering growth of evil before the return of the Sun. At that time he earned his title of Lord God of the Legions of Death.

The rise of the Sun was allowed by the cosmic compromise called Time, which demanded that all living gods preserve one-half of their former or present rule in the new world. Zorak Zoran was among the great Darkness deities who made sure that half the world would be Dark, and he was leader of those who opposed allowing the sun to return at all.

Zorak Zoran was a widely-worshipped deity at the Dawning, having been embraced by many ignorant and savage remnant peoples during the terror of the Darkness. He grew even greater in the Dawn Ages when the First Council reached its limit and became the warlike Second Council. The Legions of Death did much to assure the Council's supremacy, despite the losses it wrought among the worshipping population.

At the end of the Dawn Age the cult fought the infamous Gbaji prophets, but the savage violence of Zorak Zoran broke itself against the evil god's subtleties, and only a few bands of survivors marched to Gbaji's final doom.

In the Empire of the Wyrm's Friends, the Zorak Zoran worshippers formed a powerful council in Shadows' Dance, and held more power then than did Kyger Litor. They aided the dragons in the Dragonkill War at the end of the second age, but destroyed themselves, typically, in wars with the Aldryami of the Elder Wilds.

Zorak Zoran remains strong among trolls and other races desirous of his famed battle rage. Zorak Zoran worshippers were among the trolls who conquered the city of Pavis, and troops of Zorak Zorani serve the witch Cragspider. The cult is often disliked or feared, but its powers are always recognized.

True worshippers of Zorak Zoran have no fear of death. They know that when they leave their mangled bodies, their souls will pass to Zorak Zoran's fortress in Hell, where they will join his fabled immortal Legions of Death to engage in perpetual warfare against the incursions of chaos.

Worshippers of this god expect their only funeral rite to be a Create Zombie spell. They hold no regard for their mundane shells after death. To be made into a fighting zombie or skeleton, or even a ghost if possible, is an honor.

A Darkness deity, Zorak Zoran has that Rune, and also, as a major deity of Death, that Rune as well.

NATURE OF THE CULT

Zorak Zoran is the mindless explosion of fear and frenzy against both order and chaos which finds its only justification and satisfaction in unlimited violence. As much as the rest of the world might regret it, this entity is one which helped save the world and whose powers may be needed again. He is part of the Cosmic Balance.

In any area where there is troll dominance, he is an important god, and all generals and other war leaders probably belong to his cult. Even in non-troll areas, some war leaders are likely to be at least initiates of his cult. Members are accepted as part of troll society, but the Death Lords and Death Priests among them are left alone to do as they wish.

The cult works fairly well with all Darkness deities, and has a particular fondness for Cragspider, the hero witch of Dragon Pass. Cragspider's troll gangs are usually made up of Zorak Zoran worshippers. Zorak Zoran's greatest fondness, of course, is for slaughter and bloodshed, and torture is a legitimate form of questioning. In particular, any stratagem or dirty trick used against the primal enemy, chaos, is legitimate and encouraged.

This deity's dislike for Humakt is well-known. He also has no love for Light, and the Sun Dome temple (which worships Yelmalio) is a frequent target for his cult's anger. Because the Red Moon includes chaos, and has the effrontery to shed Light where the Compromise decreed there would be no Light, the Red Goddess has been Zorak Zoran's prime target since her apotheosis, and many a troll army has either broken against a wall of Lunar hoplites, or has driven them from the field. Mostal, father of dwarves, and Aldrya, mother of elves, are old enemies of Zorak Zoran, dating from wrongs committed in Godtime. These deities return the hatred.

The cults likes fighting and trouble, and they also like to intimidate and pillage. Should anyone be so foolish as to capture one of their number, the cult tries to rescue the captive (at any cost) and destroy the captor. Blood vengeance for cult members slain by outsiders is integral to the cult.

ORGANIZATION

The temples of Zorak Zoran are organized on regimental lines, with a Death Captain in charge of each temple whose duty it is to raise a regiment in case of mobilization of all

worshippers – which has happened more than once. As a rule the temples are independent, but a mobilization order immediately puts all worshippers under the command of the Lord General of Death.

Each temple of Zorak Zoran is organized into Companies, with a priest (called a Death Priest) or a lord (called a Death Lord) as captain of each company. The Death Captain, who is usually both priest and lord, presides as commanding officer and ceremonial leader. Each priest or lord has a Company sworn to his service, so that the size of temples varies greatly, depending on how many priests and lords are available. Beginning priests and lords usually receive second-in-command positions within established companies until they have faced a battle at that rank, then they are given a section of an old company.

Most centers of Zorak Zoran power lie wherever the priests choose to be. These are the dark and shadowed regions of the world, lurking where unexpected and most needed to fight against Light or Chaos.

The high holy day of the cult is Darkday of Death week of Dark season. On that day, cultists like to challenge lone Humakti to single combat and then gang up on him for an easy kill. On this day they all use spells and expend themselves in great berserk frenzies occasionally killing themselves as well as many innocents. Other holy days are celebrated on the Darkdays of Death weeks of the other seasons. If near a temple, a Zorak Zoran worshipper is expected to leave an offering each Darkday.

LAY MEMBERSHIP

Dark trolls, great trolls, Mistress Race trolls, men, dragonewts, beast men, and baboons are welcome to join this cult. Only exceptional trollkin are permitted. Elves and dwarves are forbidden, as are all creatures tainted with chaos, including cave trolls and ogres. To join, the lay member must pass a test which ias abstracted for game purposes by a roll of (STR+CON)/2 times 5 or less on D100.

Lay members must join the company of a particular priest or lord and be ready to fight with him if called. A member is expected to have and maintain a mace, a maul, and a sling. He must also have a month's rations ready to take with him at a moment's notice. Lay members are expected to sacrifice the normal point of POW each holy day and to make an offering of kind or money on Darkday of each week.

Each lay member may live in an enclave of the temple, which is fortified and guarded day and night. His dependents also are taken care of in these enclaves, even if they are trollkin. A once-per-week market lets worshippers obtain supplies at reduced rates. The market is usually run by a Death Priest special company member.

Lay members are taught all smashing weapons at one-half price, as well as Medium Shield. They may also increase their Strength at one-half normal price, and the skills of Camouflage, Climb, Jump, Hide in Cover, and Trap Set are taught at half price. Lay members who can serve the regiment in ways other than fighting may learn Armor making at half price and are made part of a priest's special company for that purpose.

Zorak Zoran lay members have access to all normal battle magic spells, as modified by the chart below.

Half Price: Bludgeon, Darkwall, Extinguish, Fanaticism
Double Price: Bladesharp
Prohibited: Light, Lightwall

INITIATE MEMBERSHIP

A prospective initiate must be at least 75% in one of the cult weapons skills and one of the cult non-weapons skills as well. He must be ready to be promoted to a position of leadership within his company and must take a test, abstracted here by (CHA+STR)/2 times 5 or less on D100.

The initiate is expected to sacrifice two points of POW each holy day, and one point each Darkday. The initiate will be given command over several lay members, and be on call for special missions. He is obliged to work bodyguard details and generally protect the community.

The initiate has the same privileges of the enclave and weekly market as does the lay member.

In addition to the skills listed under Lay Membership, initiates may purchase training in Oratory and Brew Blade Venom at half the normal price.

Initiates may learn all spells available to lay members, and are also bound by their prohibitions. They may purchase, in addition, Demoralize, Detect Enemy, Dullblade, Firearrow, Fireblade, Ignite, and Protection for half price.

Initiates may learn cult (but not associate cult) Rune magic on a one-use basis, as usual.

RUNE LORD MEMBERSHIP: DEATH LORDS

The Zorak Zoran Death Lord (the equivalent of Rune lord in other cults) is expected to be the embodiment of his bloody-minded deity. Death Lords are leaders of charges and reavers of foes, and they show no mercy. Their prisoners are sacrificed and their hearts eaten. He who opposes a Death Lord must conquer or die horribly.

A Death Lord must be at least 90% with Mace and have a Charisma of 14 or more. An Oratory of 90%+ may be substituted for the Charisma. He also must have three of the following skills: Brew Blade Venom POT 10, or be 90% with blunt missile (Sling or Thrown Rock), Shield parry, Hide in Cover, or some other weapon. To be formally accepted as a Death Lord, the initiate must pass a test abstracted as (STR + CHA + Lunars donated/100)/3 times 5 or less on D100. Death Lord candidates must have a minimum POW of 15.

The Death Lord must look to the welfare of any followers (as long as they can follow), and never retreat in the face of a foe unless so commanded. They must never willingly cooperate with Aldrya, Humakt, Mostal, Orlanth, or Yelmalio worshippers, and (at least) refuse to deal with any Lunar worshippers met. No troll may use iron, and Death Lords of the cult wear lead magically treated to have the qualities of bronze, even if they are not trolls.

The Death Lord's company attends their commander. The Death Lord receives a tithe of the proceeds from the company's market. The company is sworn to protect and rescue its Death Lord. Death Lords may sponsor their own trollball team.

RUNE PRIESTHOOD: DEATH PRIESTS

Death priests, the equivalent of Rune priests in other cults, act as chaplains for their companies, and also command them. They may train in their cult weapons of Mace, Maul, and Sling up to the limit of DEXx5, but cannot raise their Dexterity. They may participate in Strength training. When they attain Chief Priest status, they may

take leave from priestly duties to increase themselves to Death Lord level.

A Death priest candidate must satisfy the usual criteria for priests, including the ability to Read and Write Darktongue 80%. This last is usually learned at a Kyger Litor temple, and no price reduction is possible. A Death priest candidate must have served as an initiate for at least four years.

Death priest restrictions are identical to Death Lord restrictions, and Death priests enjoy the same benefits as do Death Lords.

Death priests have access to all standard Rune magic spells. They may summon shades of every size. There are also special cult Rune spells.

CREATE GHOST: 1-point spell, duration instantaneous, range 40 meters, reusable, non-stackable.

Binds the spirit of a sacrificed victim or a just-killed volunteer initiate of Zorak Zoran into an area as a ghost, as described in RuneQuest. The priest must engage the target's spirit successfully for one round of spirit combat to create this binding. Unlike the similar Humakti spell, the victim need not volunteer.

CREATE SKELETON: 1-point spell, duration instantaneous, range 40 meters, reusable, non-stackable.

Using the bones of a victim, the priest animates the skeleton at the victim's old level of competence (with a limit of DEX times 5) as described in RuneQuest.

CRUSH: 1-point spell, duration 15 minutes, range 40 meters, reusable, stackable to 4 points.

Each point of this stackable spell adds 10% to the user's chance of hitting with the affected blunt weapon and adds 1D4 to the damage done. Weapons so treated take on a black sheen.

FEAR: 1-point spell, duration instantaneous, range 160 meters, reusable, non-stackable.

Affects the victim like the initial attack of a shade with the same POW as the caster. A priest using the spell can use regular POW to back up the spell as with battle magic, so as to punch through Countermagic or Shield. This spell only affects a single victim. If the spell overcomes the victim's POW, the priest may try for a Power Gain Roll.

BERSERKER: 2-point spell, duration 15 minutes, range 80 meters, reusable, non-stackable.

This spell acts as a Fanaticism, Vigor, and Countermagic 2 spell all rolled into one. If the attack percentage of the user exceeds 100%, the user can hit two times a melee round by dividing his percentage against two different targets, as does a weapons master or Rune lord. This spell is more effective against creatures of chaos: the character hits at twice normal instead of half-again as normal, and will be protected by Countermagic 4. Persons affected by this spell must make a roll of their INT on D100 each melee round to stop fighting before the 15 minutes is up. Should no foes be alive or visible, then they will attack friends, mounts, trees, and each other. The user need not attempt his INT roll unless he desires to do so.

CREATE ZOMBIE: 2-point spell, duration instantaneous, range 40 meters, reusable, non-stackable.

This spell creates a zombie out of a newly-slain victim. The zombie is as shown in RuneQuest. Preserving some flesh and applying the equivalent of Strength and Vigor spells forces this to be a two-point spell.

SEAL WOUND: 2-point spell, duration 15 minutes, range 160 meters, reusable, non-stackable.

Damage done by the weapon this spell is applied to will not regenerate or heal magically, but must be healed in the normal time it would take. Thus Healing 2 will cauterize a wound, but not heal it, Healing 6 will restore a limb but not mend it, etc.

SEVER SPIRIT: 3-point spell, duration instantaneous, range 160 meters, non-reusable, non-stackable.

This spell acts as a bludgeon to smash the spirit of a character away from his body. The priest must make a successful POW vs POW roll. If successful, the victim is dead. If not, the victim takes 1D6 damage to his CON, the effects being similar to poison damage.

Note: since Humakt is the prime death god, only Humakt's cult can reuse this spell without further sacrifice of Power.

SUBSERVIENT CULTS

Spirit of Reprisal: Hell Roar

The cult of Zorak Zoran relies upon its members to carry out retribution against offenders within its ranks. These offenders are usually slain and their brains sacrificed to Hell Roar and Zorak Zoran. The spirit named here has an INT of 18 and a POW of 30, but does not engage in attacks itself. It acts as a defensive screen for any Zorak Zoran party which has gone to right the wrongs done by offending members. It screens by engaging in spirit combat with any spirit sent against a Rune level member of the party, thereby defending against this dangerous form of attack.

The spirit's name comes from the sound it makes. Offenders will begin to hear a whistling sound whenever the party sets off to right the wrong. The noise grows until, shortly before the attack, it is the sound of the roaring winds of gloom and darkness which shroud the underworld. Amid such noise the party will attack the defender.

Amanstan

This spirit of fire houses the magic which Zorak Zoran stole from Yelmalio during the Great Darkness, and is the source of the fire battle magics of the cult. It is also the source of the cult ability to Summon Salamanders of any size. This ability of Darkness to overcome Fire is unique to Zorak Zoran, and makes his cult very impressive to other Darkness forces and trolls. However, the effort is strenuous, for members must sacrifice twice the normal number of Rune points to get the spells. Thus, a priest must expend 2 points of characteristic POW to get a small Salamander, 4 points for a medium Salamander, and 6 points to obtain a Summon Large Salamander spell. This sacrifice of Power may be performed over a period of several weeks, but the spell is not manifest until all the Power has been expended.

ASSOCIATED CULTS

Kyger Litor

Zorak Zoran's old associate allows one of her Rune magic spells.

DARKSEE: 1-point spells, duration 15 minutes, range 160 meters, reusable, non-stackable.

Allows creatures who see best in full daylight to see in the dark as if it were daylight, and vice versa. This spell negates the effects of sunlight on trollkin and cave trolls, and negates the effects of the Kyger Litor Blinding spell.

Storm Bull

The Storm Bull has always had a soft spot in his heart for this fellow chaos fighter, and allows him the use of a spell for that purpose.

FACE CHAOS: 1-point spell, duration 15 minutes, range 160 meters, reusable, non-stackable.

When cast on a member of the cult, the member will stand and fight even if he would rather run away. Initiate and Rune-level members are expected to stand anyway, but the spell will work on them if needed.

Xiola Umbar

The goddess of the Solace of the Dark Deep Within is Zorak Zoran's sister. From her the priests obtain the following Rune magic.

HEALING TRANCE: 1-point spell, duration as needed range touch, reusable, non-stackable.

The target of this spell falls into a deep trance during which his bodily processes speed up by a ratio of 8:1. Thus, a wound which normally would take eight weeks to heal will take only one week, CON will build back up faster after a poison attack, etc. Also, Healing spells may be applied one melee round after another in the same spot without a five-melee round wait. The user of this spell will remain in an undisturbed trance state until all necessary healing is done. During this time, those under the trance must be cared for and fed.

MISCELLANEOUS NOTES

This form of the cult of Zorak Zoran supercedes that in the first edition of Cults of Prax.

Rune level and initiate members of Zorak Zoran prefer clothes which are dominantly blood-red. Their distinctive weapon is the flanged mace.

While Zorak Zoran is a military god, with great emphasis on bravery and fighting, his companies do not tend to be well-organized. Everywhere but within the temple, they are known as gangs, for they have no particular order to their marches or attacks. Some disciplined Zorak Zoran units are known, but they are exceptional. Troll and other-race units of Zorak Zoran make headlong mass attacks — long sweeps to the flank are not their style. For frontal charges or for holding a line, these fighters cannot be beaten, and can be matched only with difficulty.

Industrial Insects

Trolls use many varieties of giant insects, and these arthropods are likely to be found in their territories. Where there are insects, there are arachnids preying upon them. This section covers game statistics and characteristics of various types of insects players are likely to meet. It is far from a comprehensive review, but it provides interesting types for play, and it serves as a solid base for those referees who wish to expand upon it.

There are two main types of arthropods listed here: insects and arachnids. Arachnids are as different from insects as birds are from mammals. Arachnids covered here are the spider, scorpion, vinegaroon, tick, and solpugid. The crab, peripatus, and centipede are different groups from either insect or arachnid, and all the others are insects.

Many insects are relatively poor fliers, while others are extremely good. All flying insects have a Fly skill. Whenever an insect (or other flying animal) wishes to take off, it must launch itself, and then make its Fly roll. It may do nothing else in the round in which it takes off. If it fails its flying roll, it remains on the ground, and may try again next round. Once airborne, it need not roll again unless wounded in a wing, adverse air conditions are encountered, or the animal tries to perform some fancy flying maneuver. If a flying creature fails a Fly roll while airborne, it may attempt to resume flying while it falls. It will fall its SIZ in meters each round if conscious. If unconscious or diving, it will fall faster – the amount to be determined by the referee.

Insects are more resistant to damage than are most other arthropods, and are not functionally incapacitated by the loss of a leg. Also, all damage past the base hit points of a leg is not counted against the arthropods hit point total. If an arthropod with a 3 point leg took 5 points damage in that leg, only 3 points would be counted against his hit points. This also applies to wings.

GIANT ANTS

Ants are irrepressible and notorious hoarders, and an ant colony's storage bins may contain quite a bit of treasure among the rubbish. 15% of encounters will be with the nest itself, 80% with a party of foragers, and 5% of the time it will be with a war party. Foragers are just out for food, and a strong party of adventurers will probably be too tough for them to attack. A war party may consist of as much as half the entire ant nest's population, out to attack a nearby rival nest, termite mound, or even human village.

If the ants' nest is attacked, the ants will fight back vigorously. They will set up ambushes, emplace barricades, and send out scouts. If the nest is entered, the ants will try to cut off the invaders with mobs of warriors, or close off passages ahead of them. Poisoning the ants may be tried. In no case would more than 1-6% of the ant colony be poisoned in a single attempt. Once hit by a particular poison type, the ants will remember its smell and avoid it, except to set up ambushes around the bait area.

Some types of ants are slavers and send out forces to capture other ants or even intelligent beings and use them as slaves. Normal ant nests have about 10-40% of the colony as warriors. Some types of ants have only workers, and some, like slaver ants, have only soldiers. Many types of ants have more than one queen, placed in separate chambers underground. Ants vary enormously in size. The type given here is an ordinary garden variety.

GIANT ANT HIT LOCATION TABLE

Location	*D20*	*Points (10-12 base)*
RH LEG	01	2
RC LEG	02	2
LH LEG	03	2
LC LEG	04	2
ABDOMEN	05-08	5
THORAX	09-12	5
RF LEG	13-14	2
LF LEG	15-16	2
HEAD	17-20	4

Worker Ant

Characteristics	*Average*		
STR 3D6	7	Move	10
CON 3D6	10-11	Avg Hit Points	9-10
SIZ 1D6+2	5-6	Defense	05%
POW 2D6	7	Treasure Factor	7
DEX 2D6+6	13		

Weapon	*SR*	*Attk*	*Damage*
Bite	9	30%	1D8

ARMOR: 3 point chitin

SKILLS: Track 50%

Soldier Ant

Characteristics	*Average*		
STR 4D6	14	Move	10
CON 2D6+6	13	Avg Hit Points	12
SIZ 2D6	7	Defense	05%
POW 1D6+6	9-10	Treasure Factor	11
DEX 2D6+6	13		

Weapon	*SR*	*Attk*	*Damage*
Bite*	8	30%	1D10
Sting*	8	30%	1D6 + poison POT 1D6

*soldier ants may bite and sting the same target simultaneously.

ARMOR: 4 point chitin

SKILLS: Track 50%

GIANT CENTIPEDES

Giant centipedes are lengthy, rather horrifying-looking monsters. They emit a clacking noise as they run along. Each leg is tipped by a sharp, hard point and is connected to a poison gland. Giant centipedes have dozens of legs, and it is unlikely that a character will be able to hit the same leg twice. Centipedes are fast, nocturnal predators. They are most often found in desert or jungle areas. The stats below are for a rather small specimen.

Characteristics	*Average*		
STR 6D6+12	33	Move	12
CON 2D6+12	19	Avg Hit Points	23
SIZ 8D6	28	Treasure Factor	18
POW 3D6	10-11		
DEX 3D6	10-11		

Weapon	*SR*	*Attk*	*Damage*
Bite*	7	75%	1D6+3D6

*injects a poison with a POT equal to the centipede's CON/2.

ARMOR: 5 point chitin

HIT LOCATION TABLE

Location	*D20*	*Points (22-24 base)*
HIND BODY	01-03	8
R REAR LEGS	04-05	5 each (10-20 legs)
L REAR LEGS	06-07	5 each (10-20 legs)
MIDBODY	08-10	9
R FORE LEGS	11-13	5 each (10-20 legs)
L FORE LEGS	14-16	5 each (10-20 legs)
HEAD	17-20	8

GIANT CRABS

Crabs are the largest of all arthropods, but the more gigantic crabs are deep-water. When not in the breeding season, crabs are known to range several miles inland. Crabs are scavengers and omnivores. They will attack anything that appears remotely edible.

Characteristics	*Average*		
STR 3D6+24	34-35	Move	8
CON 2D6+6	13	Avg Hit Points	19
SIZ 3D6+24	34-35	Treasure Factor	22
POW 3D6	10-11		
DEX 2D6	7		

Weapon	*SR*	*Attk*	*Damage*
Claw*	8	50%	1D10+3D6

*Both claws may be used at once.

ARMOR: 12 point shell

SKILLS: Camouflage 75%

GIANT CRAB HIT LOCATION TABLE

Location	*D20*	*Points (19-21 base)*
RR LEG	01	6
RH LEG	02	6
LR LEG	03	6
LH LEG	04	6
HIND BODY	05-08	8
RC LEG	09	6
RF LEG	10	6
LC LEG	11	6
LF LEG	12	6
R CLAW	13-15	7
L CLAW	16-18	7
FORE BODY	19-20	8

GUARD BEETLES

Large tameable beetles. They are a basic troll insect and come in many varieties. They are carnivorous, and generally incapable of flight.

Characteristics	*Average*		
STR 2D6+12	19	Move	6
CON 3D6+6	16-17	Avg Hit Points	18-19
SIZ 3D6+6	16-17	Treasure Factor	13
POW 1D6+6	9-10		
DEX 2D6	7		

Weapon	*SR*	*Attk*	*Damage*
Bite	9	50%	1D10+1D6

ARMOR: 6 point chitin

GUARD BEETLE HIT LOCATION TABLE

Location	*D20*	*Points (19-21 base)*
RH LEG	01	5
RC LEG	02	5
LH LEG	03	5
LC LEG	04	5
ABDOMEN	05-08	8
THORAX	09-12	8
RF LEG	13-14	5
LF LEG	15-16	5
HEAD	17-20	7

HAM BEETLES

Small beetles related to the leaf beetles common everywhere. They are strictly herbivorous and about the size of a large ham. They are raised for food by trolls and fly in flocks. Familiars in ham beetles serve as flock leaders, and the beetles will follow such leaders wherever desired.

Characteristics	*Average*		
STR 1D3	2	Move	4/8
CON 2D6	7	Avg Hit Points	5
SIZ 1D4	2-3	Defense	05%
POW 1D6+2	5-6	Treasure Factor	4
DEX 3D6	10-11		

Weapon	*SR*	*Attk*	*Damage*
Bite	10	20%	1D4

ARMOR: 2 point chitin SKILLS: Fly 50%

HAM BEETLE HIT LOCATION TABLE

Location	*D20*	*Points*
Body	01-20	All

GIANT FLIES

These are not especially terrible opponents, but are useful for mounts or as food.

Characteristics	*Average*		
STR 2D6+6	13	Move	6/12
CON 3D6	10-11	Avg Hit Points	11-12
SIZ 3D6+3	13-14	Defense	10%
POW 2D6	7		
DEX 2D6+12	19		

No Effective Attacks

ARMOR: 3 point chitin

SKILLS: Fly 120%, Spot Hidden 85%, Acrobatics 95%

GIANT FLY HIT LOCATION TABLE

Location	*D20*	*Points (10-12 base)*
RH LEG	01	2
LH LEG	02	2
RC LEG	03	2
LC LEG	04	2
ABDOMEN	05-07	5
THORAX	08-09	5
R WING	10-12	3
L WING	13-15	3
RF LEG	16	3
LF LEG	17	3
HEAD	18-20	4

GIANT HONEYBEES

95% of the time, a bee encounter will be with the foraging insects, not with the hive itself. Foraging bees usually avoid conflict. The stores of pollen on a bee's legs or her stores of nectar may be valuable. If the nest itself is attacked, the only treasure within is usually honey (but see the Grubfarm scenario). If certain special types of flowers are around, the honey may be very sweet, bitter, poisonous, or magical.

Smoking out a hive of giant bees is pretty much impossible. The hive will be several tens of meters across, and the bees would immediately fly towards and attack the individuals trying to use the smoke.

There are three castes of bees: workers, drones, and queens. Drones are identical to workers, but have no sting attack. Queens have a POW of 2D6+6 and have +12 added to both SIZ and STR. Also, a queen's attack with both bite and sting will be 80%+.

The sting of a worker bee can impale. If it does, then it tears out of the bee's body and remains imbedded in the victim. The worker bee will die 3D6 rounds later and will continue to attack by biting until then. Each round that the stinger remains imbedded in its victim, it pumps poison with a POT of 1D6 (roll each round) into his veins. The stinger will remain active and pumping for 2D6 rounds. The stinger is barbed and very difficult to pull out. The victim must roll his STR/2 + CON/2 or less on D100 to succeed. If he is helped, each additional person may add his STR as a percentage to the chances of getting the stinger out.

Characteristics	*Average*		
STR 4D6	14	Move	6/10
CON 2D6+6	13	Avg Hit Points	13
SIZ 2D6+5	12	Defense	05%
POW 2D6	7	Treasure Factor	14
DEX 2D6+6	13		

Weapon	*SR*	*Attk*	*Damage*
Bite*	7	30%	1D6+1D4
Sting*	7	30%	1D6+1D4†

*A bee can both bite and sting in the same melee round.
†the sting injects poison with a POT equal to one half the bee's CON score. It can also impale (see description above).

ARMOR: 4 point chitin

SKILLS: Fly 95%, Sense Intruder 60%, Spot Flower 75%

GIANT BEE HIT LOCATION TABLE

Location	*D20*	*Points (13-15 base)*
RH LEG	01	3
LH LEG	02	3
RC LEG	03	3
LC LEG	04	3
ABDOMEN	05-07	6
THORAX	08-09	6
R WING	10-12	4
L WING	13-15	4
RF LEG	16	3
LF LEG	17	3
HEAD	18-20	5

GIANT LOCUSTS

Giant locusts (grasshoppers) will not fight unless crippled, cornered, or hungry and outnumbering their foe. They prefer vegetable matter by far, and as long as there are any plants around, they will eat only that. They fly in largish swarms and devastate entire regions.

The locust's bite is accompanied by the secretion of a vile brown goo that has two effects. First, it reduces the victim's CHA by 1D10 points till washed off with any cleanser. Second, it acts as POT 1 Blade Venom.

Characteristics	*Average*		
STR 2D6+18	25	Move	8/11
CON 2D6+6	13	Avg Hit Points	17
SIZ 2D6+18	25	Treasure Factor	14
POW 2D6	7		
DEX 2D6+6	13		

Weapon	*SR*	*Attk%*	*Damage*
Bite*	6	25%	1D10 + goo (see description)
Kick*	6	45%	1D8+2D6

*A locust may both bite and kick in a round, but not vs the same opponent. He may only kick rear opponents.

ARMOR: 5 point chitin

SKILLS: Fly 25%, Jump 100%, Spot Hidden 40%

GIANT LOCUST HIT LOCATION TABLE

Location	*D20*	*Points (16-18 base)*
RH LEG	01-03	6
LH LEG	04-06	6
ABDOMEN	07-08	6
R WING	09-10	5
L WING	11-12	5
THORAX	13-14	7
RC LEG	15	4
LC LEG	16	4
RF LEG	17	4
LF LEG	18	4
HEAD	19-20	6

GIANT MOTHS

Giant moths are mainly noted for their beauty. Males can detect females by scent from vast distances. For every 250 meters that the female is distant from the male, his chances for sensing her are only reduced by 05%. For example, if a female were 5 kilometers off, he would subtract 100% from his chances for success. The direction of the wind will also affect his chances for smelling her.

Giant moths have no effective attacks, and are mainly designed to avoid predators. Their skill of Acrobatics (shared by some other flying insects, such as flys) enables them to dodge missiles from ground opponents. The moth may attempt a separate roll for each separate missile. They use the skill to dodge aerial foes in the same way.

Characteristics	*Average*		
STR 4D6+6	20	Move	4/9
CON 3D6	10-11	Avg Hit Points	14-15
SIZ 4D6+12	26		
POW 1D6+6	9-10		
DEX 1D6+12	15-16		

No Effective Attacks

ARMOR: 3 points fur and chitin

SKILLS: Fly 100%, Fly Quietly 90%, Acrobatics 50%, (males only) Smell Female Essence 200%

GIANT MOTH HIT LOCATION TABLE

Location	*D20*	*Points (13-15 base)*
ABDOMEN	01-02	6
RH LEG	03	3
LH LEG	04	3
RC LEG	05	3
LC LEG	06	3
RF LEG	07	3
LF LEG	08	3
RH WING	09-10	5
LH WING	11-12	5
THORAX	13	6
RF WING	14-16	5
LF WING	17-19	5
HEAD	20	5

PERIPATI

These are not arthropods at all, though closely related. They are worms with multiple legs and three rasping mouth saws. They somewhat resemble a cross between a centipede and a caterpillar with tubercular grey skin. Their eyes are on the tips of long tentacles. They cannot withstand drying out, and only live in forests and jungles, preferring periods of heavy rain to come out and hunt. They fear fire and have a 05% chance of becoming demoralized each round that fire is used against them. This chance is cumulative, but the fire must be in some effective form — a lantern or candle will not frighten it.

Characteristics	*Average*		
STR 2D6+20	27	Move	7
CON 3D6	10-11	Avg Hit Points	14-15
SIZ 2D6+20	27	Treasure Factor	13
POW 3D6	10-11		
DEX 3D6+6	16-17		

Weapon	*SR*	*Attk*	*Damage*
Bite*	5	50%	3D4
Glue Squirt*	1	50%	Special†

*The peripatus may attack three times in a round: once with the bite attack and twice with two glue squirts. All three attacks may be against separate foes. It has two firing tubes that it can use to squirt its glue.

†The peripatus can squirt a sticky glue up to 20 meters. This liquid acts as a Glue spell, and the target is immobilized until he can pull free. The gluey liquid has a STR equal to the peripatus' CON. An immobilized target cannot attack or use defense, but he can parry and cast spells.

ARMOR: 2 point skin

SKILLS: Hide in Cover 40%

PERIPATUS HIT LOCATION TABLE

Location	*D20*	*Points (13-15 base)*
REAR BODY	01-06	5
MIDBODY	07-14	6
HEAD	15-20	5

GIANT SCORPIONS

Giant scorpions are dangerous predators. They are normally nocturnal, hiding under rocks or in burrows during the day. They come in many colors. Some giant scorpions have become tied to Chaos in Glorantha, and the scorpion folk evidently descend from these.

Characteristics	*Average*		
STR 3D6+12	22-23	Move	7
CON 1D6+12	15-16	Avg Hit Points	17-18
SIZ 2D6+12	19	Treasure Factor	18
POW 3D6	10-11		
DEX 2D6+3	10		

Weapon	*SR*	*Attk*	*Damage*
Pincer*	8	40%	1D6+2D6 + grapple†
Sting*	8	40%	1D6+2D6**

* A scorpion may attack with both pincers and the sting in a single round against up to three opponents.

† If a pincer hits a foe, he is grappled and must match STR vs STR to escape. A grappled victim may attempt to strike and parry in-

stead of attempting to escape. If a victim is clutched by both pincers, then the sting hits him on any roll of 95 or less (unless he can parry).

** plus poison POT equal to the scorpion's CON

ARMOR: 4 point chitin

SKILLS: Burrow 60%

GIANT SCORPION HIT LOCATION TABLE

Location	*D20*	*Points (16-18 base)*
RR LEG	01	4
LR LEG	02	4
RH LEG	03	4
LH LEG	04	4
TAIL	05-06	6
ABDOMEN	07-09	7
RC LEG	10	4
LC LEG	11	4
RF LEG	12	4
LF LEG	13	4
THORAX	14-16	7
R CLAW	17-18	6
L CLAW	19-20	6

GIANT PRAYING MANTISES

These look like a sort of insect dragon, with long stilt-like legs, a triangular head with razor-edged jaws, and long thorned forelegs. They are naturally well-camouflaged and are very hard to see in forested areas when immobile.

If someone or something is riding a giant mantis, they use a hit location table of 1D10+10 vs all opponents except high llama riders, who are equally high.

Characteristics	*Average*		
STR 8D6+12	40	Move	9/9
CON 2D6+6	13	Avg Hit Points	20
SIZ 8D6+12	40	Treasure Factor	21
POW 3D6	10-11		
DEX 2D6+12	19		

Weapon	*SR*	*Attk*	*Damage*
Foreclaw*	2	65%	1D10+4D6
Bite	4	95%	2D6†

* The mantis attacks with two foreclaws in a single round. If a foreclaw hits its target, the mantis matches its STR vs the target's SIZ, and the target is automatically lifted to the mantis' mouth and bitten on subsequent rounds.

† A mantis may bite someone only if the victim is held in one of its claws. The bite will destroy armor. The mantis will always begin at a single randomly determined location, then feed there until it is destroyed, then move to a second location. Armor protects only until chewed through.

ARMOR: 8 point chitin

SKILLS: Fly 40%, Move Quietly 50%, Hide in Cover 80%

GIANT MANTIS HIT LOCATION TABLE

Location	*D20*	*Points (19-21 base)*
RH LEG	01	5
LH LEG	02	5
ABDOMEN	03-05	8
R WING	06	6
L WING	07	6
RF LEG	08	5
LF LEG	09	5
THORAX	10-12	8
R CLAW	13-15	7
L CLAW	16-18	7
HEAD	19-20	7

GIANT SPIDERS

There are many varieties of giant spiders. There are web-spinners, active mobile hunters, spiders that throw nets of web over their prey, spiders that spit webs and glue their prey to the ground, spiders that leap on their targets and spiders that eat other spiders.

Two types of spiders are covered here — mobile hunting types and web-spinning spiders that will usually try to attack from ambush. The hunters include wolf spiders and tarantulas. The web spiders are ordinary garden spiders blown up to horrible proportions and size.

Small Wolf Spider

Characteristics	*Average*		
STR 2D6+6	13	Move	11
CON 2D6+6	13	Avg Hit Points	14
SIZ 2D6+6	13	Defense	10%
POW 2D6	10-11	Treasure Factor	12
DEX 2D6+12	19		

Weapon	*SR*	*Attk*	*Damage*
Bite	6	35%	1D6+1D4*

* plus poison of POT equal to the spider's CON

ARMOR: 3 point chitin

Large Wolf Spider

Characteristics	*Average*		
STR 4D6+12	26	Move	9
CON 2D6+12	19	Avg Hit Points	23
SIZ 4D6+12	26	Treasure Factor	19
INT 1D6	3-4		
POW 3D6	10-11		
DEX 2D6+12	19		

Weapon	*SR*	*Attk%*	*Damage*
Bite	4	50%	1D6+2D6*

* plus poison of POT equal to the spider's CON

ARMOR: 6 point chitin

Tarantula

Characteristics	*Average*		
STR 6D6+18	39	Move	7
CON 2D6+18	25	Avg Hit Points	32
SIZ 6D6+18	39	Treasure Factor	28
INT 2D6	7		
POW 4D6	14		
DEX 2D6+12	19		

Weapon	*SR*	*Attk*	*Damage*
Bite	4	65%	1D6+4D6*

* plus poison of POT equal to the spider's CON

ARMOR: 9 point chitin

HUNTING SPIDER SKILLS: Climb 90%, Move Silently 50%, Hide in Cover 40%, Jump 90%, Spot Hidden 75%

Small Web Spider

Characteristics	*Average*		
STR 2D6+6	13	Move	9
CON 3D6	10-11	Avg Hit Points	11-12
SIZ 2D6+6	13	Defense	05%
POW 2D6	7	Treasure Factor	12
DEX 2D6+6	13		

Weapon	*SR*	*Attk*	*Damage*
Bite	8	30%	1D6+1D4*
Webbing	2	65%	Special†

* plus poison of POT equal to spider's hit points.

† see note at end of web spider listings.

ARMOR: 2 point chitin

Medium Web Spider

Characteristics	*Average*		
STR 4D6+12	26	Move	7
CON 3D6+6	16-17	Avg Hit Points	20-21
SIZ 4D6+12	26	Treasure Factor	19
INT 1D6	3-4		
POW 3D6	10-11		
DEX 2D6+6	13		

Weapon	*SR*	*Attk*	*Damage*
Bite	6	45%	1D6+2D6*
Webbing	2	65%	Special†

* plus poison of POT equal to spider's hit points

† see note at end of web spider listings

ARMOR: 4 point chitin

Large Web Spider

Characteristics		*Average*		
STR	6D6+18	39	Move	5
CON	3D6+12	22-23	Avg Hit Points	29-30
SIZ	6D6+18	39	Treasure Factor	26
INT	2D6	7		
POW	4D6	14		
DEX	2D6+6	13		

Weapon	*SR*	*Attk*	*Damage*
Bite	6	60%	1D6+4D6*
Webbing	6	65%	Special†

* plus poison of POT equal to spider's hit points
† see note at end of web spider listings

ARMOR: 6 point chitin

† **WEBBING:** Webbing acts as a Glue spell affecting the victim's entire body. The STR of the web is equal to the spider's hit points. Successive layers of web are cumulative and add to the STR of the total. An enswathed victim cannot do anything but attempt to break out. A spider may not bite and throw webbing in the same round.

The range of webbing is equal to the spider's STR in meters and it covers an area equal to 1x1 square meters for small spiders, 2x2 meters for medium spiders and 3x3 for large.

WEB SPIDER SKILLS: Climb 90%, Move Silently 75%, Hide in Cover 60%

GIANT SPIDER HIT LOCATION TABLE

Location	*D20*	*Points (13-15 base)*
RR LEG	01	3
LR LEG	02	3
RH LEG	03	3
LH LEG	04	3
ABDOMEN	05-08	6
RC LEG	09-10	3
LC LEG	11-12	3
RF LEG	13-14	3
LF LEG	15-16	3
HEAD	17-20	6

SOLPUGIDS

Solpugids are little known arachnids that live in desert regions. They are sometimes called jerrymanders. They are non-venomous, have eight long legs, and run swiftly over the sand, looking somewhat like an enormous pale ant or spider. They burrow in the sand and come out at night. They have two long limbs called pedipalps in front which they use to fence with. The pedipalps are tipped with a sucker, enabling them to cling to objects and allowing the solpugid to climb sheer walls. Their jaws are enormous and are the largest and strongest in proportion to their size of anything in the animal kingdom.

SOLPUGID HIT LOCATION TABLE

Location	*D20*	*Points (19-21 base)*
RR LEG	01	5
LR LEG	02	5
RH LEG	03	5
LH LEG	04	5
ABDOMEN	05-08	8
RC LEG	09	5
LC LEG	10	5
RF LEG	11	5
LF LEG	12	5
R PALP	13-15	7
L PALP	16-18	7
HEAD	19-20	8

Characteristics		*Average*		
STR	2D6+30	37	Move	12
CON	1D6+12	15-16	Avg Hit Points	19-20
SIZ	2D6+18	25	Treasure Factor	17
POW	3D6	10-11		
DEX	1D6+18	21-22		

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite*	4	70%	2D10+3D6	—	—
Pedipalps*	4	70%	2D6	90%	—

* The solpugid can attack with both pedipalps and the bite in a single round.

ARMOR: 5 point chitin

SKILLS: Hide in Cover 50%, Move Silently 60%, Run Backwards 90% Climb 90%

STINGWORMS

Stingworms are wormlike, often slimy, grubs varying in length. A common type (the type listed here) is about 2-3 meters long. Their jaws are narrow and glisten with poison. Some types are the larval forms of watch beetles. They are usually found in small colonies.

Characteristics		*Average*		
STR	3D6	10-11	Move	4
CON	3D6	10-11	Avg Hit Points	10-11
SIZ	1D6+6	9-10	Treasure Factor	8
POW	2D6	7		
DEX	2D6	7		

Weapon	*SR*	*Attk*	*Damage*
Sting	10	40%	1D6*

* The sting can impale. It injects a poison with a potency equal to 16. When a victim's CON is overcome, instead of dying, he falls into a paralytic coma. Each day he will lose a point of CON, until he dies. If he is somehow freed from his paralysis, the lost CON may be regained normally.

ARMOR: 1 point skin

SKILLS: Move Quietly 50%

STINGWORM HIT LOCATION TABLE

Location	*D20*	*Points (10-12 base)*
Tail	01-06	4
Body	07-14	5
Head	15-20	4

GIANT TERMITES

Giant termites act like ants in many ways. Sunlight demoralizes them, and they prefer to remain within their immense mounds. Worker termites can create a 10 centimeter thick cement wall that is 3x3 meters across in half an hour if working alone. Each additional worker lessens the time required by ten minutes to a minimum of 10 minutes (for 3 workers). About a third of termite nest inhabitants are the warriors with larger heads and hooked jaws. Some termite mounds employ nasute warriors instead of the normal biting types. A few tropical types have warriors capable of both biting attacks and nasute abilities. Nasutes cannot normally bite. Their head is shaped like a bulb with a long narrow gun-like snout extending out the front.

Termites are never encountered out foraging. Sometimes a cement-like tunnel is encountered going from their mound to a source of wood — these tunnels are packed full of termites. Giant termites dwell in large mounds and grow fungus gardens deep within. Termites cannot be poisoned by laying out bait, for they feed only on their fungus gardens.

If attackers knock a hole in the rock-hard mound, the termites send out soldiers to delay the attackers while workers seal the opening over with cement. If attackers actually enter the mound, then the termites employ their expertise at tunnel fighting. They may lead attackers into blind alleys, which are then sealed off, or surrounded by warriors. The maze of passages within a mound confuse the invader and is nearly impossible to map, as they twist in all three dimensions.

Termites are sometimes attacked anyway, despite the difficulty, to get at their fungus gardens. This fungus is sometimes magical in nature. The effects may vary — eating a fungus may add a SIZ point to the eater, or it may add a POW point, transform him into some other type of organism, give him one-use Rune spell, or transport him onto a different plane. If it appears that the attackers are likely to defeat the termites and pillage them, the termites will usually try to flee with their fungus balls.

Characteristics		*Average*		
STR	3D6	10-11	Move	8
CON	3D6	10-11	Avg Hit Points	9-10
SIZ	2D6	7	Treasure Factor:	
POW	1D6+6	9-10	Workers	4
DEX	3D6	10-11	Warriors	5

Weapon	*SR*	*Attk%*	*Damage*
Worker Bite	9	25%	1D6
Soldier Bite	9	40%	1D10
Nasute Squirt	3	25%	Special*

* Nasutes squirt a globule of fluid up to 20 meters. If a foe is struck by it, it acts as a Glue spell (STR 10) immobilizing the part of the body struck. Leg hits pin the leg to the ground, immobilizing the victim and causing him to lose his Defense bonus as well. Arm hits pin that arm to the body and render that limb useless. A hit on his abdomen pins both legs, and one on the chest pins both arms. A hit on the head causes the victim to take damage as if drowning through suffocation. A head hit also causes blindness and deafness till the goop is cleaned off. Removing the glue requires a successful STR vs STR roll, and the application of a non-water cleanser (such as wine).

Nasutes will always fire in batteries, and they will all aim at the same target each round, though the particular target may vary from round to round.

ARMOR: 3 point head, 1 point elsewhere

GIANT TERMITE HIT LOCATION TABLE

Location	*D20*	*Points (10-12 base)*
RH LEG	01	2
LH LEG	02	2
RC LEG	03	2
LC LEG	04	2
ABDOMEN	05-08	5
THORAX	09-12	5
RF LEG	13-14	2
LF LEG	15-16	2
HEAD	17-20	4

GIANT TICKS

Ticks live anywhere that there are plants large enough for them to cling to. They may lurk under a bush or on a treetop. They often carry disease. An average tick has a POWx3% chance of carrying a random disease. If they bite someone successfully, that person automatically (no CON roll is made) contracts the acute form of any disease carried by the tick. The victim may then try to roll CONx5 to keep from contracting the chronic form of the disease, and so on. The cult of Malia has been known to breed ticks in order to carry a specific disease.

Characteristics		*Average*		
STR	1D6+6	9-10	Move	3
CON	2D6+6	13	Avg Hit Points	11-12
SIZ	1D6+1	4-5	Treasure Factor	10
POW	2D6+3	10		
DEX	1D4+4	5-8		

Weapon	*SR*	*Attk*	*Damage*
Bite	11	80%	1D4+4*

* the tick also injects a POT 1 poison each round that it remains attached. It also drains 1D6 points of STR on each round that it remains attached to the victim. It is possible to pull a live tick off only by matching STR vs STR. So doing causes an additional 2D6 points of damage to whatever area the tick is attached to.

ARMOR: 5 point skin

SKILLS: Hide in Cover 75%, Climb 75%

GIANT TICK HIT LOCATION TABLE

Location	*D20*	*Points (10-12 base)*
RR LEG	01	2
LR LEG	02	2
RH LEG	03	2
LH LEG	04	2
BODY	05-12	All
RC LEG	13-14	2
LC LEG	15-16	2
RF LEG	17-18	2
LF LEG	19-20	2

GIANT WASPS

These are large predators that carry prey off either to eat it in privacy or to feed to their larvae. They are able to carry a rider. Not all wasps live in hives, and there are many types of solitary wasps. The largest solitary wasps are much larger than the largest social hornets and wasps. The type here can be regarded as a hornet or yellowjacket.

Characteristics		*Average*		
STR	3D6+6	16-17	Move	6/12
CON	2D6+6	13	Avg Hit Points	16
SIZ	3D6+12	22-23	Treasure Factor	17
POW	2D6+3	10		
DEX	2D6+12	19		

Weapon	*SR*	*Attk*	*Damage*
Bite*	4	40%	1D6+1D6
Sting*	4	80%	1D8+1D6†

* a wasp may both bite and sting in the same melee round, but both attacks must be against the same opponent.
† plus it injects a poison POT equal to the wasp's CON

ARMOR: 4 point chitin

SKILLS: Fly 90%, Spot Hidden 60%

GIANT WASP HIT LOCATION TABLE

Location	*D20*	*Points (16-18 base)*
RH LEG	01	4
LH LEG	02	4
RC LEG	03	4
LC LEG	04	4
ABDOMEN	05-07	7
THORAX	08-09	7
R WING	10-12	5
L WING	13-15	5
RF LEG	16	4
LF LEG	17	4
HEAD	18-20	6

VINEGAROONS

Vinegaroons are also known as whip-scorpions. They resemble a large maroon scorpion, but the foreclaws are more massive and they lack the dreadful sting. Instead, they have a slender whip-like tail. At the base of the tail is a gland which can spray out various deleterious substances, varying with the species. Vinegaroons are mostly found in jungles, forests, and swamps.

There are basically three types of poison spray. The first type smells like vinegar (hence the common name) and is a cloud of POT 1 acid. It affects all hit locations on the targets and covers an area of 3x3 meters, with a range of 20 meters. It will destroy armor before affecting flesh, including natural armor (which will have to regrow). They can spray out a new cloud each round of combat if they desire. The second type of spray smells like chlorine and is a cloud of poisonous gas surrounding the animal and covering a volume of 3x3x3 meters. The gas has a POT of 2D6. The third type of common spray is a simple squirt of acid, with a POT equal to half the vinegaroon's CON. It smells like formic acid, and hits a single target, doing damage as per hit location. The first type of spray is by far the most common.

Characteristics		*Average*		
STR	4D6+12	26	Move	7
CON	2D6+12	19	Avg Hit Points	17-18
SIZ	3D6+12	22-23	Treasure Factor	16
POW	3D6	10-11		
DEX	3D6	10-11		

Weapon	*SR*	*Attk*	*Damage*
Pincer*	7	60%	1D8+2D6
Spray*	3	100%	Varies with type (see above)

* a vinegaroon can attack with both pincers in the same melee round against one or two opponents. It cannot both attack with its pincers and spray in the same round, unless it has the first type of poison spray (the 1 POT acid cloud).

ARMOR: 5 point chitin

SKILLS: Burrow 30%, Hide in Cover 25%

USE THE SCORPION HIT LOCATION CHART

New Troll Types

MIDGET SLASHERS

These are small troll-types, just beginning the course of development that will eventually result in their descendents actually losing their Man Rune. Midget slashers have lost some INT and are purely carnivorous, unlike true trolls. They still dwell in Pamaltela, and some of the hot trolls there use them as hunting beasts or even shock troops. Their extreme ferocity makes them useful in such fashions.

They have extraordinarily well-developed jaws and fangs for attacking prey. They will hide in ambush until their prey nears and then rush out and run it down, biting out great hunks while it is still alive. They use weapons and some armor – usually poor-quality leather wrapped around their limbs and body. They have long hind legs and a small ball-like torso. They are very grisly in appearance and always attack in packs. An unfamiliar observer could easily mistake them for especially ugly trollkin – a mistake that could prove fatal.

Characteristics		*Average*		
STR	3D6	10-11	Move	9
CON	2D6+6	13	Avg Hit Points	13
SIZ	1D6+6	9-10	Treasure Factor	13
INT	2D6	7		
POW	1D6+6	9-10		
DEX	4D6	14		
CHA	2D6	7		

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Bite*	8	80%	3D6	–	–
Flint Dagger*	8	40%	1D6	45%	8

* midget slashers attack with two daggers (one in each hand) and a bite each round against a single target. Their daggers can impale and their bite can slash.

ARMOR: 2 point skin, plus usually wears 2 point leather.

SPELLS: None, unless trained by other trolls

SKILLS: Hide in Cover 70%, Track 35%

SNOW TROLLS

These trolls are found in the icy wastes north of Peloria and are described in *Uz Lore*. They wear furs and live harsh lives in the harsh snows. Some snow trolls live in mountains further south. They are not exactly the same race as dark trolls, and may be free from the trollkin curse. On the other hand, they are much less able to stand heat than are the dark trolls, and temperatures much over 50° Fahrenheit (10° Centigrade) are very uncomfortable for them. Temperatures over 70° F (21° C) can produce heat-prostration. They are generally friendly to dark trolls and worship some of the same gods. The characteristics of snow trolls are identical to those of dark trolls. Snow trolls are a little fatter, with a thicker insulating fat layer, and their skin color is usually not as dark. They prefer harpoons to clubs.

GIANT TROLLS

Fortunately for humanity and other races, this type of troll became extinct in the Godtime. However, they still live in the Underworld, at the world's dark edges, and on the Hero Plane. They were one of the largest troll varieties, and spawned some races that were even larger than themselves.

Characteristics		*Average*		
STR	10D6+10	45	Move	10
CON	1D6+12	15-16	Avg Hit Points	24-25
SIZ	10D6+10	45	Treasure Factor	25
INT	2D6+3	10		
POW	3D6	10-11		
DEX	2D6	7		
CHA	3D6	10-11		

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Poleaxe	4	60%	3D6+5D6	25%	20
Hvy Mace	6	65%	1D10+5D6	25%	25

ARMOR: 5 point skin. Usually also wears heavy scale for a total of 10 points.

SPELLS: May learn any. Usually has at least Heal 2, plus some other spell useful in combat.

SKILLS: As taught

SEA TROLLS

Sea trolls are a strange aberration. They have thick gilled necks, webbed fingers and flipper-like feet. They are still humanoid in shape, and are not extremely good swimmers, maneuvering somewhat like a frog, rather than a fish. They cannot eat the wide varieties of food that dark trolls can, and are limited to algae and meat. They are very predacious and tainted by chaos.

Their chaotic taint takes the same form as does that of the cave trolls. They dwell in deep caverns and dark seaweed forests underwater and cannot survive for long above the water.

Characteristics		*Average*		
STR	2D6+12	19	Move	8 swimming
CON	3D6	10-11	Avg Hit Points	13-14
SIZ	3D6+12	22-23	Treasure Factor	10
INT	2D6+1	8		
POW	2D6	7		
DEX	3D6	10-11		
CHA	2D6	7		

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Spear*	4	30%	1D8+1+2D6	30%	15
Bite*	7	30%	1D6+2D6	–	–

* can bite and stab both in the same round

ARMOR: 3 point skin

SPELLS: Usually none. Can regenerate 1 point of damage per hit location per round, just as do cave trolls.

SKILLS: Hide in Cover 35%, Swim 90%

HOT TROLLS

Hot trolls dwell only in Pamaltela. They are relatives of the dark trolls through the mistress race, and are immune to the trollkin curse, though they have been handicapped by their loss of Cold. They react to temperature just as does a human, and cannot eat very cold objects. They still do not use fire in any form, and detest it just as do dark trolls. They resemble a dark troll in general outline, but appear almost emaciated, lacking any fat layer whatever, and their ribs often show through their skin. They have the same statistics as do dark trolls.

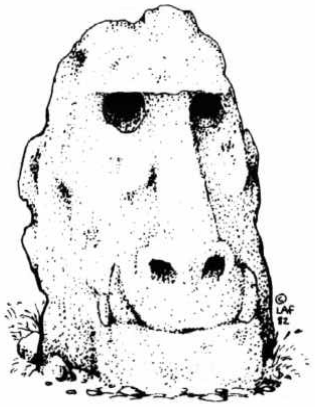
Poor Mapping?

No, this is a vivid example of the migrant nature of the ramshackle troll structures which pass for 'towns'.

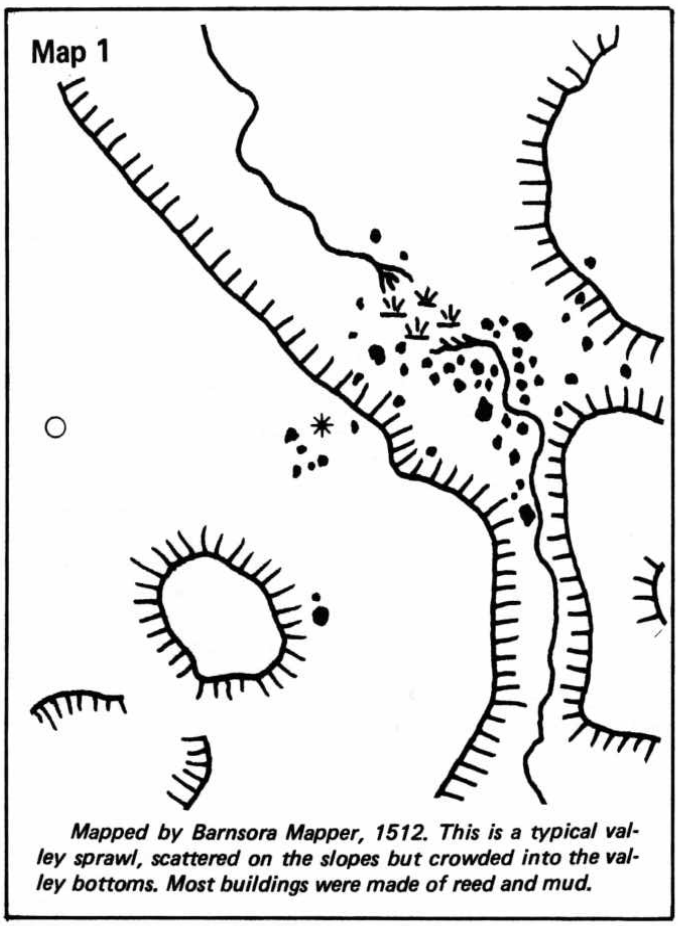
These are three maps of the same region about the town called Staghorn. Staghorn got its name from the artifact illustrated on the left of the page. Nearby was another monument called Tog, shown on the right. Both were sacred troll places and the priesthood lived in the town, supported by hunters, trollkin, and retinue.

Both artifacts are found on all three maps.

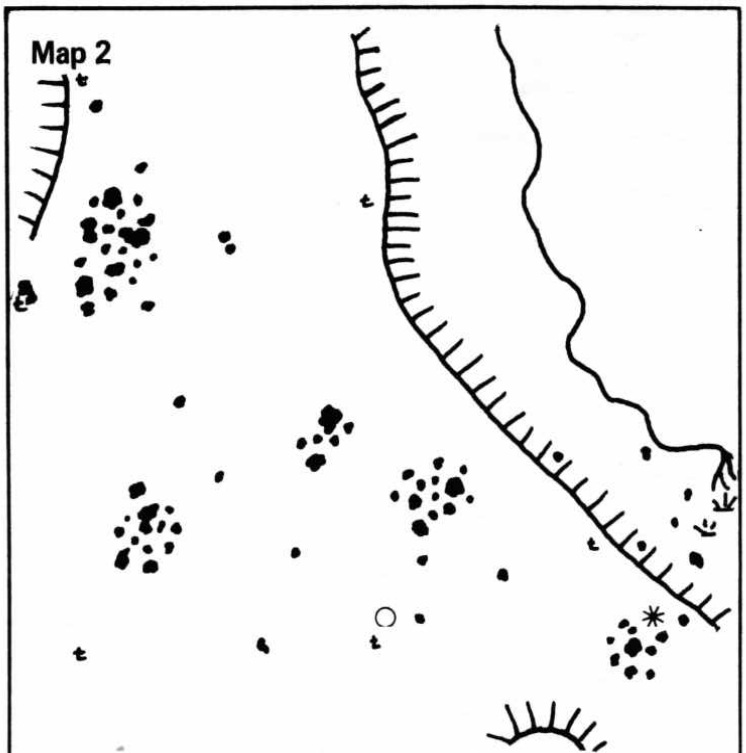
↑ *Antlerhorn* ✳



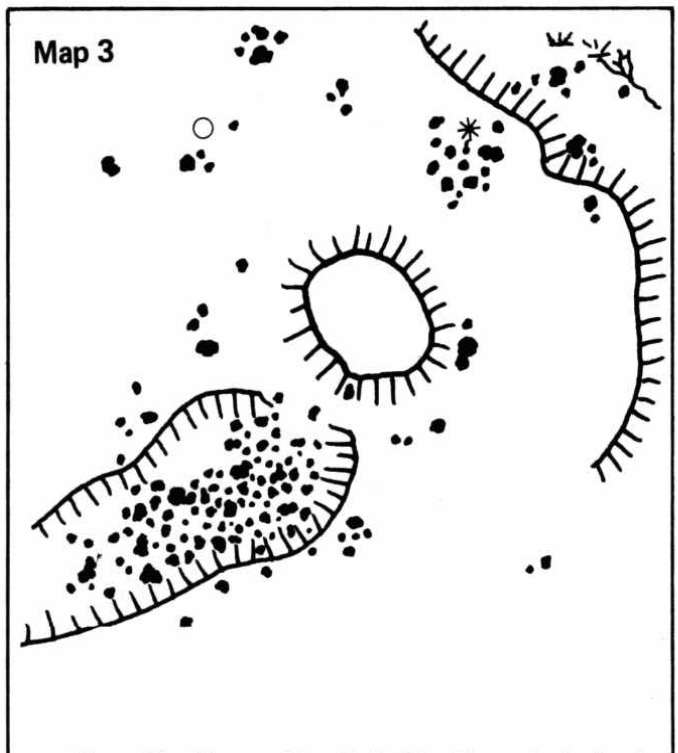
○ *Tog* →



Mapped by Barnsora Mapper, 1512. This is a typical valley sprawl, scattered on the slopes but crowded into the valley bottoms. Most buildings were made of reed and mud.



Mapped by Parvenu Greenink, 1567. When the squalid villages are spread atop the rolling land they tend to be spread out, like this one, with small clusters bunched about the rulers. Areas marked t *are permanent trollkin lookout posts.*



Mapped by Horsten Blue, 1619. The village seized a food-source and simply moved right atop it. The mammoths were driven over the cliff into the valley. Such a food boon caused a rapid increase of population, as shown. Permanent military outposts are not shown.

Glossary

** doubled "R's" are rolled, as in Spanish or Russian.*

AETHER *[AY-ther]* – primal god of Fire and Light. Member of Celestial Court.

ALWOON *[AHL-woon]* THE POET – troll leader who destroyed an elf kingdom in Talastar.

ARACHNE SOLARE *[ah-RAK-ni so-LAHR-uh]* – goddess of nature.

ARANEA *[AH-ran-EE-ah]* – goddess of spiders, worshipped by many trolls, who care for and imitate her creatures.

ARGAN ARGAR *[AR-gan AR-gar]* – the son of night, worshipped by the trolls of the upperworld. God of Surface Darkness.

ARGENTIUM THRI'ILE *[ahr-GENT-ee-um THREE-ee-leh]* – battle in which Pelorian horse nomads were crushed by Praxian beast-riders, trolls, and troops of the Second Council.

ARKAT *[AR-kat]* – a human chaos fighter who became a troll and killed Gbaji, ending the Chaos Wars.

ARRQUONG *[ARR-kwong]* – chaos guardian of an entry into Glorantha.

ASRELIA *[az-REEL-ee-uh]* – goddess of darkness within the earth. Wife to Lodril.

BACKHILL PATH – a route from the underworld to the surface leading through Asrelia's realm.

BELINTAR *[BEL-in-tar]* – early name of the Pharoah, ruler of the Holy Country and slayer of the Only Old One.

BINA BANG *[BEE-nuh BANG]* – troll from Blue Moon Plateau. Wife and conqueror of Lord Lurker in Shadows.

BLACK EATER – mystic darkness being.

BLACK SEA – underworld ocean into which the Styx empties.

BLACK SUN – nickname of god worshipped by humans and trolls in Dozaki's Newhome.

BLIND BIRD'S TREE – underworld site, possibly in Wonderhome.

BLUE MOON CULT – a little-understood troll cult from the Blue Moon Plateau.

BORKLAK *[BORK-lak]* – founder of Borklak's Queendom, a troll kingdom in northwest Genertela.

BOZTAKANG *[BOZ-tuh-kang]* – Chaos-Killer. Third son of Korasting. Source of many troll anti-chaos powers.

BRASTALOS *[brass-TAL-os]* – sea goddess. Wife of Magasta.

CASTLE OF BLACK GLASS – troll city. Capital of Shadowlands.

CASTLE OF LEAD – magic fortress in Shadows Dance. Home of Kyger Litor.

CAVE TROLLS – trolls mutated by chaos during the Chaos Wars, and at other times.

CAYLASH *[KAY-lash]* RHINO – Praxian beast-rider who warred against trolls.

CELESTIAL COURT – ruling council of deities before the Darkness.

CHAOS WARS – term used to refer to the Gbaji Wars. Sometimes also used as a synonym for Greater Darkness.

CIRCLE OF EIGHT – important troll ancestral deities, consisting of the Seven Sacred Ancestors plus Kyger Litor.

CRAGSPIDER – a troll in the spider cult who invoked the Dehori to create the great troll race. She still lives at Cliffhome.

DAGORI INKARTH *[da-GOR-ee IN-karth]* – important troll land north of Prax and Sartar.

DAME DARKNESS – primal deity of Darkness. Ancestress of all Darkness deities.

DARA HAPPAN *[DAH-ra HAH-pun]* EMPIRE – sun-worshipping empire from Peloria. Destroyed by coming of Red Goddess.

DARK EMPIRE – outsiders' term for empire founded by Arkat the troll in Ralios.

DARK TROLLS – also called man trolls by some, these are the dominant race among trolls.

DARKSENSE – the sonar ability of trolls, which largely replaces the ability of sight.

DEHORE *[dee-HOR-ay]* – ancient darkness goddess who spawned the Dehori.

DEHORI *[dee-HOR-ee]* – darkness spirits.

DEVIL – powerful chaos god. Either Wakboth or Kajaboor.

DOZAKI *[do-ZAHK-ee]* – troll leader who founded Dozaki's Newhome.

DOZAKI'S NEWHOME – troll kingdom north of Kralorela. Called the Kingdom of Ignorance by outsiders.

DRAGON EMPIRE – alternative term for Kralorela.

ELDEST KIN – the ruling elite of any troll community. Those in Dagori Inkarth are probably the most powerful trolls in Genertela.

ERISTI *[eh-RIST-ee]* THE DOUBTER – troll living in Wonderhome who later came to the surface.

FLAMAL *[FLAY-mul]* – god of seeds and growing plants, slain by Zorak Zoran.

GARAZAF HYLORIC *[gar-ah-ZAFF high-LORE-ik]* – troll who healed Arkat and worshipped Kyger Litor, Xiola Umbar, and Subere.

GBAJI *[g'BAH-ji]* – chaos god who cursed trolls. Slain by Arkat.

GADBLAD *[GAD-blad]* THE SMITH – troll demigod of crafts and metalworking. Friend to Lodril.

GASH – famous warrior troll, brother to Gore.

GENERT *[GEN-urt]* – god of Surface World, slain in Great Darkness by chaos.

GERAK KAG *[GEHR-ack KAG]* – troll hero, conqueror of Pavis. He was famed for his miraculous leaping ability.

GORAKIKI *[GORE-ah-KEE-ki]* – god of Insects. Ancestor of all insects and child of Kropa.

GODTIME – the period before time. This phenomena is also called Dreamtime, or Gods Age nontime and is often referred to in heroic chronicles as the magic place or Godworld.

GORE – famous warrior troll, brother of Gash.

GREAT COMPROMISE – agreement between all gods to share the universe equally.

GREAT HUNGER – period of starvation in Darkness caused by death of Flamal.

GREAT HUNTER – initiates of Hunter cult who have proven their ability in the Great Hunt.

GREAT TROLLS – large trolls accidentally created by Cragspider in an attempt to break the Trollkin Curse.

GREATER DARKNESS – a period of Godtime after chaos came.

GREYLANDS – Arkat's name for Shadowlands.

GREY HILLS OF DREAD – site of the I Fought We Won battle.

GUHAN *[GOO-hahn]* – troll queendom in Ralios.

HALIKIV *[HAL-i-keev]* – troll queendom near Ralios.

HANROO *[HAN-roo]* FIELD – place in Wonderhome where trolls fought Yelm.

HILL OF GOLD – site in Peloria where Yelmalio was defeated by Zorak Zoran.

HIMILE *[him-EEL]* – god of cold and ice.

HOMBOBOBOM *[HOM-ba-ba-BOM]* – the Great Drummer. Second of Korasting's children and teacher of music and dancing.

HUMAKT *[HEW-makt]* – god of War and Death. Mainly worshipped by humans.

HURTPLACE – troll name for surface world.

I FOUGHT WE WON – battle in which chaos was decisively defeated, near the end of the Greater Darkness.

JAKABOOM *[JAHK-a-boom]* – Dancer in the Shadows, son of Kyger Litor and first troll shaman.

JESET *[JESS-et]* THE FERRYMAN – father of Kogag and guide into the underworld.

JONAT *[JO-nat]* BIGBEAR – barbarian hero of Fronela. Friend to some trolls.

JONGALI *[JONG-gah-li]* THE SILENT – troll living in Wonderhome.

JRUSTELI *[j'russ-TEL-i]* EMPIRE – the Godlearners. Powerful naval empire in second age.

KAJABOOR *[kah-jah-BORE]* – chaos god, sometimes called the Devil. god of Entropy.

KAJAK-AB *[ka-jak-AB]* BRAINEATER – Mistress Race leader of Dagori Inkarth trolls.

KARRG *[KAHRRG]* – Master of Weapons, Valiant Protector. Son of Kyger Litor and first male troll.

KINGDOM OF IGNORANCE – human name for Dozaki's Newhome.

KITORI *[kih-TORE-i]* TRIBE – half human, half troll tribe living near Troll Woods in Holy Country.

KOGAG *[KOH-gag]* – leader of boat trolls in Godtime. Son of Jeset.

KORASTING *[ko-RAST-ing]* Mother of Many. Daughter of Kyger Litor and favored troll fertility totem.

KRALORELA *[KRAY-lor-EL-uh]* – site of Dragon Kings and Dragon Kingdom in eastern Genertela.

KRARSHT – chaos god of Hunger and Traps.

KRJALK *[kirr-JALK]* – chaos god chopped up by Zorak Zoran.

KROPA *[KROH-puh]* – goddess of Arthropods. Mother of Aranea and Gorakiki, among others.

KWALYORNI *[kwahl-YORN-i]* – the Cold One. Pamaltela name for Moorgarki.

KWARATCH KANG *[KWAR-atch KANG]* – Zorak Zoran Death lord of First Age. Friend to Arkat.

KYGERLITH *[KYE-ger-lith]* – potent stone images of Kyger Litor brought from Wonderhome by trolls. The most imposing is in the Castle of Lead.

KYGER LITOR *[KYE-ger LEE-tor]* – ancestral goddess of all trolls, and the basis for troll social systems.

LARNSTE'S GATE – another name for Dragon Pass.

LESSER DARKNESS – the period of Godtime after Yelm was slain, but before Chaos arrived.

LODRIL *[LO-dril]* – volcano god, and god of heat and lava in the underworld.

LORD LURKER IN SHADOWS – powerful Dehori spirit.

MAGASTA *[ma-GAST-uh]* – important sea deity. Head of oceanic pantheon, owner of Robber and husband of Brastalos.

MAN TROLLS – alternative name for dark trolls.

MEE VORALA *[MEE vor-AHL-uh]* – goddess of Dark Plants. Mother of rusts, molds, dark elves, and fungi.

MIRRORDARK – the holy fountain where Xiola Umbar found her healing powers.

MISTRESS RACE – the rarely-seen revered ancestors of the trolls. They are much larger, stronger, and more magical than their descendants, the Dark Trolls.

MOLOKKA *[mol-OK-kuh]* – Mother of Molluscs. God of all clams, octopi, snails, and other molluscs.

MOORGARKI *[moor-GAR-ki]* – mistress troll who invaded Pamaltela and was defeated by Pamalt. Founder of hot trolls.

NAXILI GARANG *[nack-SEE-li gar-ANG]* – mistress race troll who attempted to break the Trollkin Curse and failed, resulting in the birth of multiple trollkin.

NEBUCHAXA *[neh-boo-CHAH-kha]* – important battle between dwarves and trolls in which destroyed troll strength in Fronela.

NYSALOR *[NIGH-suh-lore]* – Another name for Gbaji.

OLD MAN – Grandfather Mortal, father to all humanoid races.

ONLY OLD ONE – regent of Argan Argar and ruler of Shadowlands before the coming of the Pharoah, Belintar.

PAMALT *[puh-MAWLT]* – deity of surface world and lord of Pamaltela.

PERIPATI *[pehr-ih-PAT-i]* – grey worms with multiple legs and three rasping mouth saws.

PIKAT YARABOOM *[PEE-kat YAHR-uh-boom]* – troll shaman, child of Bina Bang and Lord Lurker in Shadows.

POCHARNGO *[poh-CHARN-go]* THE MUTATOR – chaos god slain by Boztakang. Creator of many cave trolls.

RASHORAN *[RAHSH-or-an]* – another term for Gbaji.

RED GODDESS – goddess of the Red Moon. Friend to chaos and the Blue Moon cult.

ROBBER – death demon of the sea, conquered and enslaved by Magasta.

SAZDORF *[SAZ-dorf]* – mistress troll founder of Sazdorf tribe.

SEA TROLLS – a rare race of trolls similar to the Mistress Race, but living underwater.

SEVEN SACRED ANCESTORS – troll term for Korasting, Karrg, Vaneekara, Jakaboom, Jeset, Hombobobom, and Boztakang taken together. With Kyger Litor, they form the Circle of Eight.

SHADOWLANDS – troll kingdom located where Holy Country later stood.

SNOW TROLLS – trolls living in the northern wastes, where they escaped the trollkin curse and live in isolation.

SOKAZUB *[SOAK-ah-zub]* – goddess of Dark Animals, the protostomes. Mother of Kropa, Molokka, and Swems.

SOLPUGID *[sol-PEW-gid]* – little-known spider-like desert animal with eight long legs, two sucker-tipped palps, and enormous jaws.

SPIKE – mountain of Law that stood at the center of the world and was destroyed by the Devil.

STYX – goddess of the River of Death. Mother to the oceans of the world and goddess of oaths.

STYX GROTTO – extensive limestone caverns under the Shadow Plateau in the Holy Country.

SUBERE *[soo-BEER]* – goddess of the Dark Deep Within. Mother of Kyger Litor.

SWEMS *[SWEHMZ]* – goddess of Worms. Mother of leeches, earthworms, and sea worms.

TADA *[TAH-duh]* – Praxian hero of the Godtime.

TANISOR *[TAN-ih-sore]* – ancient kingdom of the West.

TARPIT – the Only Old One's death site.

THOG – magical giant who led giants and trolls to the destruction of Pavis.

THREE TOWERS – pre-darkness home of Gore and Gash in Wonderhome.

TROLLKIN – stunted premature offspring born to many trolls since a magical curse from Gbaji.

TROLLKIN CURSE – evil curse levied by Gbaji, causing many Dark Trolls to give birth to deformed trollkin rather than their natural offspring.

UZ – the troll name for themselves. It translates as "the folk." There are eight races of trolls: the UZUZ, or Mistress Race; the UZKO, or Dark Trolls; the UZDO, or Great Trolls; the ELNO, or Trollkin; the USHIM, or Snow Trolls; the ROMAL, or Cave Trolls; the UZTAGOR, or sea trolls; and the MURI, or Hot Trolls.

VALIND *[VAL-ind]* – god of Winter and the northern wastes.

VANEEKARA *[van-ee-KAR-uh]* – the Hurler. Daughter of Kyger Litor and master of thrown rocks.

VANEEKARA'S SHOT – rock in Wonderhome where Eristi the Doubter met Old Man.

VENT – site in Caladraland where a volcano god first came to the surface.

VIVAMORT *[VEE-vah-mort]* – god of Vampires.

WAHA *[WAH-hah]* THE BUTCHER – nomad god of Prax.

WAKBOTH *[WHACK-bawth]* – chaos god, sometimes called the Devil. God of Evil.

WONDERHOME – the ancestral paradise of the trolls.

XARKARSH *[KHAR-karsh]* – troll city in the Yolp Mountains.

XEM *[khem]* – important Fronelan troll. Friend to Jonat.

XENTHA *[KHEN-thah]* – goddess of that phenomena known to humans as Night.

XIOLA UMBAR *[zie-OHL-uh UM-bar]* – goddess of Protective Darkness. Healing goddess of darkness and trolls and protector of trollkin.

YELM – Sun God. Enemy of trolls.

YELMALIO *[yel-MAL-ee-oh]* – son of Yelm. God of Light in the Hills. Foe of Zorak Zoran.

YOLP MOUNTAINS – troll stronghold in western Peloria.

ZORAK ZORAN *[ZOR-ak ZOR-an]* – troll war god. God of Darkness and Death.

THUNDERBREATH GOBBLEGUTS

"The Finest in Troll Cuisine"

Open Dusk-to-Dawn

ENTREES: All include vegetable garnish, human ale, and an edible wooden platter. Elf-bones to clean your teeth are provided free after every meal by the establishment.

DWARF HAUNCH, marinated in the finest wood alcohol, served with acorn dressing and a lemon twist 15

WALKTAPUS STEW, cooked but cooled to suit the most delicate palate. Served with a block of ice and runner feet 22

JELLIED HERD-MAN, fresh from the Morokanth. Garnished with spice root and served with runner hands. (We think it's as good as the real thing!) 7

Batter-Fried PIXIES mixed with a generous portion of roof rats and with a side of toadstools. Your choice of dressing 4

ELF TORSO fresh from the Shadow's Dance hunters, and served with impala butter. Your choice of dressing 12

Our Famous TROLLKIN BURGER, known throughout the area. Served with dill spear and mushrooms. Cheese 2 extra 4

Live HAM BEETLE, pinned to your plate with a sharpened sprig of runner! Roof rats on the side and a delicious cockroach sauce 8

Specialty of the House! Invite a Friend! LIVE HERD-BEAST, your choice, served in the back lot. Dig in and Enjoy! ..... Price depends upon availability

KIN PIE! Dwarf and Elf mince, with mushroom and toadstool slices and stone beetle topping, all in a scrumptious pastry shell 17

WE RESERVE THE RIGHT TO REFUSE SERVICE TO ANYONE. NONTROLLS MUST BE ACCOMPANIED BY TROLLS. THE MANAGEMENT IS NOT RESPONSIBLE FOR DEATH OR INJURY INCURRED ON THE PREMISES.

MIND YOUR MANNERS, BUT DON'T TAKE NO GUFF FROM ANYBODY!

PRICES FOR ALL TROLL-KIND ARE IN BOLGS. OTHERS MUST PAY IN CLACKS. CHANGE IS NOT GIVEN TO NONTROLLS.

BEVERAGES		SIDE ORDERS	
Ail	5	Beetle Slice	3
Blear	7	Roof Rat	5
Whine	9	Head Cheese	1
Djinn	11	Ladyfinger	2
Kvass	1	Armpit Bread	2
Human Ale	1	Chocolate Fried Eggs	12
Elf Blood	15	Broccoli Ice	3
Wood Alcohol	2	Boiled Banana	4
Powzie!	16	Wolf Apples	1
Leadbrick	7	Pig's Knuckles	4
Snake Wine	12	Liverwurst & Honey Sandwiches	2
Hoom*	6		

* Hoom is meat juice and alcohol - a meal in itself!

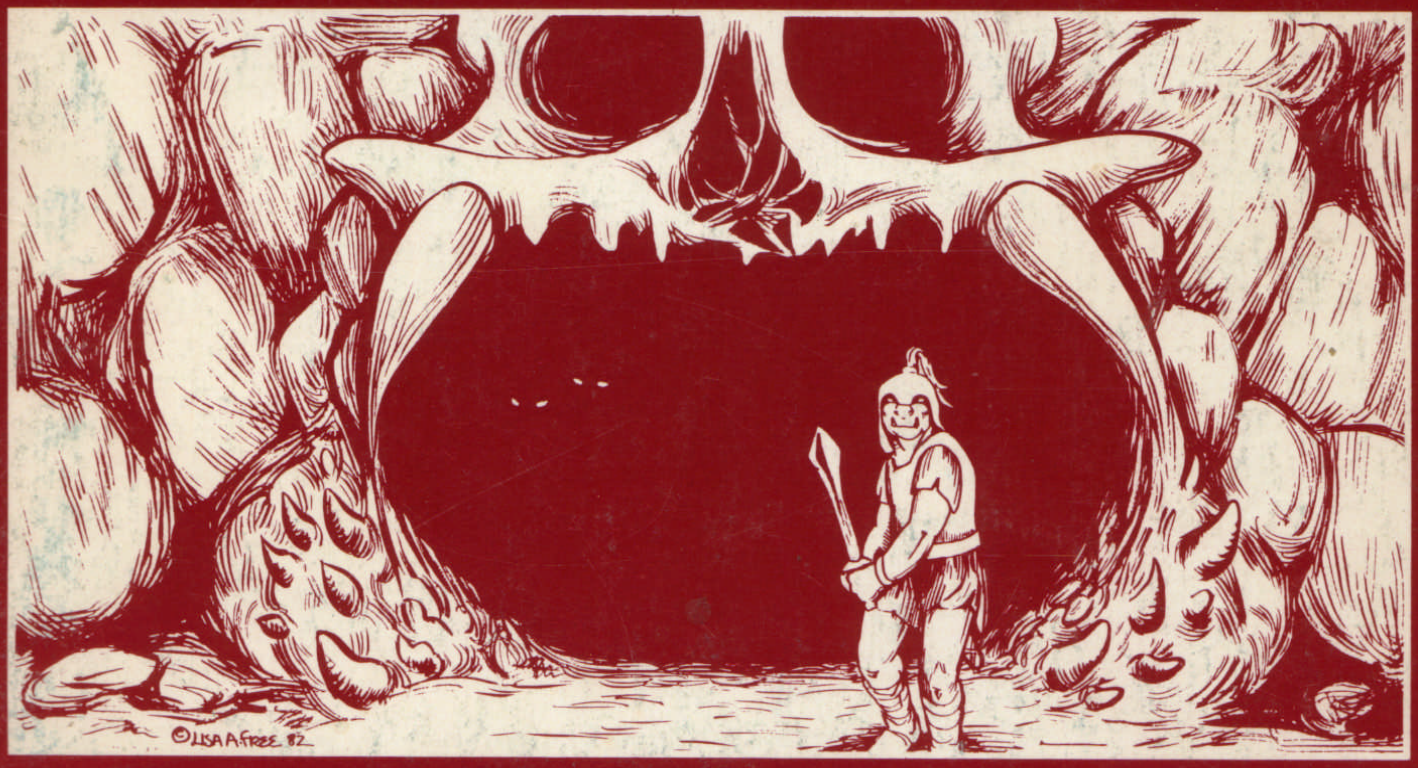
NOTICE

Customers wishing to get seriously drunk and rowdy are invited to come visit our tavern right around the corner — Shadebrow's Place. It's great!

WE ALSO ORGANIZE TOURS AND HUNTING EXPEDITIONS AT REASONABLE PRICES!

INTO UZDOM

BOOK THREE: ADVENTURES IN TROLL LANDS



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INTO UZDOM

BOOK THREE OF TROLLPAK

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THIS SERIES OF ADVENTURES was first discovered and recorded by the Lhankor Mhy seekers of Knowledge and Truth. All events herein depicted are recorded free from falsehood and exaggeration, though the effects of these events upon other seekers can not be determined. Lhankor Mhy can take no responsibility for the actions of others or harm which may befall them through those actions. FOR SALE: Portions of this work are for sale from various sources. Prices and the quality of the information obtained will vary. Please refer to the proper scenario for information obtained.

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CONTENTS

Introduction 2
About the Scenarios 3
Encounters 4
Encounter Table (chart) 4
Cult Determination (table) 5
Standard Troll Types (statistics) 5
The Caravans (scenario) 7
Skyfall Lake (scenario) 16
Skyfall Lake Player Information 17
Route to Skyfall Lake (map) 20
Interior of the Grog Shoppe (map) 21
Crabtown (current map) 24
Grubfarm (scenario) 29
Grubfarm Player Information 30
Grubfarm (map) 31
Flying Trollkin (scenario) 36
Trollkin Hideout (diagram) 36
The Sazdorf Clan (scenario) 41
Sazdorf Clan Player Information 42
A Trollkin Outpost (diagram) 44
Sazdorf Defensive Circles (map) 45
Sazdorf Ruins (maps) 50-51, 53-55
Trollball (game and scenario) 62
Movement Rate Chart (chart) 64
Sazdorf Wackers and Tacklers (trollball team) 64

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About the Scenarios

Each scenario is divided into three sections: players' data, setting, and characters (including statistics).

Players' data is among the handouts included separately. This varies from scenario to scenario, and may include maps, legends, and reports, or nothing at all.

Referees should always thoroughly study the players' data before the game: the information is repeated in this book for ease of use by the referee.

Setting and characters are in one book. These are the specifics which the referee needs for the adventure.

There are five specific scenarios provided. The next section (Scenario Starters) details how to introduce them.

SKYFALL LAKE: A peaceable journey to a troll village, where spiders are more important than people, and where the truth about troll drinks will be learned.

THE SAZDORF TRIBE: A look at a large troll community, set up to deal with player-characters of any nature. Visit the trolls as friends or as enemies!

THE MUNCHROOMS: This troll farm is normally run by troll overseers, but is now in revolt. Help the trollkin strike a blow for freedom or help the trolls teach these soon-to-be-food trollkin a lesson they won't soon forget.

GRUBFARM: Trolls have exotic ways to raise unusual insects, and can gain some valuable by-products in the process. Go to Grubfarm, a peaceable place if approached right, and learn the benefits of royal jelly.

FLYING TROLLKIN: Not all trollkin are miserable wretches! If your characters meet these villains you had better hold your noses and go in fighting.

There are also the events, which can be scenarios in themselves or which can be integrated into a scenario or a campaign.

THE CARAVANS: A closeup of the results of organized troll cooperation. This is a detailed caravan of Argan Argarites which traverses Dragon Pass, equipped with the best in insect engineering. With the caravan are statistics, notes and descriptions for encounters with moth riders, locust-riders, and a tribe of locust nomads.

TROLL BALL!: Troll entertainment at its highest. A look at the game of champions.

Scenario Starters

These are the general ideas which you should establish in order to begin the various adventures. If completely at a loss about what to do, roll 1D10 and choose the appropriate result from the list. These can be introduced as handouts, posters, or rumors.

You might keep this list, or parts of it, in general circulation among a longer list of rumors. Begin each session by reading a half-dozen rumors which may or may not be true. Of course the referee should know what adventure will be run ahead of time and steer things to that one. But he should also keep the mill of rumors grinding.

1. THE DANCING SILVER STATUE: There is a dwarf artifact hidden in a troll ruin. Several anxious buyers want it. (Go to Sazdorf.)

2. OPEN-MINDED MERCHANT GUARDS SOUGHT: A merchantman seeks adventurers to serve as military guards for a journey into troll territory. There is a bonus for not fighting: descretion is demanded. (Go to Skyfall Lake.)

3. SIGHTLESS SOTS SOUGHT: An adventuring captain wants to hire someone capable of getting around in the dark and riding hard for two days, in order to go on the drinking binge of his life. Food and protection are provided along the way, and a cash bonus is given afterwards. (Go To Skyfall Lake.)

4. THERE IS SOME IRON THERE: A cache of iron, once sacred but no longer even guarded, is in a known place. The employer says he can get the adventurers in peacefully, and out again for good profit if things go right. Will pay in iron. (Go To Sazdorf.)

5. TROLL FOES SOUGHT: A Rune Lord of Orlanth is hiring a mixed band of warriors to attack and destroy a troll caravan which has been crossing his land and eating his people's crops. (Go To The Caravan.)

6. GOOD PAY TO KILL TROLLS: A short and mysterious figure seeks honest adventurers to aid the trollkin cause. Cold cash and exotic mushrooms in return for defending a peaceful home. (Go To The Munchrooms.)

7. TROLLS WANTED TO HIRE FOR EASY WORK AND PLUNDER: Trolls are wanted to go trollkin bashing. Another insipid rebellion has broken out among the inferior and foolish trollkin. Little real plunder expected, but there are all the trollkin you can eat, with mushroom garnish. (Go To Munchrooms.)

8. HONEY OF A DEAL: Someone has to go to Grubfarm to purchase some honey for a rich merchantman. Brave fellows may also have the chance to perform the impossible: raise SIZ! (Go to Grubfarm.)

9. KIDNAPED!: Someone (a favorite PC?) has been kidnaped by horrible flying trollkin. There is a fat reward plus all you can eat! (Go to Flying Trollkin.)

10. TROLL BALL: Get your maul, stretch your sinews, and strap on that armor, sir, for this is no game for a gentleman. Simple rules. clean play, and a new meaning to the term ***sportsmanship***. SORRY – NO IMPALING WEAPONS ARE ALLOWED ON THE FIELD!!

Other Ideas

The scenarios provide distinct stories which the referee can run. Each of these is presented in one way, sometimes with odd facts which might be useful. It is quite possible that the characters will play through a scenario and leave stats unused. It is also quite likely that you, the referee, will generate other interesting adventures from the hints and under-used material here.

Here are some ways which you might use them, with a bent toward troll player-characters.

1. ***Go and visit relatives at Skyfall Lake. Go fishing.***
2. ***Use the Sazdorf as a home base.***
3. ***Hire on as a guard for a caravan, probably to be attacked by mercenaries.***

Encounters

How to Use the Charts

The following encounter charts illustrate the average distribution of creatures and encounters possible to a region and provide a vehicle for determining random encounters through troll territory. It is not necessary to rely upon such charts to provide encounters. Referees should use whichever groups amuse or otherwise appeal to them, or pick those which work nicely into a prearranged plot.

Three types of territories occur in these charts: Dense territory, Hunting land, and Mixed ground. Dense territory is densely populated by trolls and clearly dominated by them. Hunting land compares to wildlands, for some trolls live there and other trolls enter from population centers to hunt. Other intelligent species contest Mixed lands; the referee should determine the precise species according to the locale.

Many of the encounters are left to the referee to complete, especially those with non-troll creatures. These should be figured out by the referee, ignored, or taken from another scenario pack.

These charts can be used for both large and small time scales. Use large scale for overland movement, with one encounter roll every six hours. Use small scale when nearing a place, when each game turn is the full turn (5 minutes) or the melee round (12 seconds).

In large scale, Dagori Inkarth is all dense population, the surrounding area is all hunting land, and the human areas past that are mixed ground.

In small scale the Sazdorf clan dense territory consists of the spirit circle, Hunting land extends to the hunting circle, and everything beyond that is mixed ground.

The first set of numbers is the relevant D100 result; the following number is the actual percentage chance that the encounter will happen in that territory type.

In each different type of territory, there is a chance that an encounter will actually happen. This is checked for on the following chart:

Land Type	Chance for Encounter
Dense Territory	60%
Hunting Land	40%
Mixed Ground	20%

Explanation of Encounters

Small animals – smaller than a dog (SIZ 1-8); small game suitable for hunting.

Medium animals – wolf to deer-sized (SIZ 9-20).

Large animals – horse-sized and larger (SIZ 21+); includes bears, elk, etc.

Large insects [wild] – giant insects, as given in Trollpak.

Large insects [with herder] – usually food beetles.

Local people [non-trolls] – These must be specified by the referee according to local terrain.

Enemies [from nearby] – Referee should choose an appropriate foe of the trolls.

Enemies [from a distance] – Choose an appropriate foe of the trolls.

Troll caravan – This may be made up of giant insects (as given in the Caravans book) or of humanoid slaves.

Troll army unit [camped] – These are standard troll warriors. Make the party suit the invaders, including Rune masters if appropriate. 'Camped' means that they are resting, but that they will always have outposts and guards.

Troll army unit [on march] – As standard troll warriors. 'On march' indicates that they are in strength, but that they will pass by if the characters evade successfully. Their business is elsewhere, not with snoopy adventurers.

Family settlement [cave] – Several cave maps are scattered through this box and can be used, while the stats themselves can be taken from the standard troll stats.

Family settlement [huts] – Huts are illustrated elsewhere; they are irregular and trash-laden. Use standard troll stats. A troll family typically has 1D6+3 members.

Clan settlement [caves and huts] – This is a largish settlement of trolls, ranging from 15 to 60 mature adults. Exact settlement types should be adjusted to the country.

Hunters, wild [in open] – Wild hunters should be taken from the standard troll types, but generally are without armor and have fewer magic spells. 'In open indicates that they are occupied, perhaps eating or moving, and are not hiding.

Hunters, wild [in hiding] – Take them from the standard troll stats. 'In hiding' indicates that they cannot be seen, since they are in ambush, sleeping, and so on. Adventurers with appropriate Perception skills might sight such trolls.

Hunters, civilized [in open] – Civilized trolls are those shown in the standard troll types. 'In open' indicates that they are occupied and are not hiding.

Hunters, civilized [in hiding] – Those shown in the standard troll types. 'In hiding' indicates that they cannot be seen, since they are in ambush, sleeping, and so on. Adventurers with appropriate Perception skills might sight such trolls.

Local troll militia – See standard troll types for stats. These trolls are always on guard, snooping around the best they can.

Local troll army [searching] – These are good fighting troops, diligently searching their domain for possible intruders and foes.

Traps – These are troll traps, of any type. Deadfalls and pit traps are common, but bronze-jawed beartraps are also used. These are likely to be in series as traplines or dotting paths and trails.

TROLLPAK ENCOUNTERS

Roll D100 on appropriate column

Encounter Type	*Dense*	*Hunting*	*Mixed*
Small animals*	01-10 (10)	01-15 (15)	01-18 (18)
Medium animals*	11-15 (5)	16-25 (10)	19-28 (10)
Large animals*	–	26-30 (5)	29-30 (2)
Large insects [wild]	–	31-40 (10)	31-33 (3)
Large insects [with herder]	16-25 (10)	41 (1)	34 (1)
Local People* [non-troll]	26 (1)	42-43 (2)	35-49 (15)
Enemies* [from nearby]	27-30 (4)	44-45 (2)	50-54 (5)
Enemies* [from a distance]	31-35 (5)	46-47 (2)	55-60 (6)
Troll caravan	36-39 (4)	48-49 (2)	61-62 (2)
Troll army unit [camped]	40-45 (6)	50 (1)	63 (1)
Troll army unit [on march]	46-50 (5)	51-54 (4)	64 (1)
Family settlement [cave]	51-55 (5)	55-60 (6)	65-66 (2)
Family settlement [huts]	56-60 (5)	61-63 (3)	–
Clan settlement [caves and huts]	61-65 (5)	64-65 (2)	–
Hunters, wild [in open]	–	66-70 (5)	67-69 (3)
Hunters, wild [in hiding]	–	71-75 (5)	70-78 (9)
Hunters, civilized [in open]	66-68 (3)	76-80 (5)	79-85 (7)
Hunters, civilized [in hiding]	69-70 (2)	81-85 (5)	86-90 (5)
Local troll militia	71-75 (5)	–	–
Local troll army [searching]	76-79 (4)	–	–
Traps	–	86-90 (5)	91-93 (3)
Troll shrine [abandoned]	80-81 (2)	91 (1)	94 (1)
Troll shrine [priestess]	82-83 (2)	92 (1)	95 (1)
Troll shrine [worshippers]	84-85 (2)	93-94 (2)	96 (1)
Priestess [in transit]	86-90 (5)	95-96 (2)	97-98 (2)
Rune Lord group	91-98 (8)	97-99 (3)	99-00 (2)
Mistress group	99-00 (2)	00 (1)	–

** indicates that no stats for these encounters are included in these rules. See GATEWAY BESTIARY or RUNEQUEST.*

Troll shrine [abandoned] – Ruins of troll worship are visible hereabouts, but no spirits or magic remain.

Troll shrine [priestess] – This place of worship has a priestess in attendance, with appropriate retinue. Determine cult with the Cult Determination Table.

Troll shrine [worshippers] – This place is being used by worshippers to pray or do whatever they do for their deity. A Rune priest always presides; there may be many or few worshippers.

Priestess [in transit] – This is a small caravan of soldiers, slaves, etc. who accompany a priestess on the move. Her business is known to her alone, and her motivations are left to the referee.

Rune Lord group – Roll on Cult Determination Chart to find the religion. These fellows usually operate under several restrictions and obligations, and an entire scenario can be developed from a casual encounter.

Mistress group – These rare beings go forth only for the most interesting or important tasks, and are always accompanied by an appropriate retinue, including several Rune masters.

Cult Determination Charts

This chart can be used to determine the religion of a randomly-encountered troll, as well as to see which religions predominate in troll society. There are always local variations in cults, and almost all trolls belong to Kyger Litor as well as any other that they may worship.

The first numbers give the D100 die roll range necessary for a troll to belong to that cult. The second number in parentheses gives the raw percentage of trolls belonging to that cult in the population.

Dark Trolls from Dagori Inkarth or Halikiv

Cult	*D100*
Daka Fal	01-06 (6)
Storm Bull	07-08 (2)
Orlanth	09-11 (3)
Kyger Litor	12-58 (47)
Zorak Zoran	59-77 (19)
Argan Argar	78-85 (8)
Xiola Umbar	86-92 (7)
Gorakiki	93-96 (4)
Aranea	97 (1)
Hunter	98-00 (3)

Dark Trolls from Holy Country

Cult	*D100*
Daka Fal	01-06 (6)
Storm Bull	07-08 (2)
Orlanth	09-13 (5)
Kyger Litor	14-44 (31)
Zorak Zoran	45-54 (10)
Argan Argar	55-84 (30)
Xiola Umbar	85-93 (9)
Gorakiki	94-97 (4)
Hunter	98-00 (3)

Mistress Race – from anywhere

Cult	*D100*
Daka Fal	01-12 (12)
Kyger Litor	13-85 (73)
Zorak Zoran	86-89 (4)
Argan Argar	90 (1)
Xiola Umbar	91-93 (3)
Gorakiki	94-95 (2)
Other	96-00 (5)

Great Troll – from anywhere

Cult	*D100*
Storm Bull	01-05 (5)
Kyger Litor	06-39 (34)
Zorak Zoran	40-79 (40)
Gorakiki	80-85 (6)
Aranea	86-00 (15)

Trollkin* – from anywhere

Cult	*D100*
Kyger Litor	01-40 (40)
Argan Argar	41-64 (24)
Xiola Umbar	65-98 (34)
Other	99-00 (2)

* few trollkin advance beyond the rank of lay member

Wild Troll – from anywhere

Cult	*D100*
Daka Fal	01-09 (9)
Kyger Litor	10-50 (41)
Xiola Umbar	51-56 (6)
Gorakiki	57-60 (4)
Hunter	61-00 (40)

STANDARD TROLL TYPES

1. Average dark troll warrior – militia type: initiate KL
2. Good dark troll warrior: initiate KL, lay member ZZ
3. Average dark troll hunter: initiate KL, lay member H
4. Good dark troll hunter: initiate KL, initiate H
5. Excellent dark troll warrior: initiate KL, initiate ZZ
6. Average great troll warrior: initiate KL, lay member ZZ
7. Good great troll warrior: initiate KL, lay member ZZ
8. Average trollkin worker: lay member KL
9. Average trollkin warrior: lay member KL, lay XU or AA
10. Good trollkin warrior: lay member KL, lay XU or AA

AA – Argan Argar
H – Hunter god (Foundchild)
KL – Kyger Litor
XU – Xiola Umbar
ZZ – Zorak Zoran

1. Average Dark Troll Warrior – militia type: initiate of Kyger Litor

STR 17	CON 11	SIZ 17	01-04	R LEG	4/5
INT 12	POW 12	DEX 10	05-08	L LEG	4/5
CHA 10			09-11	ABDOM	5/5
Move 8			12	CHEST	5/6
Hit Points 13			13-15	R ARM	4/4
Defense 00%			16-18	L ARM	4/4
Treasure Factor 14			19-20	HEAD	5/5

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Mace	7	50%	1D8+2+1D6	45%	20
Maul	5	30%	2D8+1D6	25%	15
Medium Shield	–	–	–	30%	12

SPELLS: Bludgeon 1, Darkwall (2), Disrupt, Heal 2

SKILLS: Camouflage 25%, Climb 30%, Jump 40%, Listen 40%, Set Trap 25%

LANGUAGES: Darktongue 60/10%, Tradetalk 15%

TREASURE: carries 1D100 bolgs, 1D20 clacks, 1D10 Lunars; ransom is 2D100 Lunars.

2. Good Dark Troll Warrior: Kyger Litor initiate, Zorak Zoran lay

STR 18	CON 12	SIZ 17	01-04	R LEG	6/5
INT 13	POW 12	DEX 11	05-08	L LEG	6/5
CHA 11			09-11	ABDOM	8/5
Move 8			12	CHEST	8/6
Hit Points 14			13-15	R ARM	6/4
Defense 00%			16-18	L ARM	6/4
Treasure Factor 18			19-20	HEAD	7/5

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Mace	7	65%	1D8+2+1D6	50%	20
Maul	5	50%	2D8+1D6	45%	15
Sling	3	30%	1D8	–	–
Large Shield	–	–	–	45%	16

SPELLS: Bludgeon 2, Darkwall (2), Disrupt, Fanaticism, Heal 2

SKILLS: Camouflage 35%, Climb 40%, Jump 50%, Listen 50%, Set Trap 40%

LANGUAGES: Darktongue 65/15%, Tradetalk 15%

TREASURE: carries 1D100 bolgs, 1D100 clacks, and 1D20 Lunars. Ransom is 2D100 Lunars.

3. Average Dark Troll Hunter: Kyger Litor initiate, Hunter lay

STR 17	CON 12	SIZ 16	01-04	R LEG	3/5
INT 13	POW 12	DEX 12	05-08	L LEG	3/5
CHA 10			09-11	ABDOM	4/5
Move 8			12	CHEST	4/6
Hit Points 13			13-15	R ARM	3/4
Defense 05%			16-18	L ARM	3/4
Treasure Factor 13			19-20	HEAD	4/5

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Mace	7	40%	1D8+2+1D6	40%	20
Sling	3	55%	1D8	–	–
Thrown Rock	3	35%	1D4+1D3	–	–

SPELLS: Binding, Darkwall (2), Detect Life, Heal 2

SKILLS: Camouflage 40%, Climb 30%, Hide in Cover 50%, Jump 30% Move Quietly 50%, Scan 45%, Scrutinize 30%, Set Trap 30%

LANGUAGES: Darktongue 65/15%

TREASURE: 1D100 bolgs, 1D10 clacks, ransom is 1D100 Lunars.

4. Good Dark Troll Hunter: initiate of both Kyger Litor and Hunter

STR 17	CON 12	SIZ 16	01-04	R LEG	4/5
INT 15	POW 13	DEX 13	05-08	L LEG	4/5
CHA 10			09-11	ABDOM	4/5
Move 8			12	CHEST	4/6
Hit Points 13			13-15	R ARM	4/4
Defense 10%			16-18	L ARM	4/4
Treasure Factor 16			19-20	HEAD	4/5

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Mace	6	50%	1D8+2+1D6	50%	20
Sling	2	70%	1D8	–	–
Thrown Rock	2	50%	1D4+1D3	–	–

SPELLS: Binding, Darkwall (2), Detect Life, Disrupt, Heal 2, Jump 1

SKILLS: Camouflage 60%, Climb 50%, Hide in Cover 70%, Jump 50% Move Quietly 70%, Scan 60%, Scrutinize 50%, Set Trap 50%

LANGUAGES: Darktongue 75/15%, Tradetalk 10%

TREASURE: 1D100 bolgs, 1D20 clacks, 1D10 Lunars; ransom is 2D100 Lunars.

5. Excellent Dark Troll Warrior: Initiate of Zorak Zoran and Kyger Litor

STR 19	CON 14	SIZ 18	01-04	R LEG	7/6
INT 15	POW 13	DEX 12	05-08	L LEG	7/6
CHA 13			09-11	ABDOM	8/6
Move 8			12	CHEST	8/7
Hit Points 16			13-15	R ARM	7/5
Defense 00%			16-18	L ARM	7/5
Treasure Factor 22			19-20	HEAD	7/6

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Mace	7	80%	1D8+2+1D6	60%	20
Maul	5	65%	2D8+1D6	60%	15
Sling	3	60%	1D8	–	–
Large Shield	–	–	–	70%	16

SPELLS: Bludgeon 2, Darkwall (2), Demoralize, Detect Enemy, Disrupt, Fanaticism, Heal 2, Protection 2

SKILLS: Camouflage 75%, Climb 55%, Jump 65%, Listen 65%, Set Trap 55%

LANGUAGES: Darktongue 75/25%, Tradetalk 25%

TREASURE: carries 1D100 Lunars; Zorak Zoran not ransomed.

6. Average Great Troll Warrior: Kyger Litor initiate, Zorak Zoran lay

STR 26	CON 17	SIZ 26	01-04	R LEG	7/7
INT 9	POW 11	DEX 9	05-08	L LEG	7/7
CHA 9			09-11	ABDOM	7/7
Move 7			12	CHEST	7/8
Hit Points 21			13-15	R ARM	7/6
Defense 00%			16-18	L ARM	7/6
Treasure Factor 19			19-20	HEAD	7/7

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Greatsword	4	65%	2D8+2D6	50%	15
Mace	6	40%	1D8+2+2D6	25%	20

SPELLS: Heal 2, Strength (2) adds +1D6 to damage bonus, adds +15% to all attacks and parries

SKILLS: Camouflage 25%, Listen 40%, Scan 25%

LANGUAGES: Darktongue 45/10%

TREASURE: 1D100 bolgs; ransom is 1D100 Lunars.

7. Good Great Troll Warrior: Kyger Litor initiate, Zorak Zoran lay

STR 28	CON 18	SIZ 29	01-04	R LEG	9/8
INT 10	POW 12	DEX 11	05-08	L LEG	9/8
CHA 11			09-11	ABDOM	8/8
Move 7			12	CHEST	8/9
Hit Points 23			13-15	R ARM	9/7
Defense 00%			16-18	L ARM	9/7
Treasure Factor 24			19-20	HEAD	8/8

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Greatsword	4	80%	2D8+3D6	65%	15
Mace	6	65%	1D8+2+3D6	50%	20
Large Shield	7	30%	1D8+3D6	55%	16

SPELLS: Demoralize, Fanaticism, Heal 2, Strength (2) adds +20% to all attacks and parries.

SKILLS: Camouflage 50%, Listen 60%, Scan 60%

LANGUAGES: Darktongue 50/10%

TREASURE: 2D100 bolgs, ransom is 2D100 Lunars.

8. Average Trollkin Worker: Kyger Litor lay member

STR 10	CON 9	SIZ 9	01-04	R LEG	1/3
INT 9	POW 7	DEX 13	05-08	L LEG	1/3
CHA 7			09-11	ABDOM	1/3
Move 6			12	CHEST	1/4
Hit Points 9			13-15	R ARM	1/2
Defense 05%			16-18	L ARM	1/2
Treasure Factor 6			19-20	HEAD	1/3

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Light Club	7	30%	1D6+2	30%	20
Thrown Rock	2	30%	1D4	–	–

SPELLS: Heal 1

SKILLS: Scrutinize 45%

LANGUAGES: Darktongue 45%

TREASURE: 1D6 bolgs, no ransom.

9. Average Trollkin Warrior: Kyger Litor lay, Xiola Umbar or Argan Argar lay

STR 10	CON 11	SIZ 10	01-04	R LEG	3/4
INT 10	POW 7	DEX 13	05-08	L LEG	3/4
CHA 7			09-11	ABDOM	3/4
Move 6			12	CHEST	3/5
Hit Points 11			13-15	R ARM	3/3
Defense 05%			16-18	L ARM	3/3
Treasure Factor 9			19-20	HEAD	4/4

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Sling	2	30%	1D8	–	–
Short Spear	6	30%	1D6+1	30%	15
Small Shield	–	–	–	30%	8

SPELLS: Heal 2

SKILLS: Hide in Cover 25%, Scrutinize 50%

LANGUAGES: Darktongue 50%

TREASURE: 2D10 bolgs, no ransom

10. Good Trollkin Warrior: Kyger Litor lay, Xiola Umbar or Argan Argar lay

STR 11	CON 12	SIZ 10	01-04	R LEG	5/4
INT 12	POW 8	DEX 14	05-08	L LEG	5/4
CHA 8			09-11	ABDOM	5/4
Move 6			12	CHEST	5/5
Hit Points 12			13-15	R ARM	5/3
Defense 05%			16-18	L ARM	5/3
Treasure Factor 13			19-20	HEAD	5/4

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Light Mace	7	30%	1D6+2	30%	20
Short Spear	6	45%	1D6+1	25%	15
Sling	2	35%	1D8	–	–
Small Shield	–	–	–	45%	8

SPELLS: Disrupt, Heal 2, Speedart

SKILLS: Hide in Cover 40%, Move Quietly 30%, Scrutinize 60%

LANGUAGES: Darktongue 60%

TREASURE: 2D10 bolgs, ransom is 1D20 Lunars

The Caravans

Introduction

This caravan may be used in several ways. The referee may wish to use it as an interesting sight while the characters are traveling near troll country. He may use it as a group of foes for the characters to attack (or be attacked by), or he can allow the characters to contact it in a friendly manner and bargain with it.

Reasons to attack the caravan are easy to create. The trolls may have kidnaped someone important. They may be ravaging the countryside. If the players belong to an intolerant cult such as Yelmalio, they may wish to attack the trolls as a point of honor.

If the referee doesn't want his characters to attack the caravan, or if he does not feel that they can handle it, it can provide some enjoyable minutes of trade with the trolls. Played well, it can come off as a sequel to the Sky-fall Lake scenario.

It may be that the troll priest wishes to hire the player-characters to help guard his caravan while it passes across a particularly dangerous stretch of territory (such as near an elf woods).

This caravan may be used more than once. The referee need only make suitable changes in the personalities and characteristics of the main caravan leaders, and use the rest of the stats over and over.

This is a free-form scenario. Use it and abuse it as you see fit.

A TROLL CARAVAN

This typical troll merchant caravan can be divided into four sections – the caravan leader, the 'troll trucks', the beetle-herds, and the caravan guards. The troll merchant and his apprentices ride in the front of the caravan, followed closely by two giant praying mantises ('troll trucks') in single file. Following the two mantises is a mob of undisciplined beetles of various sizes, tended by their beetleherds. Alertly patrolling the perimeter of the march is a band of armed guards.

The Caravan Leader

At the front of the caravan is a haggard mule ridden by a well-dressed (for a troll) merchant. Accompanying him are three apprentices, one of whom is human. The apprentices also are well-dressed: the human rides a horse, while the two troll apprentices walk.

The troll merchant is named Meddog Brooflyer. His nickname stems from an early experience – when with a party of Zorak Zorani, a gang of broos ambushed him. Meddog fled immediately, earning the utter contempt of the Zorak Zorani, who managed to drive off the broos. Meddog wears a fancy bronze nosering: lead and bronze rings decorate all his fingers. He wears his armor while traveling, but removes it for serious trading. His armor is bronze and is etched with fairly well-done battle scenes and the like. Meddog is overweight and a jolly soul, capable of understanding many human jokes and all troll ones. He was raised in the Troll Woods and treats his apprentices with kindness and respect. He is known to be fair and honest in his business dealings, though he will cheat members of hostile or unfriendly cults. He behaves obsequiously around priests and lords of Issaries. Normally quite garrulous, he is silent around Zorak Zorani, remembering his youthful experience. He is quite cowardly, and will fight only to save one of his apprentices or to save his money. In initial contacts, he will attempt to impress the contact by using as many of his languages as possible, even if he must use a far-fetched pretext.

Meddog's initiates resemble him in tastes and habits. His two troll followers are brothers, Keller and Smeelock Blackbite. These two brothers love each other and will try to kill (slowly if possible) anyone harming the other. They constantly kid the human; Khorasho Breadwine. Khorasho is a tall, gaunt man who rarely smiles, though he has a dry sense of humor. Khorasho does much of the talking when humans are met, along with Meddog himself, while the brothers stand quietly behind. When trolls are met, Keller and Smeelock stand beside Meddog, while Khorasho stays in the background. Khorasho is also expected to deal with hostile groups, such as dwarves, Lunar citizens, or elves. Khorasho has a strong distaste for elves, rivalling that of the trolls. When he was 12 years old, a band of elves raided his parents' farm and sowed all the fields with wild weed seeds, wounding Khorasho's brother when he tried to stop them.

The Troll Trucks

Troll trucks are enormous praying mantises, trained by Gorakiki insect lords. In use, the mahout has the mantis squat down while trolls tie one or two large bins onto its body, then it stands up again. The mantises serve double duty – they are excellent insects of burden, and they frighten off nuisances such as wolves and bandits, as well as being a great help in any conflict. They do not fight well unless guided by their mahout, as they will stop fighting in the middle of the battle to begin eating their prey.

The mahouts guiding the troll trucks (mantises) are two Gorakiki worshippers. On the front mantis is Leto One-eye, an insect lord of the cult (the equivalent of Rune Lord). The mahout on the second mantis is Phorgg Bugbrain, his chief initiate. Leto has worked with insects so long that he is unsure how to act around intelligent beings. He is quiet and reticent, only speaking when spoken to. He is dedicated to insects, their care and tending, and is good at his trade. Even Meddog Brooflyer shows him respect and defers to him when questions about the caravan's insects come up. Phorgg Bugbrain has joined his family's traditional cult. He sees the cult mainly as a tool through which his family can maintain its standing among trolls.

The rider of a giant praying mantis uses a hit location table of 1D10+10 against his foes even against other mounted targets, except for High Llama riders, who are equally high.

The Beetleherds

Following the mantises is a mob of crawling beetles of various sizes, ranging from small ham beetles (SIZ 1) on up to large carrier beetles of SIZ 15 or more. The largest beetles have loads strapped onto their backs. The smaller, un-

loaded beetles occasionally fly off, but the beetleherds quickly snag them by a leg or wing and tug them down back into the main mass of crawlers. To hook and control the beetles they use a long (three meters or more) staff with a small crook at the end, formed like a shepherd's crook, but with a much smaller loop. The beetleherds are adept with it. There are two beetleherd supervisor dark trolls and a band of trollkin doing the work. In the swarm of beetles (all of which are for sale) there are two flocks of ham beetles, of approximately two dozen beetles in each. The numbers vary, as they are eaten for food. Several beetles in these flocks have bound or allied spirits in them, and these beetles also aid in the control of the beetle flocks, There are nine watch beetles, two of which carry loads. There are twelve smallish scarabs in bright metallic colors (SIZ 2D6), and there is also a single enormous rhino beetle with a load.

To tend their enormous herd, Leto and Meddog hired a Gorakiki initiate named Thob Grinder. Thob is fairly devoted to his cult, and is in awe of Leto. He is not smart. To help Thob, Meddog hired a gang of a half-dozen trollkin as workers. The trollkin master and guardian is Hermaka Softtouch, a Xiola Umbar initiate. Hermaka is protective of her trollkin, but not overly so. She is cautious around non-trolls and hesitates to act on her own. She mildly distrusts Khorasho Breadwine.

The Caravan Guards

A gang of heavily-armed and armored trolls continually patrol the perimeter of the caravan. These mercenaries were specifically hired to keep the caravan safe from robbers. There are two dark troll guards, a great troll, and nine armed trollkin. The great troll is named Gnasher Bonebreaker, and is the leader of the mercenaries. He makes a living by hiring out himself and his small band as guards or soldiers. He loves to fight and brawl and has been known to fiercely assault vastly superior foes purely for the love of the fight. Every town that the caravan stops in soon has its lowest-class tavern aswarm with Gnasher and his gang. For a great troll, Gnasher treats his trollkin fairly well, as a human might handle his hound-dogs. He likes his two dark troll assistants well enough; they are his closest drinking companions. He does not have a very deep personality.

The two dark trolls working for Gnasher are Bork and Kindig. They are out mainly for the money, but are also friends of Gnasher, though they would never seriously risk their lives for him, nor for each other.

MEDDOG BROOFLYER, Argan Argar Priest

STR 17	CON 11	SIZ 19	01-04	R LEG	8/5
INT 15	POW 18	DEX 13	05-08	L LEG	8/5
CHA 18			09-11	ABDOM	7/5
Move 8			12	CHEST	7/6
Hit Points 14			13-15	R ARM	8/4
Defense 25%			16-18	L ARM	8/4
			19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Composite Bow	2	45%	1D8+1	30%	10
1H Spear	5	60%	1D6+1+1D6	50%	15
Small Shield	–	–	–	60%	8

SPELLS: Countermagic 1, Detect Magic, Glamour (2), Heal 4, Mindspeech 1, Speedart, Spirit Binding; (known by Rat) Bladesharp 3, Detect Enemies, Detect Gems (2), Detect Gold, Detect Silver, Dispel Magic 2, Spirit Screen 2

RUNE MAGIC: Absorption 1, Dark Walk 1, Discorporate 1, Multispell I, Safe, Spell Teaching, Summon Shadow 3, Summon Small Shade

SKILLS: Bargaining 75%, Evaluate Trade Goods 100%, Hide in Cover 60%, Map Making 65%, Oratory 100%, Ride 65%, Scan 40%, Scrutinize 65%

LANGUAGES: Beastspeech 95%, Darktongue 90/60/, New Pelorian 55%, Sartarite 85%, Stormtongue 55%, Trade 60%

MAGIC ITEMS: 10-point POW-storage crystal, presently containing a bound spirit, and not for sale; Boozerock, which, when immersed in a vat of an alcoholic beverage, will increase the POT of the brew by 1D6 – priced at 4500 L; and the Bugbring amulet, which keeps all mosquitoes, bedbugs and small irritating insects away from the wearer. This is done, unfortunately, by attracting other, larger predatory arthropods to scare off the small fry. Thus, the wielder continually has large beetles, scorpions, spiders, and centipedes crawling over him. He will get 1D6 minor (non-lethal) bites and stings per week from his "guests." Priced at 2800 L.

TREASURE: 1300 bolgs in sacks on mule. Junk jewelry worth 35 Lunars on body. Chest with personal cash of 190 clacks, 375 Lunars, and 45 wheels. Ransom is 1700 Lunars.

ALLIED AND BOUND SPIRITS:Ally in black rat riding Meddog's shoulder (Rat)
INT 12 POW 13 Hit Points 2

Bound spirit in POW-storage crystal: INT 5, POW 14

KHORASHO BREADWINE, Human initiate of Argan Argar and lay member of Orlanth

STR 12	CON 13	SIZ 17	01-04	R LEG	7/5
INT 15	POW 14	DEX 16	05-08	L LEG	7/5
CHA 14			09-11	ABDOM	6/5
Move 8			12	CHEST	6/6
Hit Points 15			13-15	R ARM	7/4
Defense 15%			16-18	L ARM	7/4
			19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Dart (2)	1	55%	1D6+1D2*	25%	6
RH Broadsword	4	70%	1D8+1+1D4*	55%	20
LH Broadsword	4[8]	45%	1D8+1+1D4*	40%	20

* plus usually Blade Venom POT 4

SPELLS: Bladesharp 2, Disrupt, Farsee, Glamour (2), Heal 3, Speedart

SKILLS: Bargain 40%, Listen 35%, Move Quietly 30%, Oratory 50%, Ride 80%, Spot Hidden 50%, Spot Traps 50%, Brew Blade Venom POT 4, Brew Scorpion Antidote 4

LANGUAGES: Aldryami 45%, Darktongue 55%, Esrolian 25%, New Pelorian 40%, Sartarite 80%, Stormtongue 15%, Trade 40%

MAGIC ITEMS: 6 doses Blade Venom POT 4, 4 doses Scorpion Antidote POT 4

TREASURE: carries 20 bolgs, 25 clacks, and 70 Lunars. Ransom is 850 Lunars.

KELLER BLACKBITE, Argan Argar initiate, Kyger Litor lay member

STR 19	CON 10	SIZ 14	01-04	R LEG	8/4
INT 13	POW 16	DEX 12	05-08	L LEG	8/4
CHA 14			09-11	ABDOM	7/4
Move 8			12	CHEST	7/5
Hit Points 11			13-15	R ARM	8/3
Defense 05%			16-18	L ARM	8/3
			19-20	HEAD	7/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Sling	3	55%	1D8	–	–
Light Mace	8	75%	1D6+2+1D6	65%	20
Large Shield	–	–	–	50%	16

SPELLS: Disrupt, Glamour (2), Heal 6, Mindspeech

RUNE MAGIC: Dark Walk, Suppress Lodril (one-use only)

SKILLS: Bargaining 35%, Camouflage 30%, Evaluate Treasure 50%, Hide in Cover 50%, Listen 55%, Move Quietly 40%, Oratory 85%, Pick Pockets 25%, Ride 25%, Scan 90%, Scrutinize 30%

LANGUAGES: Darktongue 90/60%, Tradetalk 65%

TREASURE: carries 40 clacks and 60 Lunars; ransom is 700 L

SMEELOCK BLACKBITE, Argan Argar and Kyger Litor initiate

STR 12	CON 14	SIZ 15	01-04	R LEG	5/5
INT 13	POW 16	DEX 8	05-08	L LEG	5/5
CHA 15			09-11	ABDOM	7/5
Move 8			12	CHEST	7/6
Hit Points 15			13-15	R ARM	5/4
Defense 00%			16-18	L ARM	5/4
			19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Light Mace	8	60%	1D6+2+1D4	45%	20
2H Spear	4	85%	1D10+1+1D4	65%	15
Medium Shield	–	–	–	40%	12

SPELLS: Disrupt, Harmonize (2), Heal 3, Vigor (4)

SKILLS: Bargain 15%, Hide in Cover 25%, Listen 35%, Map Making 45%, Oratory 30%, Ride 25%, Scrutinize 30%

LANGUAGES: Darktongue 70%, Esrolian 20%, Sartarite 30%, Tradetalk 35%

TREASURE: 18 bolgs, 30 clacks, and 17 Lunars. Ransom is 480 Lunars.

BOUND SPIRIT: in ham beetle (knows no spells)
INT 12 POW 21 Hit Points 8 Defense 20%

LETO ONE-EYE, Gorakiki insect lord, Kyger Litor initiate

STR 18	CON 15	SIZ 19	01-04	R LEG	8/6
INT 17	POW 16	DEX 12	05-08	L LEG	8/6
CHA 14			09-11	ABDOM	8/6
Move 8			12	CHEST	8/7
Hit Points 17			13-15	R ARM	8/5
Defense 05%			16-18	L ARM	8/5
			19-20	HEAD	8/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Heavy Mace	7	90%	1D8+2+1D6	50%	20
1H Spear	5	100%	1D8+1+1D6	75%	15
Medium Shield	–	–	–	80%	12

SPELLS: Binding, Countermagic 3, Heal 6, Silence, Xenohealing 6; (known by Tastetreat) Dispel Magic 7, Disrupt, Farsee, Harmonize (2); (known by bound spirit in 8-point crystal) Extinguish (2), Ironhand 3, Mindspeech 2, Strength (2); (known by bound spirit in 10-point crystal) Bludgeon 4, Darkwall (2), Mobility

RUNE MAGIC: Carapace, Sprout Arms, Transform Head (all one-use)

SKILLS: Beetle Breeding 90%, Hide in Cover 30%, Insect Care 90%, Listen 55%, Mantis Breeding 95%, Move Quietly 50%, Ride Mantis 115%, Scan 75%, Scrutinize 55%, Trap Set/Disarm 75%

LANGUAGES: Darktongue 90/90%

MAGIC ITEMS: 10-point POW storage crystal containing bound spirit; 8-point POW storage crystal containing bound spirit.

TREASURE: 95 Lunars; ransom is 2300 Lunars

ALLIED AND BOUND SPIRITS: Ally (Tastetreat) in Ham Beetle
INT 11 POW 13 Hit Points 9 Defense 15%

Bound spirit in 10-point crystal
INT 7 POW 10

Bound spirit in 8-point crystal
INT 10 POW 14

LETO ONE-EYE'S PRAYING MANTIS

STR 38	CON 15	SIZ 45	01	RH LEG	8/6
POW 12	DEX 17		02	LH LEG	8/6
Move 9/9			03-05	ABDOM	8/9
Hit Points 24			06	R WING	8/7
			07	L WING	8/7
			08	RF LEG	8/6
			09	LF LEG	8/6
			10-12	THORX	8/9
			13-15	R CLAW	8/8
			16-18	L CLAW	8/8
			19-20	HEAD	8/8

Weapon	*SR*	*Attk%*	*Damage*
Foreclaw*	3	65%	1D10+4D6
Bite	5	95%	2D6†

* The mantis uses both foreclaws at once. A struck victim matches his SIZ vs the mantis' STR or is lifted to the mouth and automatically bitten from then on.
† The bite attack destroys armor as well as flesh. The mantis will bite the same hit location until it is destroyed, then move on.

SKILLS: Fly 40%, Hide in Cover 80%, Move Quietly 50%

PHORGG BUGBRAIN, Gorakiki initiate, Argan Argar lay member

STR 15	CON 11	SIZ 19	01-04	R LEG	5/5
INT 12	POW 13	DEX 14	05-08	L LEG	5/5
CHA 11			09-11	ABDOM	7/5
Move 8			12	CHEST	7/6
Hit Points 13			13-15	R ARM	5/4
Defense 00%			16-18	L ARM	5/4
			19-20	HEAD	7/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Light Mace	6	70%	1D8+1D6	50%	20
1H Spear	4	40%	1D8+1+1D6	45%	15
Medium Shield	–	–	–	70%	16

SPELLS: Befuddle, Binding, Glamour (2), Heal 5, Xenoheal 2; (known by bound spirit) Protection 2

RUNE MAGIC: Carapace, Sprout Arms, Transform Head

SKILLS: Bargaining 25%, Beetle Breeding 20%, Hide in Cover 25%, Insect Care 45%, Move Quietly 25%, Ride Mantis 70%, Scan 25%, Scrutinize 25%

LANGUAGES: Darktongue 60/60%, Trade 50%

TREASURE: 200 Lunars carried; ransom is 1000 Lunars.

BOUND SPIRIT:(in ham beetle)
INT 4 POW 12 Hit Points 9 Defense 10%

PHORGG BUGBRAIN'S MANTIS

STR 39	CON 18	SIZ 43	01	RH LEG	8/7
POW 8	DEX 20		02	LH LEG	8/7
Move 9/9			03-05	ABDOM	8/10
Hit Points 26			06	R WING	8/7
			07	L WING	8/7
			08	RF LEG	8/7
			09	LF LEG	8/7
			10-12	THORX	8/10
			13-15	R CLAW	8/9
			16-18	L CLAW	8/9
			19-20	HEAD	8/9

Weapon	*SR*	*Attk%*	*Damage*
Foreclaw*	2	65%	1D10+4D6
Bite	4	95%	2D6†

* The mantis uses both foreclaws at once. A struck victim must match his SIZ vs the mantis' STR or be lifted to the mouth and automatically bitten from then on.
† The bite attack destroys armor as well as flesh. The mantis will bite the same hit location until it is destroyed,then move on.

SKILLS: Fly 40%, Hide inCover 80%, Move Quietly 50%

THOB GRINDER, Gorakiki-beetle initiate, Kyger Litor lay member

STR 18	CON 14	SIZ 15	01-04	R LEG	5/6
INT 11	POW 17	DEX 13	05-08	L LEG	5/6
CHA 16			09-11	ABDOM	8/6
Move 8			12	CHEST	8/7
Hit Points 16			13-15	R ARM	5/5
Defense 25%			16-18	L ARM	5/5
			19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	6	65%	1D10+1D6	65%	20
Crook	3	75%	Special*	65%	10
Small Shield	–	–	–	50%	8

* STR vs STR or target falls

SPELLS: Binding, Disruption, Extinguish (2), Heal 2, Protection 2, Xenoheal 2

SKILLS: Camouflage 30%, Listen 25%, Insect Care 50%, Scan 30%, Scrutinize 20%

LANGUAGES: Darktongue 50/10%, Trade 10%

TREASURE: 45 bolgs, 65 Lunars

HERMAKA SOFTTOUCH, Xiola Umbar and Kyger Litor initiate

STR 21	CON 18	SIZ 17	01-04	R LEG	8/7
INT 12	POW 17	DEX 13	05-08	L LEG	8/7
CHA 12			09-11	ABDOM	8/7
Move 8			12	CHEST	8/8
Hit Points 21			13-15	R ARM	8/6
Defense 15%			16-18	L ARM	8/6
			19-20	HEAD	8/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Heavy Mace	6	55%	1D10+1D6	50%	20
1H Spear	4	50%	1D8+1+1D6	45%	15
Sling	2	70%	1D8	–	–
Small Shield	–	–	–	60%	8

SPELLS: Befuddle, Heal 6, Solace, Xenoheal 2

RUNE MAGIC: Couvade, Darksee, Healing Trance (all one-use)

SKILLS: Camouflage 40%, First Aid 50%, Scan 30%, Scrutinize 35%, Treat Disease 55%, Treat Poison 90%

LANGUAGES: Darktongue 60/25%, Trade 25%

TREASURE: 123 bolgs, ransom is 450 Lunars.

BEETLEHERDING TROLLKIN

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Crook	4	40%	Special*	30%	10
1H Spear	6	25%	1D6+1	25%	15
Small Shield	–	–	–	30%	8

* match STR vs STR or target falls

SPELLS: Heal 2

SKILLS: Scan 50%

LANGUAGES: Darktongue 45/10%

TREASURE: 1D6 bolgs each

HERDER ONE

POW 7	R LEG	01-04	3/4
DEX 13	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 10	CHEST	12	3/5
Crook 10	R ARM	13-15	3/3
Spear 15	L ARM	16-18	3/3
	HEAD	19-20	5/4

HERDER TWO

POW 7	R LEG	01-04	3/4
DEX 13	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 10	CHEST	12	3/5
Crook 10	R ARM	13-15	3/3
Spear 15	L ARM	16-18	3/3
	HEAD	19-20	5/4

HERDER THREE

POW 7	R LEG	01-04	3/4
DEX 13	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 10	CHEST	12	3/5
Crook 10	R ARM	13-15	3/3
Spear 15	L ARM	16-18	3/3
	HEAD	19-20	5/4

HERDER FOUR

POW 7	R LEG	01-04	3/4
DEX 13	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 10	CHEST	12	3/5
Crook 10	R ARM	13-15	3/3
Spear 15	L ARM	16-18	3/3
	HEAD	19-20	5/4

HERDER FIVE

POW 7	R LEG	01-04	3/4
DEX 13	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 10	CHEST	12	3/5
Crook 10	R ARM	13-15	3/3
Spear 15	L ARM	16-18	3/3
	HEAD	19-20	5/4

HERDER SIX

POW 7	R LEG	01-04	3/4
DEX 13	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 10	CHEST	12	3/5
Crook 10	R ARM	13-15	3/3
Spear 15	L ARM	16-18	3/3
	HEAD	19-20	5/4

FIGHTING TROLLKIN GUARDS

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Sling	2	25%	1D8	–	–
Short Spear	6	35%	1D6+1	25%	15
Small Shield	–	–	–	35%	8

SPELLS: Heal 2, Speedart

SKILLS: Hide in Cover 45%, Scan 50%, Scrutinize 25%

LANGUAGES: Darktongue 45%, Trade 15%

TREASURE: 1D10 bolgs each

TROLLKIN ONE

POW 8	R LEG	01-04	4/4
DEX 14	L LEG	05-08	4/4
Defense 05%	ABDOM	09-11	4/4
HP 12	CHEST	12	4/5
Spear 15	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	4/4

TROLLKIN TWO

POW 8	R LEG	01-04	4/4
DEX 14	L LEG	05-08	4/4
Defense 05%	ABDOM	09-11	4/4
HP 12	CHEST	12	4/5
Spear 15	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	4/4

TROLLKIN THREE

POW 8	R LEG	01-04	4/4
DEX 14	L LEG	05-08	4/4
Defense 05%	ABDOM	09-11	4/4
HP 12	CHEST	12	4/5
Spear 15	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	4/4

TROLLKIN FOUR

POW 8	R LEG	01-04	4/4
DEX 14	L LEG	05-08	4/4
Defense 05%	ABDOM	09-11	4/4
HP 12	CHEST	12	4/5
Spear 15	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	4/4

TROLLKIN FIVE

POW 8	R LEG	01-04	4/4
DEX 14	L LEG	05-08	4/4
Defense 05%	ABDOM	09-11	4/4
HP 12	CHEST	12	4/5
Spear 15	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	4/4

TROLLKIN SIX

POW 8	R LEG	01-04	4/4
DEX 14	L LEG	05-08	4/4
Defense 05%	ABDOM	09-11	4/4
HP 12	CHEST	12	4/5
Spear 15	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	4/4

TROLLKIN SEVEN

POW 8	R LEG	01-04	4/4
DEX 14	L LEG	05-08	4/4
Defense 05%	ABDOM	09-11	4/4
HP 12	CHEST	12	4/5
Spear 15	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	4/4

TROLLKIN EIGHT

POW 8	R LEG	01-04	4/4
DEX 14	L LEG	05-08	4/4
Defense 05%	ABDOM	09-11	4/4
HP 12	CHEST	12	4/5
Spear 15	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	4/4

TROLLKIN NINE

POW 8	R LEG	01-04	4/4
DEX 14	L LEG	05-08	4/4
Defense 05%	ABDOM	09-11	4/4
HP 12	CHEST	12	4/5
Spear 15	R ARM	13-15	4/3
	L ARM	16-18	4/3
	HEAD	19-20	4/4

KINDIG, Kyger Litor initiate, lay member of Zorak Zoran

STR 17	CON 17	SIZ 17	01-04	R LEG	8/7
INT 10	POW 12	DEX 10	05-08	L LEG	8/7
CHA 13			09-11	ABDOM	7/7
Move 8			12	CHEST	7/8
Hit Points 19			13-15	R ARM	8/6
			16-18	L ARM	8/6
			19-20	HEAD	7/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Heavy Mace	7	35%	1D10+1D6	45%	20
Maul	6	45%	2D8+1D6	45%	15
Sling	3	35%	1D8	—	—

SPELLS: Bludgeon 1, Demoralize, Fanaticism, Heal 2

SKILLS: Camouflage 45%, Hide in Cover 50%, Listen 50%, Scan 25%, Scrutinize 30%

LANGUAGES: Darktongue 50/10%, Trade 25%

TREASURE: 50 Lunars; ransom is 200 Lunars.

GNASHER BONEBREAKER, great troll Kyger Litor initiate

STR 24	CON 18	SIZ 29	01-04	R LEG	9/8
INT 13	POW 13	DEX 12	05-08	L LEG	9/8
CHA 10			09-11	ABDOM	9/8
Move 7			12	CHEST	9/9
Hit Points 23			13-15	R ARM	9/7
			16-18	L ARM	9/7
			19-20	HEAD	8/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Greatsword	4	100%	2D8+2D6	70%	15
Heavy Mace	6	80%	1D10+2D6	75%	20
Fist	7	100%	1D3+2D6	—	—

SPELLS: Demoralize, Fanaticism 1, Heal 4, Jump 2, Protection 2

SKILLS: Scrutinize 25%, Track 30%

LANGUAGES: Darktongue 65%, Trade 30%

TREASURE: 145 bolgs and three gems, worth 20, 98, and 247 Lunars respectively; ransom is 340 Lunars

BORK, Kyger Litor initiate, lay member of Zorak Zoran

STR 17	CON 15	SIZ 19	01-04	R LEG	8/6
INT 10	POW 8	DEX 8	05-08	L LEG	8/6
CHA 12			09-11	ABDOM	7/6
Move 8			12	CHEST	7/7
Hit Points 17			13-15	R ARM	8/5
			16-18	L ARM	8/5
			19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Heavy Mace	8	40%	1D10+1D6	65%	20
Maul	7	95%	2D8+1D6	80%	15

SPELLS: Bludgeon 1, Disrupt, Fanaticism, Heal 2

SKILLS: Scan 35%, Trap Set/Disarm 40%

LANGUAGES: Darktongue 50/10%

TREASURE: 30 Lunars; ransom is 250 Lunars

GIANT RHINO BEETLE

STR 38	CON 19	SIZ 35	01	RH LEG	9/7
POW 12	DEX 5		02	LH LEG	9/7
Move 6			03	RC LEG	9/7
Hit Points 25			04	LC LEG	9/7
			05-08	ABDOM	9/10
			09-12	THORX	9/10
			13-14	RF LEG	9/7
			15-16	LF LEG	9/7
			17-20	HEAD	9/9

Weapon	*SR*	*Attk%*	*Damage*
Horn Ram*	8	75%	2D6+4D6
Bite*	8	50%	1D6+2D6

* The beetle may use only one attack per round. If it strikes a victim with the horn ram, the victim must resist STR vs STR or be lifted into the air and held helpless while the beetle continues to attack others by biting (it cannot bite someone held in the horns). The beetle will not try to lift dead or incapacitated targets into the air.

WATCH BEETLE PACK

Weapon	*SR*	*Attk%*	*Damage*
Bite	9	50%	1D10+1D6

SKILLS: Smell Prey 40%

BEETLE ONE

POW 10	RH LEG	01	6/5
DEX 7	LH LEG	02	6/5
HP 19	RC LEG	03	6/5
	LC LEG	04	6/5
	ABDOM	05-08	6/8
	THORX	09-12	6/8
	RF LEG	13-14	6/5
	LF LEG	15-16	6/5
	HEAD	17-20	6/7

BEETLE TWO

POW 10	RH LEG	01	6/5
DEX 10	LH LEG	02	6/5
HP 19	RC LEG	03	6/5
	LC LEG	04	6/5
	ABDOM	05-08	6/8
	THORX	09-12	6/8
	RF LEG	13-14	6/5
	LF LEG	15-16	6/5
	HEAD	17-20	6/7

BEETLE THREE

POW 10	RH LEG	01	6/5
DEX 10	LH LEG	02	6/5
HP 19	RC LEG	03	6/5
	LC LEG	04	6/5
	ABDOM	05-08	6/8
	THORX	09-12	6/8
	RF LEG	13-14	6/5
	LF LEG	15-16	6/5
	HEAD	17-20	6/7

BEETLE FOUR

POW 10	RH LEG	01	6/5
DEX 7	LH LEG	02	6/5
HP 19	RC LEG	03	6/5
	LC LEG	04	6/5
	ABDOM	05-08	6/8
	THORX	09-12	6/8
	RF LEG	13-14	6/5
	LF LEG	15-16	6/5
	HEAD	17-20	6/7

BEETLE FIVE

POW 10	RH LEG	01	6/5
DEX 10	LH LEG	02	6/5
HP 19	RC LEG	03	6/5
	LC LEG	04	6/5
	ABDOM	05-08	6/8
	THORX	09-12	6/8
	RF LEG	13-14	6/5
	LF LEG	15-16	6/5
	HEAD	17-20	6/7

BEETLE SIX

POW 10	RH LEG	01	6/5
DEX 10	LH LEG	02	6/5
HP 19	RC LEG	03	6/5
	LC LEG	04	6/5
	ABDOM	05-08	6/8
	THORX	09-12	6/8
	RF LEG	13-14	6/5
	LF LEG	15-16	6/5
	HEAD	17-20	6/7

BEETLE SEVEN

POW 10	RH LEG	01	6/5
DEX 7	LH LEG	02	6/5
HP 19	RC LEG	03	6/5
	LC LEG	04	6/5
	ABDOM	05-08	6/8
	THORX	09-12	6/8
	RF LEG	13-14	6/5
	LF LEG	15-16	6/5
	HEAD	17-20	6/7

BEETLE EIGHT

POW 10	RH LEG	01	6/5
DEX 10	LH LEG	02	6/5
HP 19	RC LEG	03	6/5
	LC LEG	04	6/5
	ABDOM	05-08	6/8
	THORX	09-12	6/8
	RF LEG	13-14	6/5
	LF LEG	15-16	6/5
	HEAD	17-20	6/7

BEETLE NINE

POW 10	RH LEG	01	6/5
DEX 10	LH LEG	02	6/5
HP 19	RC LEG	03	6/5
	LC LEG	04	6/5
	ABDOM	05-08	6/8
	THORX	09-12	6/8
	RF LEG	13-14	6/5
	LF LEG	15-16	6/5
	HEAD	17-20	6/7

fight viciously. Elves are bitter foes of this tribe, for elves not only hate the trolls, but they try to poison the locusts, who eat much plant life. If the tribe meets humans, they may attack or be wary. Zorara may send a trollkin skilled in Tradetalk to speak with them and find out if the humans are friendly. If the humans are friendly, or if the tribe meets other trolls, Zorara is happy to offer services for a fee.

The tribe has fewer trollkin staying with it than do most troll tribes, for the locusts fulfill most tribal needs. Excess trollkin are generally sold as slaves to anyone wanting them. Skilled or value trollkin are not sold. Warrior trollkin are sold for 40 wheels in cash or 30 wheels in goods (weapons, food, armor, clothing, baskets, rope, etc.). Worker trollkin go for 32 wheels in cash or 24 wheels in goods. Food trollkin are sold for 10 wheels in cash or 8 wheels in goods. Zorara will bargain and will sell at as little as half the prices listed here, if successfully bargained against.

The tribe sells locusts to anyone wanting them. Locusts are cheaper than trollkin. A freshly-killed locust is sold for 22 wheels. Live locusts are more expensive, and cost the buyer 30 wheels each. Zorara can be bargained with to accept as little as half of that price. If a person wishes to be taught how to ride a locust, the tribe will teach him the skill of Ride Locust at the price of 500/1000/2000/EXP. While he is learning, he must travel with the tribe. Payment must be in advance, and the tribe will not bargain for the price of that skill. If the tribe has troubles while the character is staying with them, he is expected to help the tribe.

The locust tribe is happy to take passengers anywhere they want to go. The price for travel is four lunars per day travelled, or about 150 kilometers per day. The price will hold for up to the entire tribe, if the characters negotiate carefully. The tribe will not travel into the Lunar Empire in any case, but it will go anywhere in Prax, Dragon Pass, Balazar, or Shadows Dance. A passenger must pay for his own food and drink, sleep in a communal tent with the trollkin and must be strapped onto a locust so that he will not fall off.

Because this tribe needs trade weapons and items, prices for locusts and for travel prices can be multiplied by .75 to determine the price if a character wishes to pay the tribe in trade goods instead of cash.

These riders are wild raiders, and their mode of preying upon the land makes them many enemies. They are presented here in full stats ready to fight.

Tactics

In combat, the trolls will go aloft and try to drop rocks or javelins on their foes. Before a battle, the trolls pick up three to five ENC 1 rocks and carry them onto their locust. Anyone seeing a rock dropping on them has their normal Dodge chance or their horse's Dodge (if mounted) to avoid it. The chance for the troll to hit with a dropped rock decreases by 05% per 5 meters that it is dropped. All dropped rocks or javelins hit on SR 1, unless the trolls specifically delay its dropping. Dropped objects use a Hit Location Table of 1D10+10 and will do damage of [1D8/ENC point + 1D6/3 meters falling distance].

If a locust dies in flight, the troll riding it may try to control it and glide it down to a gentle landing. The troll must not be surprised (roll POWx5 or less) and he must make his Ride Locust skill roll. If he succeeds in both rolls, he can glide down and land without mishap; otherwise, he falls.

The locust tribe carries little wealth. Anyone looting them would have to hope for a good price for the locusts or try to get a reward from grateful local farmers or elves.

The locust raiders may be met either in full force, or as a small band of attackers. Full statistics have been provided here for a raiding band of trolls to attack player-characters with.

ZORARA EATALL, Rune Priestess of Kyger Litor and Gorakiki-locust

STR 18	CON 13	SIZ 16	01-04	R LEG	8/5
INT 16	POW 18	DEX 12	05-08	L LEG	8/5
CHA 17			09-11	ABDOM	7/5
Move 8			12	CHEST	7/6
Hit Points 15			13-15	R ARM	6/4
Defense 15%			16-18	L ARM	6/4
			19-20	HEAD	8/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Javelin	3	60%	1D10+1D3	35%	10
Club	7	60%	1D10+1D6	60%	20
Dropped Rock	1	50%	varies with height	–	–

SPELLS: Detect Enemies, Detect Life, Detect Silver, Healing 6, Multimissile 4, Speedart; (known by Highflyer) Disrupt, Jumping 4, Xenohealing 6

RUNE MAGIC: Absorption 2, Blinding 2, Counterchaos, Multispell II, Speak with Insects, Spell Teaching, Summon Small Shade

SKILLS: Play Drums 70%, Insect Care 100%, Jump 60%, Listen 40%, Locust Breeding 100%, Ride Locust 60%, Scan 60%, Scrutinize 55% Sing 85%

LANGUAGES: Darktongue 90/80%, Praxian 30%, Trade 45%

ALLIED SPIRIT: Highflyer (giant locust body)

STR 28	CON 16	SIZ 24	01-03	RH LEG	5/7
INT 11	POW 15	DEX 17	04-06	LH LEG	5/7
Move 8/11			07-08	ABDOM	5/7
Hit Points 19			09-10	THORX	5/8
Defense 00%			11-12	R WING	5/6
			13-14	L WING	5/6
			15	RM LEG	5/6
			16	LM LEG	5/6
			17	RF LEG	5/6
			18	LF LEG	5/6
			19-20	HEAD	5/7

Weapon	*SR*	*Attk%*	*Damage*
Bite	5	45%	1D10+goo
Kick	5	75%	1D8+2D6

SKILLS: Fly 90%, Jump 100%

LANGUAGES: Darktongue 50% (actually speaks)

TROLL RAIDING PARTY

TROLL WARRIORS

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Javelin (3)	3	50%	1D10+1D3	25%	10
Mace	7	50%	1D10+1D6	40%	20
Medium Shield	–	–	–	50%	12
Dropped Rock	1	55%	varies with height	–	–

SPELLS: Disrupt, Heal 2, Jump 1, Multimissile 2, Xenoheal 2
SKILLS: Listen 50%, Ride Locust 80%, Scan 60%, Scrutinize 50%, Track 50%, Trap Set/Disarm 40%
LANGUAGES: Darktongue 65%
TREASURE: 1D20 bolgs

LOCUST MOUNTS

Weapon	*SR*	*Attk%*	*Damage*
Bite*	6	25%	1D10+goo
Kick*	6	45%	1D8+2D6

* see notes on giant locusts in Book of Uz

SKILLS: Fly 25%, Jump 100%, Spot Hidden 40%

GOO: 1D10 CHA damage plus 1 POT Blade Venom.

FOODFOLLOWER

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

FOODFOLLOWER'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

SAMDY

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

SAMDY'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

PEPPERHEART

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

PEPPERHEART'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

MOCHA

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

MOCHA'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

BIRDBANE

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

BIRDBANE'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

TURA

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

TURA'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

MANNAN

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

MANNAN'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

ROCKEATER

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

ROCKEATER'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

ZOOTACKY

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

ZOOTACKY'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

HERKEL

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

HERKEL'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

KOR BROOKILLER

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

KOR BROOKILLER'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

BAMMUL

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

BAMMUL'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

EELAYNA

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

EELAYNA'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

BOUNCY

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

BOUNCY'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

BHOBH

POW 12	R LEG	01-04	5/5
DEX 11	L LEG	05-08	5/5
Defense 05%	ABDOM	09-11	6/5
HP 13	CHEST	12	6/6
Mace 20	R ARM	13-15	5/4
	L ARM	16-18	5/4
	HEAD	19-20	5/5

BHOBH'S LOCUST

POW 7	RH LEG	01-03	5/6
DEX 13	LH LEG	04-06	5/6
Move 8/11	ABDOM	07-08	5/6
	R WING	09-10	5/5
	L WING	11-12	5/5
	THORX	13-14	5/7
	RC LEG	15	5/5
	LC LEG	16	5/5
	RF LEG	17	5/5
	LF LEG	18	5/5
	HEAD	19-20	5/6

SKYFALL LAKE

PLAYERS' MATERIALS

Part of this material is repeated on loose pages contained in the player handouts. Some items of information are free, provided by the employer; some are for sale, and may be sought out by the players. The paired items also may be given out in any way desired by the referee.

They include:

FROM THE EMPLOYER
- Lunar Report (c. 1584)
- Myth of Skyfall Lake
- An Issaries Report (c. 1610)
- The Nets of Skyfall
- Ancient Ditty
- Map to Skyfall Lake
- Instructions from the Employer

FROM THE TEMPLE OF KNOWLEDGE
Price: 50 Lunars for entire collection
- Ancient Report on Great Trolls (c. 732)
- Lunar Report on Religions (c. 1595)
- Troll Fishing Boats, Etc. (c. 1423)
- Redbird's map of Crabtown
- Another Redbird Document

TO BE HANDED OUT LATER
- Grog Shoppe Menu

INTRODUCTION

This scenario is written for non-troll characters. They must enter troll territory and find a well-reported grog shop hiding among some woods. There one human must (and more humans may) enter into a good-natured drinking contest with the trolls. This should result in being brought to the town as friends where the business deal can be finished, and then the party can return home.

The many opportunities for mishap are left to the referee, and if the characters decide to trash the grog shop, you must deal with it in your own way. You should tell the players that their employer desires no hostilities, and will punish anyone who begins them.

This scenario is a mine for role-playing, as it avoids combat. The players have a rare chance to enter a troll community as a friendly, or at least as a neutral, party. The scenario leaves these opportunities up to the individual referee to play as he wishes, and notes are included for such occasions.

Most of the general information in the Players' Data is correct. The exact size of this troll settlement is impossible to tell, and any of the figures cited might be right.

The Players' Data contains the usual exaggerations by prejudiced humans. The mentions of iron use are false, as are the stories of iron being in the hills.

The Task

A local merchant wishes to hire adventurers who can follow orders to guard an assistant going to Crabtown, a troll settlement in the Spider Woods near Skyfall Lake. The entire journey should be only four days.

He will pay each of up to eight adventurers the following: (1) either one spell training worth up to 500 L, or 100 L cash after the job is done, (2) 50 Lunars paid in advance plus 50 Lunars paid afterwards, (3) and a fair share of any loot rightfully gained in self-defense.

The merchant who will accompany the party is a meek experienced trader named Murius. He is smart, a non-combatant, and a skilled speaker and trader initiate of his cult.

He will have Pathwatch on him for the journey, and will bring some medicines which will keep him awake for the whole trip. He is an NPC who should be handled by the referee. However, after the first 24 hours he will be groggy and disoriented, and should be played quietly.

Murius has one more function, and that is to maintain peace. His employer claims to have prepared for their approach, and they are guaranteed protection if they follow normal procedures. If he discovers, or even suspects, that any characters deliberately caused trouble with the trolls, he will say so, and that person will lose all rewards and his official protection.

Murius has a set of written instructions from his boss. It is written in Tradetalk and it is included among the players' handouts. He will share it with the characters.

Everything professed is fairly straightforward, and your task as referee is to entertain the players without a fight.

Murius will be picking up four large spools of spider silk, each worth about two thousand Lunars, plus four other bundles worth 250 Lunars each, with miscellaneous troll items dredged from the lake.

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THE SKYFALL LAKE SCENARIO

player information

Instructions to Skyfall Lake from the Employer

Your journey will begin at Ironspike Fort. This is the stronghold of the hill barbarians who live in Jaskor's Hold, their name for their valley. It is the last outpost of civilization and all outfitting must be completed there.

The journey is simple but dangerous. I have gone to great expense to prepare the way for the group and as long as instructions are followed there should be little risk.

You must set out early on the first day, with horses, and not slow for anything until night camp is made.

The first leg of the journey is 25 km northward, following the winding Jaskor River through the hills to the flat plains which surround Skyfall Marsh. From there travel on this plain northeast for another 25 km until you again reach broken and difficult ground. There is a wide river there, which has no name: make a well-defended camp in that area.

The single day's journey becomes more dangerous with each passing mile. Once the shores of Skyfall Marsh are reached you will be upon Giants' Walk, a place where the largest giants known sometimes come. Their footprints may be visible.

This is also the entry into troll territory, and they are very jealous of their lands. My contacts have purchased you what safety can be bought by a humble man like me, but my friends have enemies of their own kind, and there are also many lawless trolls.

On the second day you must search the hills for signs of the Frog Grog Shoppe. Signs, obviously troll-made, will point to it. If trolls are sighted in the vicinity, they can be appeased by shaking a wine bottle, beer keg, or kvass skin at them.

At the Grog Shoppe, the person hired for drinking will show his stuff. This test should be no problem for a hearty adventurer. Don't believe what popular rumor says about troll drinks - they're harmless.

You will see signs which will lead you to the shop.

There is a large curtain which covers the entry. Murius will give the drinker a piece of food to hold. Go to the curtain, enter quickly, and shut the curtain as fast as you can. They do not like light. Throw the food to the left, and do not even look that way if you are squeamish.

Do not eat what they offer. It is poisonous.

Any number of you may enter at once, but only one of you must drink. Others should behave themselves peaceably, and may imbibe if they wish.

Enjoy yourselves!

You must say, "Rom Bom Ga Ga ooooo. I say I can drink my way into Crabshell!"

After that they should be friendly. If they are not, flee at once.

Once the small task is accomplished at the Grog Shoppe, there should be a guide to bring the party to the town. Once there, the humans will remain, and rest or amuse themselves in any way not offensive to the natives. I suggest you hide and stay hidden, or stick close to Murius.

Murius will do business with my customer, and everyone will remain in Crabcity for the day and night.

The next morning everyone will depart. The first day's journey will be to the previous campsite, or thereabouts. There is no need to stop at the Grog Shoppe, unless you desire to do so.

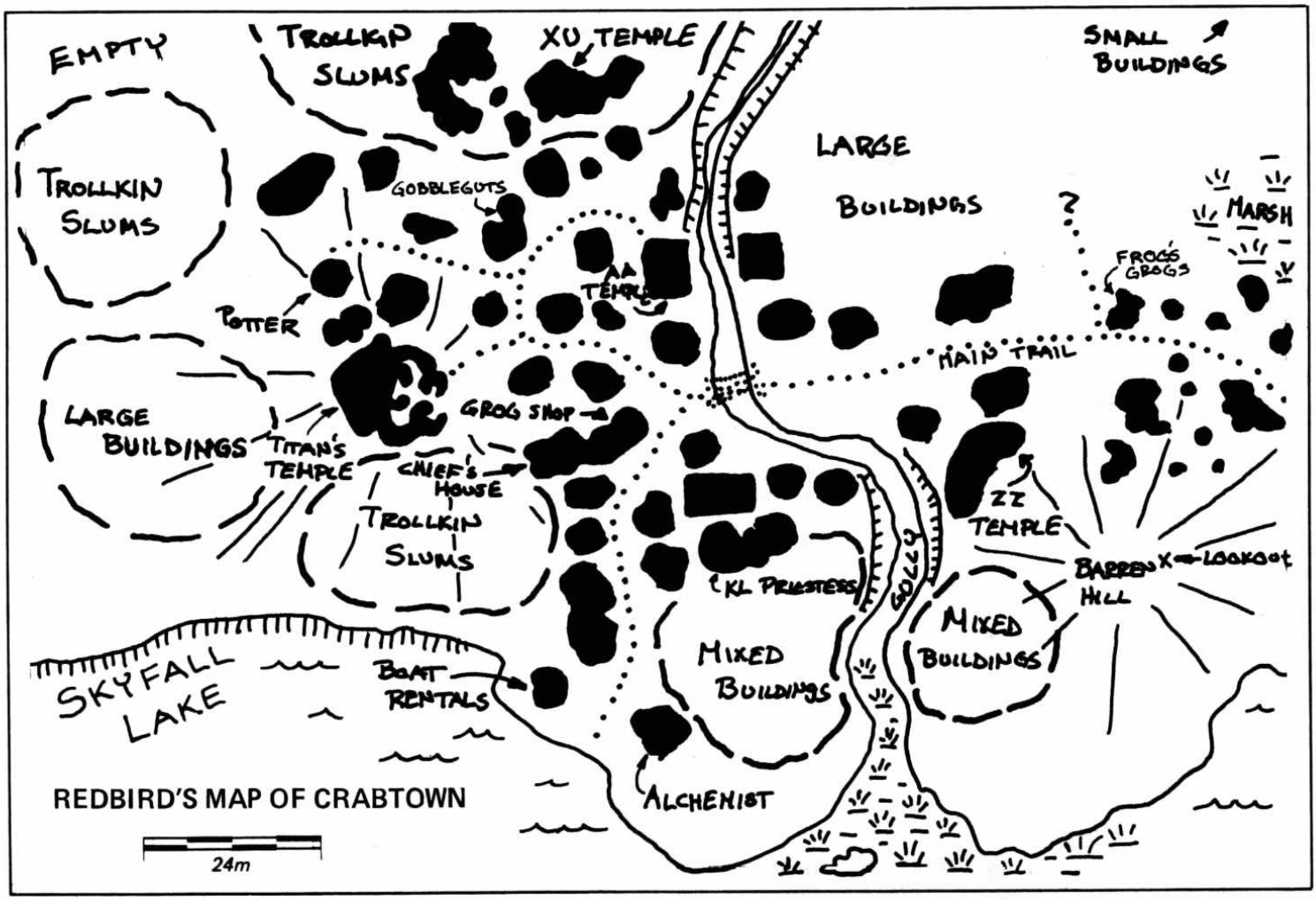
The next day's journey is the last. It is the hardest, for many miles must be covered going through Giants' Walk.

The duty of the hired guards will cease at Ironspike. Murius will follow private orders in returning home on his own.

Enclosed is a map for your purposes in the journey: you are welcome to keep it afterwards.

Lunar Report on the Skyfall Lake Region [compiled 1584]

This populous troll queendom is ruled personally by the heroquester called Cragspider. Her impenetrable castle, Cliffhome, perches atop the highest mountain of the region. Many able lieutenants assist her in dealing with her populace, for she is never seen outside of her home.



There are no cities here, though many tiny villages dot the shores of the misty Skyfall Lake.

Crabplace is the name of the largest. Except for the immense shell which forms the roof of the city temple, the place is a fair example of what a troll village is like. This giant shell is located on high ground and is near the center of the buildings. The buildings themselves are in usual troll disarray, with sprawling streets and small filthy markets where they steal from each other.

Another town is built only of driftwood, and is called Driftwood in the troll tongue. Another is called Conch, and is said to whistle with a thousand eerie voices whenever the wind blows. Most are made of flotsam and jetsam.

Occasional stone structures are kept by wealthy trolls interested in keeping out other trolls, but there is no military defense of the vill. If a sizeable enemy force ever approaches with hostile intent then the trolls abandon their village and temples and take to their boats or to the hills to hide.

Once a week, buyers from Cragspider's castle descend and tour the villages on the lake. Their browsing and shopping may take hours or days, depending on their training and skills. Whatever they do not wish to purchase immediately is given a price which the owners remember religiously. For that price they will thenceforth sell their items, but most of their stock is accumulated and worthless junk. Since trolls buy little from each other, their shanties are built of the previous years' catches.

I estimate their army to consist of 600 troll militia-type hunters, all of whom can assemble within forty-eight hours at a spot hidden in the hills. There are also many great trolls, maybe another 800 in sight or rumored to be nearby. Trollkin are limitless and sometimes roam the hills in wild packs.

Myth of Skyfall Lake

[A Tale Popular in all of Dragon Pass]

Why is there a place called The River? There are many rivers in this stormy land.

The source of this mighty river lies far to the north, in the wild regions of the land. This river is famous in all the tongues of the world, for this was the first river which was born to flow downhill, from the hills to the sea.

During the War of the Gods there was a deity called Korang the Slayer. He was of chaos, a tainted monstrous god. He suffered both for and because of his ignorance, and revelled in it. He carried a long iron spear which pierced many foes with Death. He strode through the darkness leaving a poisonous wake; the peaceful of the world conspired to confront him.

Three deities set forth: Hard Earth is one, Skyriver Titan is the second, and the third is no longer remembered.

Korang the Slayer met them in combat. The god who is no longer remembered was struck and the life and soul and magic and energy flew out of him and burned up his body so that there is nothing left of him now.

Skyriver Titan thought to avoid this death, but was wounded anyway. His life blood gushed out upon the land. He tried to flee skyward to his safe home, but the flow of his life broke through the worlds, and as a result that place is always raining. His life blood will always stream through the regions he fled.

Hard Earth thrust himself at the weapon, and the strength of his body shattered the tool into many pieces. But he was thrown down too, and became those hills where the Black Dragon lives and the spiders are servants to the trolls.

Once unarmed, the monster was nothing of power, and the great flowing of Skyriver Titan's blood cascaded upon it with a frothing and furious struggle. The monster was drowned, and violence of the blood and his soul churned up the marshes which surround the lake. Under the lake lies the ruins of a dead city where the chaos gods once lived. And overhead the Skyriver still continues to flow, washing upon the region in great torrents to cleanse the earth.

An Issaries Report

(Can be gained by talking in most marketplaces. Documentation is available upon request, and has been gotten for the players.)

There is a town called Crabcity which is the biggest troll settlement in all of the Dragon Pass lands. An immense temple made out of a single crab shell protects the shrine of Kyger Litor, who reportedly killed the monster.

Like many trolls, these tribes use various insects as guard animals. They are especially fond of their stingworms, but mostly love their spiders.

Even though they are creatures of darkness, these trolls go too far. Due to Cragspider's proximity they count all arachnids to be sacred, and so refrain from harming any of them. This is well in some respects, for the fly population is amazingly low for a filthy troll city. A larger spider variety, finding insects too small, takes birds on the wing by spitting a glue at them. Everything smaller than a housecat seems, even to me, acceptable and tame. For one thing, their ramshackle huts are often all covered with a clean whitish sheen of webbing.

It is the great spiders which are so abominable. I saw one whose body was larger than a horse and whose legs measured over ten meters across. He was covered by glistening hair and was an attractive bronze color.

Another was covered with warty grey skin and was the size of a woolly mammoth, as sometimes come to our land from Aggar. It dripped pools of acid which the trolls gathered after it had left. When it retired, it took three trollkin, kicking and screaming, with it.

When such a monster appeared, each separately, mind you, all the natives fled in terror. The spider then stalked calmly down the alleys, crushing huts as he walked over them. It paused occasionally to tear apart a hovel, peeling its layers of trash like a wife peeling a head of lettuce. Its familiarity with this hunt was plain to see, and such monsters may arrive here regularly.

Another common curse is when the young of the warty grey ones hatch. They are dangerous biters, and can gang up on larger creatures. The trolls then simply desert the whole region until the spiders clean out their town and eat each other. It is also possible for a priestess to somehow enchant them all into a small magic bottle which she then casts into Skyfall Lake. Also, a type of floor shrew sometimes appears in large numbers and devours the spiderlings.

Carathos suggested that they could set up a nice altar outside of town and leave trollkin as a sacrifice, but Garkagi said the priestesses would have none of that and that we should watch our tongues while we still had them.

– From the diary of Hafsar Blueyes, priest of Issaries, Fire Season 1610

The Nets of Skyfall

A particular type of magical substance, especially useful in making nets, comes only from the Skyfall Lake area. It is probably some type of exotic spider silk, perhaps from gods or spirits, but it is impossible to tell for sure. Even the priests and their Rune spells cannot tell.

The local trolls use it to fish in Skyfall Lake. That is a feat in itself, for this lake is violent and troubled, and has creatures in it which have fallen out of the sky, or are left over from the Gods War. Still, the trolls sometimes make nets and skein the bottom, or make fishing lines with it and use hooks carved from dragon bones.

They are said to harvest odd animals, of no practical use to anyone but hungry trolls, and sometimes a magical item of worth, but more commonly a load of junk.

These things can only be gotten with those magical nets, and the nets can only be made with special knowledge which is unknown outside of that troll region.

– common knowledge among fishermen of the region

Ancient Ditty

On the Shores of Skyfall Lake
Live the trolls who daily take
the treasures from that sea.

Their nets are gifts from the Spider
And the casters do not hide Her
Glory in loot and in misery.

They ride their boats through chaos ruins,
And slay evil foes with iron harpoons
And share in the Spider's treasury.

An Ancient Report on Great Trolls

[Excerpt from a speech by Naravang Foureyes in 732 ST to his household.]

The presence of a new type of trolls, which we call Great Trolls, is absolutely sure. They are coming from Cragspider's Spire. She seems to have relocated a whole tribe of them, or has a method of breeding them, or else has made a hole to the hero plane to enlist aid.

The truth must be known. Therefore, I have taken it upon myself to secretly penetrate Cliffhome in search of this menacing truth. I swear to return with the words to you, even upon my death and dispersal,

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on this matter. If I return, the name of Naravang Four-eyes will ring forever as a hero.

Farewell, wife. My last thoughts shall be of you. Keep our secret pathway open. Yelmalio smile on you.

[Naravang was seen once since then, in a dream of his wife's. He appeared, looking gaunt and pale, and said "No fear." Four-eye is also the name of a servant in Cragspider's household who is a spirit of light and delivers messages for her.]

Lunar Report on Religions
[c. 1595]

The most popular religion in the area is that of Arachne Solara, the goddess of nature. Cragspider, a monster troll, is said to be high priestess of the cult. She is never seen but the pinnacle which houses her is but 12 miles away from the lake, always visible.

Kyger Litor is popular, as wherever trolls live.

Sea Titan is another god, whose shrine is set atop the crab shell there.

A priestess of Night wanders about, hobbling and aided by a slave. She carries a lead umbrella which she calls Argan Argar, and which shades her in the daytime.

Troll Fishing Boats, Etc.
[Fragment from an old Tarsh report to the king, c. 1423]

To catch some of the deeper monsters the trolls use whole humans as bait, hooked alive and protected only by an air-breathing spell.

Most prized of their small lake fleet is *Krakenbane,* a massive ram-ship with eight magic oars cut from giant bones and armor made from the hide of unslayable dragons.

Most fishing boats are poor imitations of this vessel. Instead of dragon parts they usually have some portion of a dead dragonewt nailed to their wooden planking to provide protective magic.

Their nets, in the hand of a master, could provide access to almost any magic of the cosmos, were the caster to survive the many hard tests and guardians who are tied into its magical strands and knots.

Another Redbird Document

We had no problem in acquiring a piece of the magical rope. These trolls responded like real friends, even though I was an initiate of two Lightbringer cults and had liberated a band of trollkin to my care.

The guards in my hire have turned out to be among the most slovenly and vile of my experience, for they seem to enjoy rooting about the poisonous drinks like the trolls that they are visiting. Only myself and a servant named Willworth went out onto the lake to fish.

I drew up several creatures which were strange, and lost my bait. The most impressive was a green snake's skull which seems to be important. Most important, of course, is that it was free.

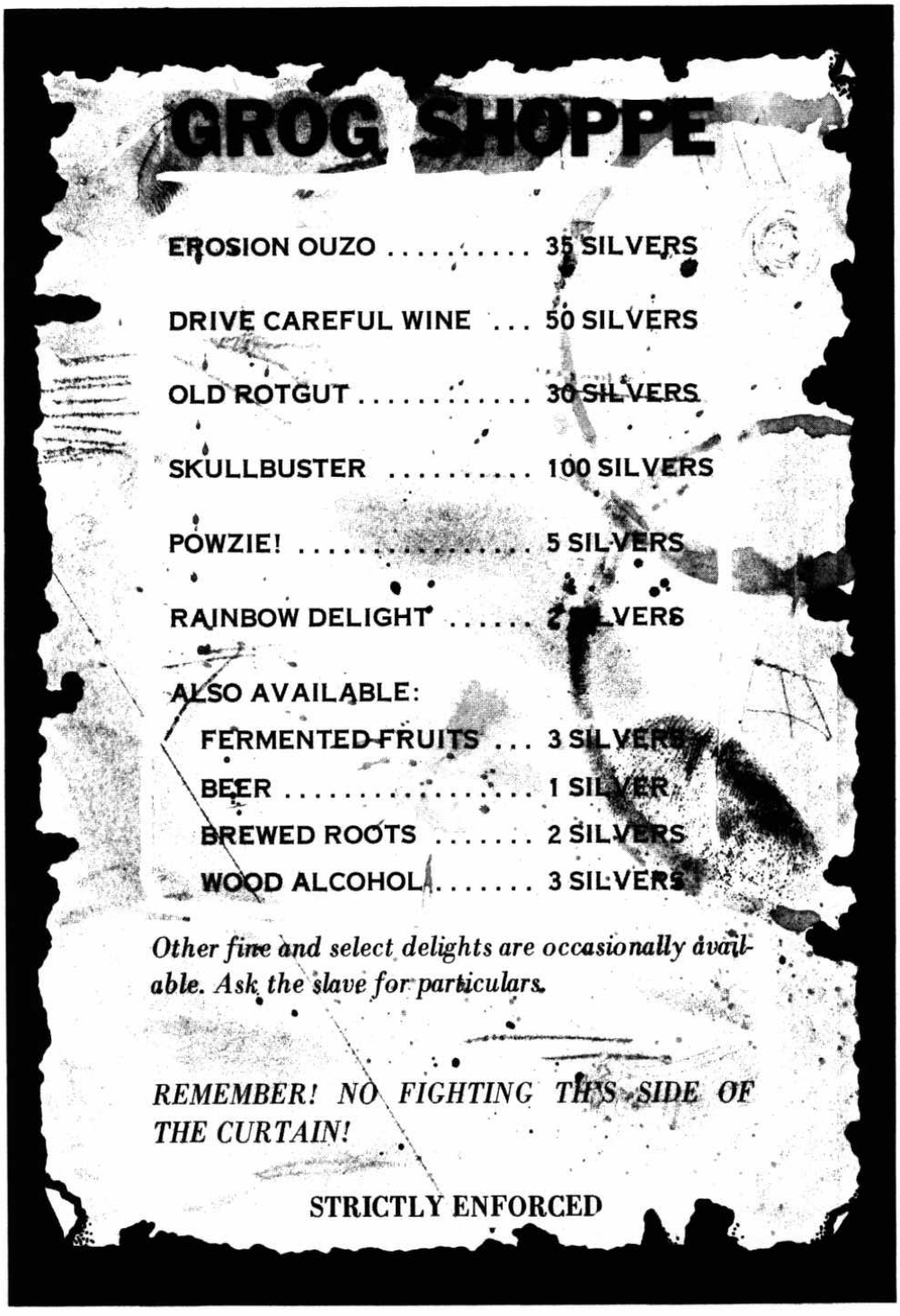
Willworth pulled up a bronze pot with a lid closed tight. He pried it open with his knife and peered inside, but a mustardy vapor sizzled out and burnt his whole face off. Healing did help some and he is lucky that I saved his life then. One eye was horribly swollen and I couldn't bear to look at it.

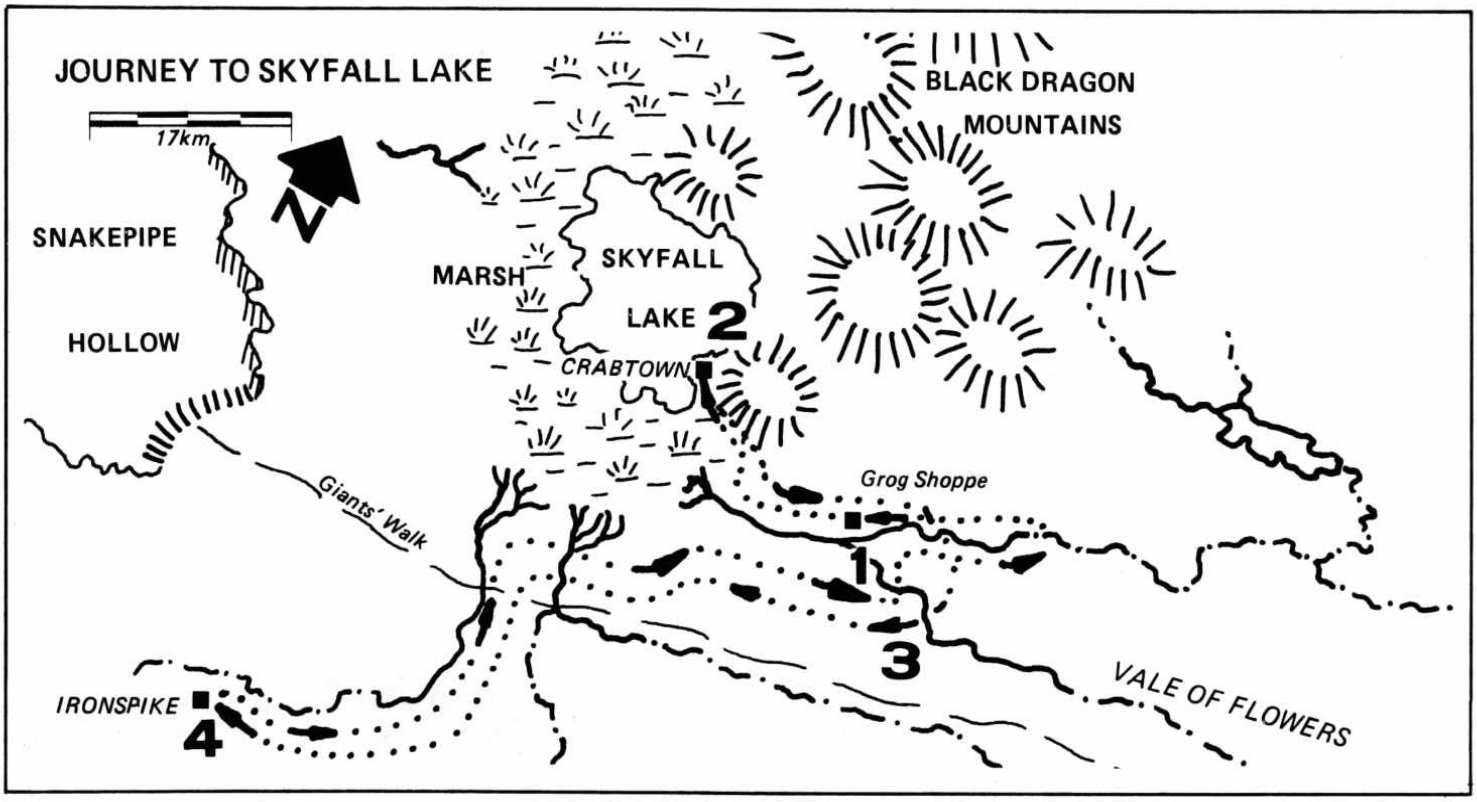
I immediately set off home but we were beset by one of those unpredictable dangers of the region. A whale, measuring thrice the size of any of the greater dinosaurs in the world, rose and came to swallow us. It seemed as big as the city of Boldhome. All of my magic was no use against it.

Willworth then rose up and proved the worth of someone even as ignorant as he, for he simply said something and waved his hand and jumped once with a yelp of pain, and the whale shuddered and sounded, never touching us at all and sending a wave which carried us to shore. Willworth, poor fool, was ashock and was once again saved by my skills.

Such activities are common there, or so it would seem to me.

We returned home as outlined elsewhere in my memoirs.





THE OVERLAND JOURNEY

The characters will complete their final briefing and outfitting in Ironspike, the northernmost Sartarite outpost. They will need to cover 40-50 kilometers on the first day of travel, find the Grogge Shoppe on the second day, and proceed from there.

After leaving Ironspike, the expedition will be travelling through hills for 25 or so kilometers. This will take about twelve hours on horseback with Murius' wagons. This terrain is Hunting Land, as described on the encounter chart, and the referee will need to make two rolls to see what encounters occur.

After crossing the hills, the expedition will enter the flat lands by the Skyfall marshes. This will take about six more hours of travel before they reach the river that they are to camp at. This flat land counts as Dense territory, and a single roll should be made to determine any encounter.

Trolls met in the Hunting lands will be wary, and may well flee if accosted. In Dense territory, the trolls will be more aggressive, and will not take kindly to any thoughtless or destructive acts on the part of the player-characters. If trolls are met in this area, they can often be bought off by the players.

Most trolls met on the overland journey should not be too eager to interact with the party. The journey is much less importance than the events to take place at the Grogge Shoppe and at Crabtown itself. If the players attack and/or kill trolls on the way to the Grogge Shoppe, the trolls at the Shoppe will not have heard of it. However, once the players make it to Crabtown, word is likely to reach the town authorities of the attack, and the players will be forced to flee. In such a densely populated area, trollkin may have been watching from a distance if the players attack a troll, or troll hunters may find evidence of the struggle (such as a dead troll). If the players have killed wild trollkin, the trolls will not care, but if they have killed normal trollkin, they may well react unfavorably. Trollkin are at least as valuable to the trolls as goats or dogs are to humans, and they will not be pleased to hear of humans destroying property.

SKYFALL LAKE The Grog Shop:

The Approach

After breaking camp, the party should move upriver, pausing occasionally to make Spot Hidden rolls and Tracking. Have them do this even before there is something to sight.

At one point they will come to a junction with two markers, each pointing down a different trail. The correct sign is that of a Y-stick in the ground. A bone lays in the crotch of the Y pointing to the left. A gourd weights the bone against the ground to keep the bone from shifting.

The incorrect sign is that of a skull with a stick through one eye socket pointing to the right.

This is a critical moment. They have to figure out which path goes to the Grog Shoppe. Let them do so if they can. The easiest way is to make a Tracking roll and tell which direction has more footprints (they are all trolls). The direction pointed to by the skull leads to a pit trap, left to the referee to handle. The one with the gourd points to the Grog Shoppe.

The Outside

There is no attempt to hide the shop. There are, in fact, several obvious peace signs stuck to trees and painted on rocks. Most of these are the simple signs, but there is also a (real) hand giving the Lunar Sign of Peace, and a Chalana Arroy sash hanging nearby.

A thick, old, very dirty curtain is hanging down a cliff face. Its top is held down by piled boulders.

To get in you must open the curtain, and walk down.

The Denizens

There are five trolls there, three trollkin, and one gargoyle. Play them as follows.

SPOONER [The Tender] – Spooner is an Argan Argar initiate, adroit at languages. Although the rite they will undergo is little known to humans, Spooner has done it often and knows it well.

He should be the speaker whenever the characters are answered. He orders the three trollkin around, and also speaks to the Watcher, the troll who cannot understand the language.

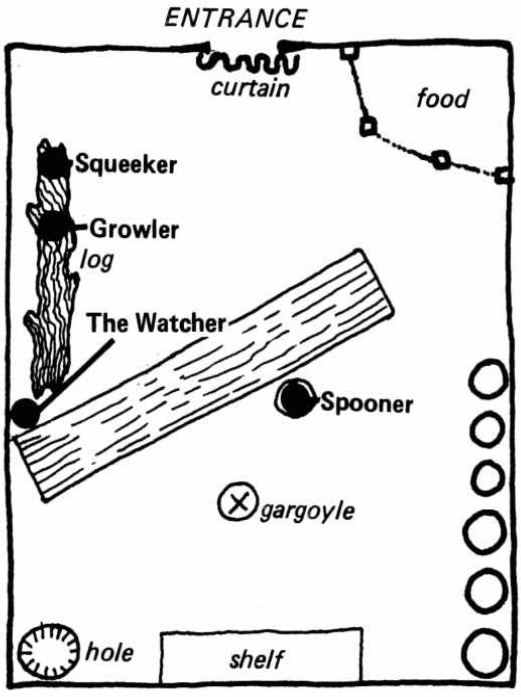
3 TROLLKIN – Not personalized at all. Just have Spooner send them scuttling about to do work, and provide light comic relief.

GROGGER – This wingless gargoyle is a loyal slave to Spooner. He usually sits at the spot located, acting as a chair for his owner. Upon command he will leap up and do his stuff, surely leaving an opponent groggier than before.

THE WATCHER – This troll sits slumped on the floor. Sometimes he mumbles in Darktongue to Spooner, who sometimes sends a trollkin to him with a ladleful of this or that.

GROWLER – This guy has a low and raspy voice, but makes himself fairly clear. He too, (what a coincidence!) speaks the tongue of the adventurers. He is fairly sober and not afraid to speak to the humans at all. He is dressed like a hunter.

SQUEAKER – This guy is dressed more like a warrior, but makes no hostile moves. His armor is on, his helmet is off, his weapons at his side. He doesn't want to fight and won't be provoked. He, as will be seen, has met humans and likes to gamble.



The Layout

As can be seen, there is nothing fancy about this place.

The Procedure

Once the proper saying is made, the trolls will be friendly to the newcomers. They will say welcome, have a seat, are you hungry?

Spooner will say: "Welcome to the Grog Shoppe Inn. This is, as you somehow know, the secret entryway into my home city, granted to me by Her Mightiness Cragspider, Goddess over all of the world. If you can meet a few special requirements, you and all of your party can enter Crabtown as friends.

"Here is what you must do: First, take a good large swallow from any one of these kegs which you select. Second, take a drink from any one keg which I select. Third, take a drink from any one keg which someone else selects.

"After that you will be guided to the town by one of my trollkin and you will be announced as friends."

Someone, of course, will accept.

"Glad to hear that. Before we begin, would you or any of your friends like some human beer before we begin? It is good to trolls, you know, and I sell it cheap. Only one silver guilder for a mug of real ale."

When any orders for beer are filled, Spooner will say: "Let's begin now. You may choose your own poison, as they say. What? [Looks shocked] Why yes, of course you must pay for the drinks. [Looks angry] What are you trying to do, ROB ME? That's better!"

Some other answers Spooner may have to make are listed below:

Q: Who made up the names of these drinks?
A: There was a fellow named Willworth through here several times. He did it. I really don't know what those words mean. We have our own names in Darktongue.

Q: Who wrote this menu?
A: Once there was a woman here who had a remarkable feather. She did not drink here, though she did eat like everyone does, and she made this for me with her feather for payment.

Q: What are in these kegs?
A: I cannot tell you.

And there are other speakers besides Spooner –

GROWLER: I will help you out for money.
SPOONER: That is against all the rules.
GROWLER: Look, you guys, maybe I can help you another way. First of all, do you make bets?
SQUEAKER: Bets? Count me in, eh?

At this point, introduce the betting motif if you want. See next section, Side Bets.

Side Bets

Growler and Sqeaker are happy to bet on the success and failure of the people drinking each drink. Each has a pattern he uses as much for entertainment as in aid of the humans.

Growler will bet that the human will be slightly affected by a drink. He bets a small amount. He wants other people to bet against his assumptions.

Squeaker always speaks second. He always bets that something far worse will happen to the person, and makes much larger bets.

They will both be really wrong the first times. Their bets will show, in fact, that they have no ideas at all about what will affect people! The names do hint about effects which might occur, however, and if the players care to figure it out they may be tempted to bet against the trolls themselves.

The trolls will be glad to bet. In fact, they will suggest that all the humans take up the task of testing each of the vats, and make greater and greater wagers.

However, Squeaker knows a lot more than he will first show, and at some point he will make a huge bet on something quite silly which will occur from the drink of the referee's choice. It will occur ***exactly*** as Squeaker says it will, he will win, and the two trolls will laugh their heads off at the people, and then collect their debts.

Sample Dialogue

These words are to serve as a guide to the trolls' talk. These may be read aloud if you wish. Inflect them! Sound trollish by altering the sound of your voice lower, growling, and possibly using a German or southern U.S. accent. There are some ready speeches with which to fill gaps of silence and to provide guidelines for patter.

These are all misleading and untrue.

GROWLER: I bet you 12 Lunars that his eyes fall out.
SQUEAKER: I bet 25 Lunars that he never eats solids again.

GROWLER: I bet 14 Lunars that he gets a case of the Shakes.
SQUEAKER: I bet double that and say that his hair will turn grey and he'll lose the use of his fingers.

GROWLER: I bet 8 and a half Lunars that this is the one that changes people into bears.
SQUEAKER: No, I bet you 39 Lunars that the man will laugh, then choke till he turns blue, have the runs, and then go berserk.

GROWLER: I can't believe he'll drink that one! I bet he never gets rid of the smell! 15 Lunars.
SQUEAKER: I saw this one happen before. I bet 23 Lunars that he goes blind for a week, then catches Wasting Disease.

GROWLER: Wow! I've seen this! Seventeen Lunars says he dies!
SQUEAKER: I think that his INT will be raised and all his hair falls out. 22 Lunars.

During this the trolls are both drinking heavily and acting quite drunk, always urging the humans with whom they are betting to have another beer. They will, in fact, even buy drinks for the humans. If they drink the beer, consult the entry on beer further on in this section for the effects.

Those who enjoy imbibing may be taken advantage of by experienced sharpies like Growler and Squeaker. Each time the trolls buy a character a beer, the recipient must make an idea roll. If they have been trying to stay sober while drinking, the characters must make their idea roll (current INTx5) or drink more anyway.

When the characters are nicely drunken (see Beer in the explanations of the drinks, just below), the trolls will make an exorbitant bet. If the players understand what is happening, the referee must insist that the betting and drinking characters succeed with a current idea roll. If they fail, they will agree to the wager even though the players wish otherwise.

This exorbitant wager may be anything that the referee desires, and can apply to any of the troll drinks that have not yet been tried. It should be completely ridiculous, but not fatal. This special effect will only apply for this one tasting of the beverage, and the drink's normal effects may or may not apply as well. If justification is required by the referee, he can point out that troll drinks are not always standardized, and this particular batch had some extra trace elements contained.

Feel free to adjust the money amounts of the bets up or down to suit the typical cash which the player-characters carry. The trolls are good for their word and always will be able to pay up. However, they won't be absurdly rich: this is light entertainment, not a chance for PCs to strike it rich.

The Grog Shoppe Drinks and How They Work

Besides the drinks listed as available in the grog shoppe, referees are urged to make their own to suit their tastes. All drinks are served in large mugs about a half-liter in capacity.

The following format is used:
NAME OF DRINK – appearance; general notes; effect upon trolls; effect upon humans. There are no antidotes for the effects of these drinks.

DRIVE CAREFUL WINE
This very thick brown syrup smells sour, and has little unidentifiable chunks floating suspended in it.

This is a typical mixture of troll ingredients. Most of it is boiled plants, about fifteen in all. The lumps are a type of beetle, valued for its powerful digestive juices, which help ferment this stuff. They are very crumbly and easily swallowed.

This drink is a favored taste treat for trolls, not especially noted for any physical effects.

The chemicals may make humans sick. Each mug requires a resistance roll of CON against the number of mugs drunk. That is, each mug = POT 1 poison, cumulative ***for life***. There is no way for the human body to expel these poisons. However, neither is there any effect (except for a transitory queasy feeling upon first quaffing the mug) until the person is overcome by the total POT. Then they will become violently ill for a number of hours equal to the number of mugs drunk, and must spend that number x1D6 in hours recovering. During that recovery period only the Healing Songs can bring any solace to an otherwise helpless person. This poison remains in the system, and even after succumbing once, if a person ever tries this drink again, he must once again match the accumulated total against his CON or be sick, since the poison is never expelled. It is commonly believed that it is possible to become used to many troll drinks, and the referee may wish to amuse himself by encouraging players to try this with Drive Careful Wine.

OLD ROTGUT
A very, very dark purple wine with a pale blue froth on top.

This berry beer is made to almost human standards of cleanliness and purity.

Trolls like Old Rotgut because it numbs them into a comforting stupor which can be shaken off very quickly if desired. Its effects are short-lived as well, though constant imbibers have pink teeth.

For humans, this drink has a POT 15 poison from the berries. Humans must roll their CON against this poison, and if they fail they take 1D6+6 points of damage to their abdomen. If they make the roll, however, they will find this to be one of the most pleasant beers they will ever taste. Each beer is resisted against separately, and if resisted, does no more harm. The second and future drinks are not cumulative with it. Some human debauchers are known to prefer this beer despite the damage, (healable by magic) but even most alcoholics recognize the danger of that trap!

SKULLBUSTER
This brown liquid is covered by a turgid layer of crusty yellow and red bits. It smells like rotten tobacco and red peppers.

Trolls love Skullbuster because it dulls their sensitive hearing and dilates their weak eyes. This distortion of perceptions is perceived as a 'high' to these creatures. It reportedly tastes very good, though some trolls think this shop uses too much elf skin during the soaking process.

Humans who drink Skullbuster show no apparent effects for a day after they drink it. When they wake up the next morning, their INT is reduced by one point per mug drunk. This effect is permanent until the character makes

a current INTx1 roll. The character may attempt this roll only once per day. If a character has had his INT reduced to 0 or less he will go into a coma that night and will not awaken until magically cured in some way.

POWZIE!

A frothy yellow drink which is very lively, even giving off a hissing sound. It is warm to touch and feel, but smells like cinnamon and garlic.

Trolls drink Powzie! for its kick. Each mug drunk reduces their hit points by one, recoverable at the rate of one point per hour. This is not real damage, but a numbness, so upon reaching 0 HP, the troll does not die, but goes unconscious. This is for trolls who want to forget. The sot slouched in the corner of the Grog Shoppe drinks this.

Humans who drink Powzie! never finish one full mug without having to stop. Each swallow is the equivalent of a POT 1 poison which rushes directly to the brain, doing one point of damage per swallow to the head if it overcomes the character's current CON. This can be healed by magic. The POT of the swallows will continue mounting up until it at last overcomes the drinker's CON, at which point all the accumulated POT is done at once to his head! Powzie! A mug usually has about 20 swallows or so in it.

Characters who choose to drink this one may be knocked down several times, but the trolls will insist on his finishing the drink.

EROSION OUZO

This is a thin bubbling liquid, appearing much like champagne. The dipping spoon for this drink is a very fine, enamel-plated utensil.

This is actually an acid, POT 3D4 per drink. It's very caustic, and placing something over the surface will let the bubbles pop there, clearly showing results. Skin will be mildly burned. Metal will be slightly tarnished and eroded. Cloth will be burnt away.

Trolls like this drink. It goes directly to their rock stomach where it joins the digestive juices to give a massive heartburn which sets off chemical reactions which flush the body of acids. This results in a rapid euphoria, lasting about half an hour per mugful.

Humans take damage from drinking this, varying with the POT of the acid. The full damage is done directly to head and chest. It is quite possible to melt away by trying to swallow this stuff. Healing spells will work to repair this damage.

RAINBOW DELIGHT

This one changes color and consistency. As it passes through the spectrum from yellow to red and back again it gets thicker as it is yellower, redder as it is thinner.

This drink has three main properties for trolls. In the yellow stage it is chewy and smells like citrus. In the orange stage it is salty and usually chugged quickly. The red stage is tangy and aromatic. It is a social drink for trolls and much favored. Making it is a secret known only to trolls.

For humans, the yellow stage can be swallowed only with the greatest of difficulty after prodigious chewing. A CONx5 roll is necessary or else the character gags and spits it out and must try again. Swallowing it does 1 point damage each to head and chest, and 2 points to the abdomen as the belly tries to churn it.

The orange stage is extremely salty to human tastes, but is otherwise palatable and has no other ill effects.

The red stage is concentrated alkali which will always burn the character for 2 points of damage to both head and chest and 4 points of damage to the abdomen.

A single mugful has 2 of each of the drinks in it. As one color is consumed, the mug will cease turning to that color, and so if the character drinks up all the orange first, the drink will begin to alternate colors between yellow and red.

BEER

This is a perfectly normal, if rather dark, heavy malt beer, as is served in many human inns and taverns.

Trolls enjoy the flavor of beer, though they can drink (literally) a gallon of the stuff without becoming drunk. It is different for humans. Each mug drunk will subtract one from both INT and DEX of the drinker, affecting skill bonuses, though memory (including spell memory) is unaffected. The drunken character will have a reduced Idea roll to resist obviously foolish suggestions, and the trolls will assuredly take advantage of this situation.

The Results

If the characters perform the minimal duties outlined, they will be able to ask for the guide and then be off.

They may or may not bet or become drunken, though one of them must drink.

If the players have debts then they will surely be allowed into the town. They will have nothing done to them at all, either, even from these angry debtors. Not paying off, will result in pursuit, by the appropriate pursuers, at the end of the scenario.

The Trollkin Guide

Spooner will send one of his trollkin to lead the humans to the temple of Argan Argar. He will be a very ordinary trollkin and will refuse to speak to the humans at all.

The trollkin carries a staff which has a gourd and some other junk tied to it with red ribbons. One item is a little silver bell which the trollkin keeps ringing before their path.

CRAB TOWN

This is an old site of an always-changing settlement. The map here is useful and can be used over and over; feel free to change sections at a whim.

This journey should have chances for adventurers to speak to trolls, to be bumped by a trollkin, etc. Give them contact!

Troll Buildings

The word building is inapt. Trolls have little skill at constructing structures, and usually excavate rather than build or grow shelter. They do often imitate other peoples by constructing makeshift above-ground shelters.

Troll buildings are always patchwork, unless they get outside help (as Sir Scissor did, years ago, from humans). Trolls are indiscriminate about materials: a single irregularly-stacked wall can contain rocks, logs, bits of cloth, dirt, reed matting, bones, and skin stretched over openings. Such walls are often precarious, tumbling down in the wind, or collapsing when a trollkin tries to climb one.

WHAT TO DO FIRST

This section is a short and explicit tour down the main pathway of a troll settlement. This will show the players what a town is like, and also give them chances to err and anger the trolls.

The best method to show the scenery is to move along the path, and where marked on the Key Map, direct the PCs attention to interesting points. I have listed them, but left the full description to you.

Who Lives Here?

This list shows the percentage of each kind of building you would find by examining every structure in town. Trolls probably would be able to tell what is inside by looking at the outside, and shouldn't need this method. (Humans should not dare to do it!) The information is generally useful and may help in an adventure.

This can be used on ***any*** troll town or settlement, although you should adjust the priests accordingly.

Roll	*%*	*Result*
01-10	(10)	Abandoned
11-44	(34)	Trollkin only (roll 3D6 for number present)
45-55	(11)	Trolls (1D6) and trollkin (1D8)
56-65	(10)	Mostly trolls (2D6), some trollkin (1D6)
68-69	(2)	Storehouse guarded by animal
70-73	(4)	Storehouse, guarded by on-duty troll
74-76	(3)	Storehouse, guarded by Rune magic only
77-79	(3)	Storehouse, guarded by animal, Rune magic, and guard troll
80-82	(3)	Grog shop
83-84	(2)	Potter
85	(1)	Alchemist or herbalist
86	(1)	Leadsmith
87	(1)	Exotic food store
88	(1)	Priest: Skyriver Titan
89	(1)	Priest: Xiola Umbar
90	(1)	Priest: Aranea
91	(1)	Priest: Zorak Zoran
92-94	(3)	Priest: Kyger Litor
95	(1)	Village Chief
96	(1)	Master Fishertroll
97-98	(2)	Argan Argar goods (arms, clothing, etc.)
99	(1)	Troll Ball locker room
00	(1)	Oops! This one has a big basement! Roll 3 times on the above table and combine all into one result.

Typical Troll Activity Chart

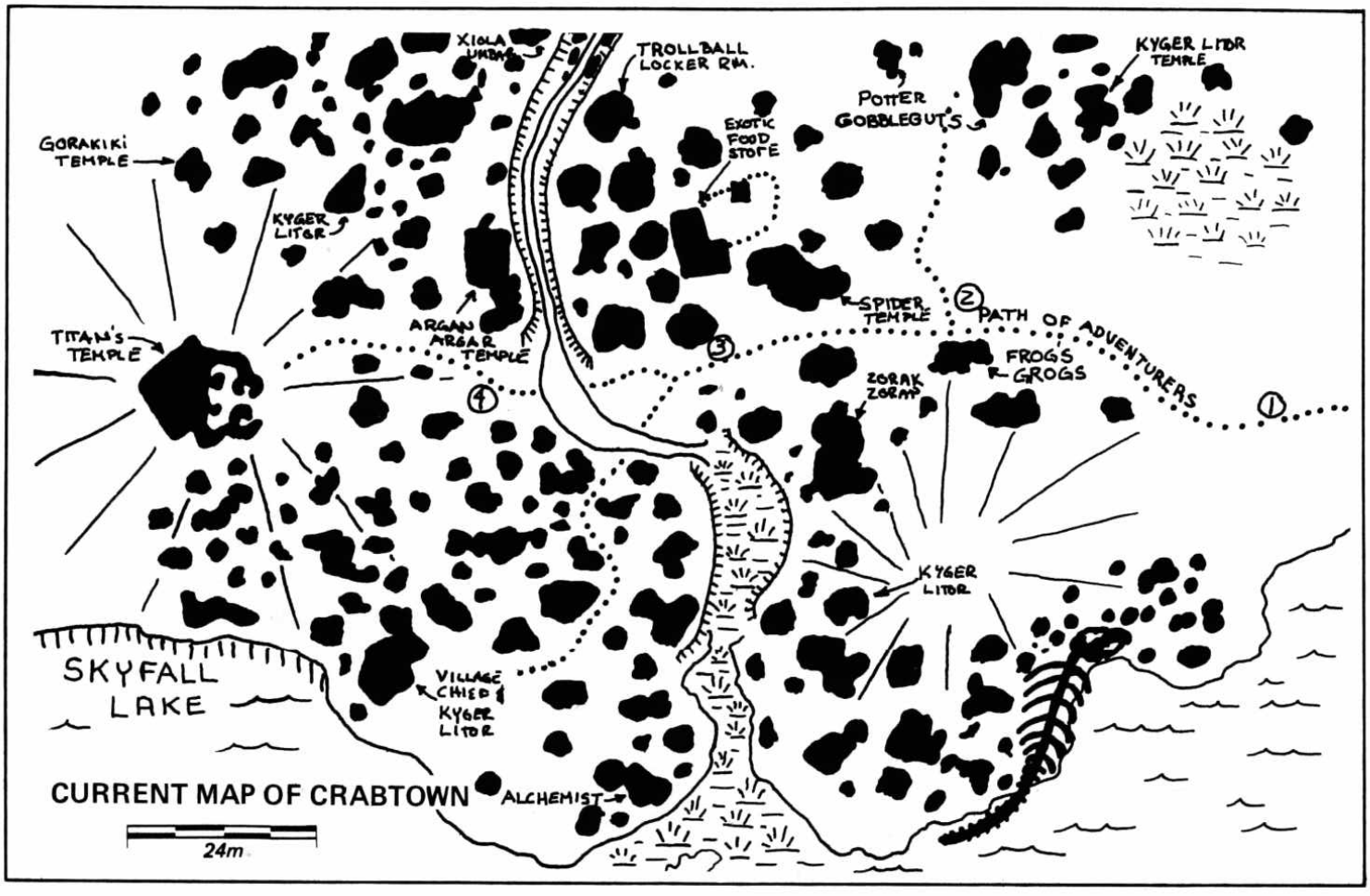
If a character were to go knocking on a troll's door, the inhabitant would undoubtedly have been doing something beforehand; what he was doing will determine their reaction to being disturbed.

Roll 1D100 to discover what the troll was doing:

Roll	*Result*
01-30	Asleep or loafing
31-45	Working
46-66	Eating
67-75	Drinking (only)
76-78	Gambling
79-81	Copulating
82-89	Praying or otherwise worshipping
90-91	Singing, entertaining
92-95	Practising arms
96-99	Practising magic
00	Oh no! Roll again to find result, but troll will always be very disturbed.

Approaching the Town

From the Grog Shoppe to Crabtown is about seven miles (11 km). This will take some time to walk. At a guardpost along the way, the characters will be stopped, questioned,



etc., even though they are accompanied by a trollkin from the Shoppe. You should establish the timing so that the player-characters arrive at the town at dusk. This gives light to see by, but the trolls will also be coming out and showing themselves.

The path goes through rough rocks, and the player-characters will be able to hear and see figures paralleling their path. These are trollkin guards. They will not attack and will run away if attacked, but they will keep pace all the way. As messengers come and go, their numbers gradually increase.

The guards who stop them will be standard Good Dark Troll Warriors, taken from the stats in the front of this book. This is a good time for everyone to check their characters, perhaps to Heal them; you, the referee should make last minute instructions or reminders.

The path through the rocks is difficult, rising and narrowing abruptly to make a strong defensive position. Trollkin guards stand here. The path goes downward, then turns sharply right. Turning this corner, the characters will have their first glance of the town.

First Glance

Crabtown is a dirty brown and grey collection of irregularly shaped buildings. A steep, barren hill dominates the left side of the town; it shows much erosion. The bleached bones of a large creature are visible between the hill and the water. Many buildings are in sight, filling an area about 400 feet square. To the right is a marsh.

There are many trollkin already visible, most of them scrabbling about and stuffing their mouths with goods which will surely be gone later, eaten by bigger trollkin. Trolls, not in armor, but in a variety of clothing, are also emerging, stretching, and yawning. A drum beats. Patrols of scouts and bands of hunters come and go about the city.

A well-worn path leads to the town. Murius will direct the way. The guide trollkin assigned to accompany them will do so without comment, etc. to the people at all.

Point 2: To the right are many buildings. To the left is the Brawling Ground. Several trolls are here, mostly naked, wrestling with each other. Some trollkin carry bundles of arms and armor out from shacks or prepare it in the open to be put on.

The supervising troll will sight the humans and approach them. He will kick the trollkin with the bell, then deliberately walk along, ignoring the humans, but bashing them to try to knock them down. If the humans fight back he will be glad to brawl for a moment; if they draw any weapons, he will back away, shouting. His yell will immediately bring a half-dozen armed and armored trolls, and six more will appear each two minutes for the next five minutes.

The troll is Karvorki the Hungry, leader of the local Zorak Zoran temple. He dislikes humans and wants to provoke a fight, but he knows the rules and will not attack anyone who has been given protection by Spooner's rites.

Thus, even though piles of warriors come out of the nearby temple, they will not attack, though they will threaten, gesture, and try to drive the characters off.

If the characters want to run away, point out the two larger buildings as sturdy defensible sites. The characters' reception will be quite different, depending on which building they enter. The Spider Priests will be hostile and violently throw them out, but not pursue the combat past the temple doors. The Food Stores will receive them politely and treat them kindly, as customers. If the characters insult the proprietor, a troll named Jop the Happy, he will state that he will be happy to sell their carcasses later, and send a trollkin off to register a claim with the tribal leaders.

The Zorak Zorani will not pursue, nor make any trouble after the people leave the area around their Brawling Grounds.

Point 3: To the right are buildings. The troll ball team is seen, in uniforms, heading towards the ford from their locker room and back along the trail to their practice grounds. The local team is called the Total War team.

To the left are many trollkin abodes and another marsh. This marsh is guarded by armed trollkin. They suspiciously watch the humans.

Point 4: To the right is a neat, square-built house, the Argan Argar temple. Several trollkin work outside, toting bags or laying out fish to dry on the sloped sides of the shacks. To the left are more houses. Beyond them is the lake. As is typical, its surface today is covered with a thickening fog, stirred around by cold winds. Already some fishing boats are rowing out into the mist. Overhead, the air is grey and misty.

A butler, with a jester's motley cap on, stands by the carefully-made swinging door to the temple. The butler will come forward, speak to the trollkin with the bell, and keep looking back over his shoulder at the humans. The trollkin will motion, nod, and point towards each of the individuals as they are talking. They will whisper, speaking Darktongue with an accent impossible to understand.

At last the butler will turn to the character who was the one who did the drinking for the crowd, and speak in badly accented Tradetalk. "Fum Sir Sisser to is customs: Hi! Te lord is out now, so plest be seated and eat or sleep to his arrival. Plest do not straying fum tis spot."

Murius will be embarrassed that the trollkin did not address him directly and will demand the statement be repeated. He will then turn and repeat the message a second time to the player-characters.

Everyone will settle down and wait. This is an opportunity for the PCs to be tempted by their curiosity. If they wander off, you will be on your own to referee them.

SIR SCISSOR

Meeting and dealing with Sir Scissor is the high point of the expedition. He is a strange and curious character, and this is only his personal taste, exaggerated as much of troll behavior is.

He shows off by going about in daylight constantly, as described here. He is not intimidated by light at all. In fact, he wears dark glasses made of natural volcanic glass.

Sir Scissor is not his troll name, which he keeps a secret. He gave himself the name Sir Scissor after many years of dealing with humans.

Use this opportunity to show players troll customs. First thing are the greetings made. Sir Scissor will allow the characters into his house, casting a nicely made sack over their heads one at a time. Always go first with the sack to the jumpiest and most paranoid character, and let him make some trouble.

It is up to the referee to study material presented in the Book of Uz for notes on troll customs. If you read it beforehand and give some thought, you'll have an entertaining session for you and your players.

Sir Scissor is much influenced by human contacts he has made as an Argan Argar merchant, but these ways have been bent a bit to suit troll tastes. He has on decent, though unkempt, robes of a heavy wool usually dyed a single color. He wears a stout fur cap as well. He wears a broad leather belt with a silver clasp, and many bags of varying sizes hang from his belt. If viewed carefully, movement can be seen beneath his robe. This is his rat familiar.

Sir Scissor is carrying a heavy crossbow, uncocked. Behind him come two slave trollkin carrying another of their kind, dead and already partially butchered. The dead one has no clothes and apparently is a wild one.

Sir Scissor also is leading a trio of creatures on a leash. They are straining against his grip, glad to be home and done with the hunt. Two of them are cave trolls with blindfolds over their eyes. The third is a trollkin who has an unusually large nose and who is always snuffling about, and sometimes whining. Its eyes have been poked out.

Sir Scissor is very proud of his hunting team, and if anyone comments favorably on them he will be flattered. The unfortunates on the leash have been treated to go abroad in daylight, and Sir Scissor is sure to point that out.

Sir Scissor will formally greet Murius, then begin the troll way of greeting people and taking them into his home. This is necessary and common for his work. He will do it without thinking, and expect the PCs to be ready.

Several trollkin will gather bags, of varying cleanliness, and so will Sir Scissor. Have him approach the jumpiest PC first, and just throw the bag over his head. That may start funny things occurring.

The following customs should be used: (1) entry into home; (2) pointing out possessions; (3) feeding live animals to guests; (4) bargaining for goods.

After this the characters may rest or go on, depending upon the referee's whim. Unless you want to continue exploring the town with the material enclosed, nothing else of import need occur here.

If the players got this far and didn't offend anyone, but just took the bullying, don't despair – be glad you have interested and sensitive players. Let them rest, travel home, and get paid. Then, on the next adventure, use the pursuit force stats as enemies in your own scenario.

Pursuit Forces

The humans will not stay long if they think they are in trouble, and if they are, let them know. Sir Scissor, for instance, will certainly warn his guests if they are going to be arrested or assaulted. He should urge them to flee, for troll justice is not kind to human offenders. He even can help them escape to the town limits.

If you wish, it is possible to attack the offending players in the town, but that is unsporting and contrary to a good tale. If anything occurs in town it should be a hairsbreadth escape, perhaps with alarm drums banging away as the characters run and hide like hell to get away.

The characters will have no troubles before they reach the flatlands by Skyfall Marsh. There they will be attacked by avenging spider riders, in hot pursuit.

The referee should adjust the stats for the pursuers to what he feels is a number which will give a fair fight for the characters.

Remember, these trolls are not necessarily out to kill everyone. They do demand vengeance, and their payment should be exorbitant (two human bodies, for instance, or four horses). If these can be gained then they will depart, leaving the survivors behind. They do not care whether offenders or innocents are killed and/or taken prisoner for return to the town.

The referee may wish to give the characters a chance to negotiate with the spider riders or to betray two of their number to the pursuing trolls, adjusted according to the campaign's flavor and the referee's desires.

The Spider Riders

The pursuers are professional soldiers in the employ of Cragspider. They are competent and should be used that way. Their appropriate spells will be prepared when they attack, for instance. They are led by a Rune Priest of Aranea. They all ride very large tarantulas. Each of the three tarantula parties and each lynx/wolf spider pack is identical.

Each tarantula is accompanied by swarms of giant wolf spiders which are furry and can jump and bite. Some of the wolf spiders might have bound spirits in them.

Player's Information

The players see, a few kilometers behind them, some enormous grey mounds scurrling over the ground after them. There is a swath of smaller brownish objects before these grey things, either preceding them, being chased or herded.

As the pursuers draw closer, the players can see that they are being chased by gigantic grey tarantulas. Squatting on the backs of the tarantulas are trolls; each tarantula carries two dark trolls and one trollkin. The brownish objects are packs of man-sized wolf spiders. Here and there leading the packs stride larger green and spiny lynx spiders. The lynx spiders try to govern the actions of the unintelligent wolf spiders.

Referee's Information

On back of each tarantula is a trollkin to carry missiles and Blade Venom for the trolls. One troll guides the tarantula and serves as its mahout – this troll is a Good Dark Troll Warrior from the front of this book with the skill of Spider Riding at 90%. The other troll on spider back is an Excellent Dark Troll Warrior possessing the spell of Mindspeech which he uses to communicate with the lynx spiders to help them guide the advance of the spider pack. The lynx spiders are not very smart, but can take simple commands. Both dark trolls can fight. Instead of slings, they use javelins, and instead of mauls, they wield nets, both thrown and in melee.

The trolls will stop their tarantulas about 30 meters away from the party, and send in the wolf spiders. The trolls will hide behind large shields brought for that purpose. The lynx spiders will advance to a point and then spray webbing over the humans while the wolf spiders just surge forward. The lynx spiders will attack a single target using webbing, then move on to another, while the wolf spiders keep biting until they or their foe collapses. The lynx spiders will attack by biting if they are hit once and it penetrates their armor. They will bite a foe once, and then move to another if it penetrates armor.

If the party kills three or more spiders and no party member is killed, the tarantulas and their riders will join in the attack. The trolls will not move in if their wolf and lynx spiders seem to be winning easily. If all the lynx spiders are put out of action, the trolls will move in to keep command over their wolf spiders. If the party starts to win

easily, the trolls may just flee, using some wolf spiders as a rear-guard to delay pursuit. The wolf spiders will attack mounts preferentially to heavily armored human mercenaries.

Each tarantula will be accompanied by a pack of wolf spiders, each led by a single lynx spider. The packs will each contain a half-dozen wolf spiders. These are the small wolf spiders listed in the giant spider section in the back of the sourcebook. The tarantulas are normal giant tarantulas from the same section, and the lynx spiders are medium-sized web-spiders.

One of the giant tarantulas will be ridden by Oktos, the Aranea Rune Master described below, as well as by an Excellent Dark Troll Warrior. The number of tarantulas should be decided upon by the referee. We have provided three complete groups of tarantula-riders plus spider packs, but if your players are really high-powered, you may want to increase the number even more.

TROLL MAHOUTS

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Javelin	3	30%	1D10+1D3	25%	10
Mace	7	65%	1D8+2+1D6	50%	20
Net	5	50%	Special*	45%	20
Large Shield	–	–	–	45%	16

* see net rules in Aranea cult description.

SPELLS: Bludgeon 2, Darkwall (2), Disrupt, Fanaticism, Heal 2, Speedart
SKILLS: Camouflage 35%, Climb 40%, Jump 50%, Listen 50%, Set Trap 40%, Spider Ride 90%
LANGUAGES: Darktongue 65/15%, Tradetalk 15%
TREASURE: carries 50 bolgs, 50 clacks, and 10 Lunars; ransom is 100 L.

MAHOUT ONE

POW 12	R LEG	01-04	6/5
DEX 11	L LEG	05-08	6/5
HP 14	ABDOM	09-11	8/5
Mace 20	CHEST	12	8/6
Net 20	R ARM	13-15	6/4
	L ARM	16-18	6/4
	HEAD	19-20	7/5

MAHOUT TWO

POW 12	R LEG	01-04	6/5
DEX 11	L LEG	05-08	6/5
HP 14	ABDOM	09-11	8/5
Mace 20	CHEST	12	8/6
Net 20	R ARM	13-15	6/4
	L ARM	16-18	6/4
	HEAD	19-20	7/5

MAHOUT THREE

POW 12	R LEG	01-04	6/5
DEX 11	L LEG	05-08	6/5
HP 14	ABDOM	09-11	8/5
Mace 20	CHEST	12	8/6
Net 20	R ARM	13-15	6/4
	L ARM	16-18	6/4
	HEAD	19-20	7/5

TARANTULA MOUNTS

Weapon	*SR*	*Attk*	*Damage*
Bite	4	65%	1D6+4D6*

* plus poison POT 25

SPELLS: Heal 3
SKILLS: Climb 90%, Hide in Cover 40%, Jump 90%, Move Silently 50%, Spot Hidden 75%

TARANTULA MOUNT ONE

POW 14	RR LEG	01	9/9
DEX 19	LR LEG	02	9/9
HP 32	RH LEG	03	9/9
	LH LEG	04	9/9
	ABDOM	05-08	9/12
	RC LEG	09-10	9/9
	LC LEG	11-12	9/9
	RF LEG	13-14	9/9
	LF LEG	15-16	9/9
	HEAD	17-20	9/12

TARANTULA MOUNT TWO

POW 14	RR LEG	01	9/9
DEX 19	LR LEG	02	9/9
HP 32	RH LEG	03	9/9
	LH LEG	04	9/9
	ABDOM	05-08	9/12
	RC LEG	09-10	9/9
	LC LEG	11-12	9/9
	RF LEG	13-14	9/9
	LF LEG	15-16	9/9
	HEAD	17-20	9/12

TARANTULA MOUNT THREE

POW 14	RR LEG	01	9/9
DEX 19	LR LEG	02	9/9
HP 32	RH LEG	03	9/9
	LH LEG	04	9/9
	ABDOM	05-08	9/12
	RC LEG	09-10	9/9
	LC LEG	11-12	9/9
	RF LEG	13-14	9/9
	LF LEG	15-16	9/9
	HEAD	17-20	9/12

GIANT WOLF SPIDERS

Weapon	*SR*	*Attk*	*Damage*
Bite	6	35%	1D6+1D4*

* plus poison POT 13

SKILLS: Climb 90%, Hide in Cover 40%, Jump 90%, Move Silently 50%, Spot Hidden 75%

FIRST WOLF SPIDER PACK:

WOLF SPIDER ONE

POW 7	RR LEG	01	3/3
DEX 19	LR LEG	02	3/3
Defense 10%	RH LEG	03	3/3
HP 14	LH LEG	04	3/3
	ABDOM	05-08	3/6
	RC LEG	09-10	3/3
	LC LEG	11-12	3/3
	RF LEG	13-14	3/3
	LF LEG	15-16	3/3
	HEAD	17-20	3/6

WOLF SPIDER TWO

POW 7	RR LEG	01	3/3
DEX 19	LR LEG	02	3/3
Defense 10%	RH LEG	03	3/3
HP 14	LH LEG	04	3/3
	ABDOM	05-08	3/6
	RC LEG	09-10	3/3
	LC LEG	11-12	3/3
	RF LEG	13-14	3/3
	LF LEG	15-16	3/3
	HEAD	17-20	3/6

WOLF SPIDER THREE

POW 7	RR LEG	01	3/3
DEX 19	LR LEG	02	3/3
Defense 10%	RH LEG	03	3/3
HP 14	LH LEG	04	3/3
	ABDOM	05-08	3/6
	RC LEG	09-10	3/3
	LC LEG	11-12	3/3
	RF LEG	13-14	3/3
	LF LEG	15-16	3/3
	HEAD	17-20	3/6

WOLF SPIDER FOUR

POW 7	RR LEG	01	3/3
DEX 19	LR LEG	02	3/3
Defense 10%	RH LEG	03	3/3
HP 14	LH LEG	04	3/3
	ABDOM	05-08	3/6
	RC LEG	09-10	3/3
	LC LEG	11-12	3/3
	RF LEG	13-14	3/3
	LF LEG	15-16	3/3
	HEAD	17-20	3/6

WOLF SPIDER FIVE

POW 7	RR LEG	01	3/3
DEX 19	LR LEG	02	3/3
Defense 10%	RH LEG	03	3/3
HP 14	LH LEG	04	3/3
	ABDOM	05-08	3/6
	RC LEG	09-10	3/3
	LC LEG	11-12	3/3
	RF LEG	13-14	3/3
	LF LEG	15-16	3/3
	HEAD	17-20	3/6

WOLF SPIDER SIX

POW 7	RR LEG	01	3/3
DEX 19	LR LEG	02	3/3
Defense 10%	RH LEG	03	3/3
HP 14	LH LEG	04	3/3
	ABDOM	05-08	3/6
	RC LEG	09-10	3/3
	LC LEG	11-12	3/3
	RF LEG	13-14	3/3
	LF LEG	15-16	3/3
	HEAD	17-20	3/6

SECOND WOLF SPIDER PACK:

WOLF SPIDER ONE

POW 7	RR LEG	01	3/3
DEX 19	LR LEG	02	3/3
Defense 10%	RH LEG	03	3/3
HP 14	LH LEG	04	3/3
	ABDOM	05-08	3/6
	RC LEG	09-10	3/3
	LC LEG	11-12	3/3
	RF LEG	13-14	3/3
	LF LEG	15-16	3/3
	HEAD	17-20	3/6

WOLF SPIDER TWO

POW 7	RR LEG	01	3/3
DEX 19	LR LEG	02	3/3
Defense 10%	RH LEG	03	3/3
HP 14	LH LEG	04	3/3
	ABDOM	05-08	3/6
	RC LEG	09-10	3/3
	LC LEG	11-12	3/3
	RF LEG	13-14	3/3
	LF LEG	15-16	3/3
	HEAD	17-20	3/6

WOLF SPIDER THREE

POW 7	RR LEG	01	3/3
DEX 19	LR LEG	02	3/3
Defense 10%	RH LEG	03	3/3
HP 14	LH LEG	04	3/3
	ABDOM	05-08	3/6
	RC LEG	09-10	3/3
	LC LEG	11-12	3/3
	RF LEG	13-14	3/3
	LF LEG	15-16	3/3
	HEAD	17-20	3/6

WOLF SPIDER FOUR

POW 7	RR LEG	01	3/3
DEX 19	LR LEG	02	3/3
Defense 10%	RH LEG	03	3/3
HP 14	LH LEG	04	3/3
	ABDOM	05-08	3/6
	RC LEG	09-10	3/3
	LC LEG	11-12	3/3
	RF LEG	13-14	3/3
	LF LEG	15-16	3/3
	HEAD	17-20	3/6

WOLF SPIDER FIVE

POW 7	RR LEG	01	3/3
DEX 19	LR LEG	02	3/3
Defense 10%	RH LEG	03	3/3
HP 14	LH LEG	04	3/3
	ABDOM	05-08	3/6
	RC LEG	09-10	3/3
	LC LEG	11-12	3/3
	RF LEG	13-14	3/3
	LF LEG	15-16	3/3
	HEAD	17-20	3/6

WOLF SPIDER SIX

POW 7	RR LEG	01	3/3
DEX 19	LR LEG	02	3/3
Defense 10%	RH LEG	03	3/3
HP 14	LH LEG	04	3/3
	ABDOM	05-08	3/6
	RC LEG	09-10	3/3
	LC LEG	11-12	3/3
	RF LEG	13-14	3/3
	LF LEG	15-16	3/3
	HEAD	17-20	3/6

GIANT LYNX SPIDERS

Weapon	*SR*	*Attk*	*Damage*
Bite	6	45%	1D6+2D6*
Webbing	2	65%	Special†

* plus poison POT 21

† see webbing rules for giant spiders

SPELLS: Heal 2.
SKILLS: Climb 90%, Hide in Cover 60%, Move Silently 75%.

LYNX SPIDER PACK:

LYNX SPIDER ONE

POW 12	RR LEG	01	4/5
DEX 13	LR LEG	02	4/5
HP 21	RH LEG	03	4/5
	LH LEG	04	4/5
	ABDOM	05-08	4/8
	RC LEG	09-10	4/5
	LC LEG	11-12	4/5
	RF LEG	13-14	4/5
	LF LEG	15-16	4/5
	HEAD	17-20	4/8

LYNX SPIDER TWO

POW 12	RR LEG	01	4/5
DEX 13	LR LEG	02	4/5
HP 21	RH LEG	03	4/5
	LH LEG	04	4/5
	ABDOM	05-08	4/8
	RC LEG	09-10	4/5
	LC LEG	11-12	4/5
	RF LEG	13-14	4/5
	LF LEG	15-16	4/5
	HEAD	17-20	4/8

LYNX SPIDER THREE

POW 12	RR LEG	01	4/5
DEX 13	LR LEG	01	4/5
HP 21	RH LEG	03	4/5
	LH LEG	04	4/5
	ABDOM	05-08	4/8
	RC LEG	09-10	4/5
	LC LEG	11-12	4/5
	RF LEG	13-14	4/5
	LF LEG	15-16	4/5
	HEAD	17-20	4/8

TROLL WARRIORS

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Javelin	3	60%	1D10+1D3	25%	10
Mace	7	80%	1D8+2+1D6	60%	20
Net	5	65%	Special*	60%	20
Large Shield	—	—	—	70%	16

SPELLS: Bludgeon 2, Darkwali (2), Demoralize, Detect Enemy, Disrupt, Fanaticism, Heal 2, Mindspeech 1, Protection 2
SKILLS: Camouflage 75%, Climb 55%, Jump 65%, Listen 65%, Set Trap 55%, Spider Riding 80%
LANGUAGES: Darktongue 75/25%, Tradetalk 25%
TREASURE: carries 1D100 Lunars, ransom is 250 Lunars

WARRIOR ONE

POW 13	R LEG	01-04	7/6
DEX 12	L LEG	05-08	7/6
HP 16	ABDOM	09-11	8/6
Mace 20	CHEST	12	8/7
Net 20	R ARM	13-15	7/5
	L ARM	16-18	7/5
	HEAD	19-20	7/6

WARRIOR TWO

POW 13	R LEG	01-04	7/6
DEX 12	L LEG	05-08	7/6
HP 16	ABDOM	09-11	8/6
Mace 20	CHEST	12	8/7
Net 20	R ARM	13-15	7/5
	L ARM	16-18	7/5
	HEAD	19-20	7/6

WARRIOR THREE

POW 13	R LEG	01-04	7/6
DEX 12	L LEG	05-08	7/6
HP 16	ABDOM	09-11	8/6
Mace 20	CHEST	12	8/7
Net 20	R ARM	13-15	7/5
	L ARM	16-18	7/5
	HEAD	19-20	7/6

TROLLKIN SLAVES

Weapon	*SR*	*Attk*	*Damage*	*Parr*	*Pts*
Javelin	2	30%	1D10	25%	10
Short Spear	6	30%	1D6+1	30%	15

SPELLS: Heal 2, Speedart
SKILLS: Hide in Cover 25%, Scrutinize 50%, Spider Ride 50%
LANGUAGES: Darktongue 50%
TREASURE: 6 doses POT 4 blade venom for trolls' spears.

SLAVE ONE

POW 7	R LEG	01-04	3/4
DEX 13	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 11	CHEST	12	3/5
Spear 15	R ARM	13-15	3/3
	L ARM	16-18	3/3
	HEAD	19-20	4/4

SLAVE TWO

POW 7	R LEG	01-04	3/4
DEX 13	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 11	CHEST	12	3/5
Spear 15	R ARM	13-15	3/3
	L ARM	16-18	3/3
	HEAD	19-20	4/4

SLAVE THREE

POW 7	R LEG	01-04	3/4
DEX 13	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 11	CHEST	12	3/5
Spear 15	R ARM	13-15	3/3
	L ARM	16-18	3/3
	HEAD	19-20	4/4

Grubfarm

Employer's Information

The referee has a choice as to who hires the players to go to Grubfarm in order to get some Royal Jelly. They may be contacted by either Jungar the Fat, an Issaries merchant, or by Stark Tollinger, a minor Sartarite noble.

Jingar the Fat wishes simply to trade as peaceably as possible with Grubfarm's master, whom he has had correspondence with previously. He is not out for any sort of blood and wants only an honest profit.

Stark Tollinger is unaware of the fact that it is possible to deal peaceably with trolls – he has had too many bad experiences with them to trust them at all. He wants to organize a raid on Grubfarm. He doesn't plan to slaughter trolls in the raid, but merely to steal as much honey, royal jelly, and other trade items as possible, and then get out. He has organized three previous expeditions.

If your players tend to be troll-hunters rather than troll-neutrals, then they should probably be hired by Stark. If they tend to belong to trollish cults, such as Zorak Zoran, they may be better suited to going on Jingar's route. Also, if they are members of basically pacifistic cults like Lhankor Mhy or Issaries, they should probably go with Jingar. Yelmalio cultists will be happier with Stark.

Jingar the Fat

The two different employers offer different deals. Jingar the Fat informs the players that his main goal is to trade. If the players wish to purchase anything on their own, he will not try to stop them. He will pay for all royal jelly secured, and if the players are forced to do something heroic to obtain it, then he will give them every fourth piece of royal jelly. Additionally, he will pay their expenses, and replace all lost weapons. He will pay the players 100 L for the full trip there and back. If a player dies, he will pay his designated heirs (who must be relatives – Jingar will not give the money to mere comrades-in-arms) the money.

Stark Tollinger

StarkTollinger offers the players 25% of all the loot they bring back, to be divided among themselves as they see fit. He will give them each 50 L before the expedition to equip themselves, but this will be subtracted from the total loot garnered at the end of the quest.

Stark provides his mercenaries with information. He will provide this information for free. Jingar's employees may buy the information pertaining to Stark for 200 L.

THE GRUBFARM SCENARIO

player information

Report of Attack by Grazelander Captain Flying Lance, leader of a Grazelander band

Stark Tollinger, chieftain in Sartar offered great wealth to myself, Flying Lance, and what members of my warband I would bring to slay trolls and steal their goods. On our ponies we reached the troll country, meeting none.

We set up a camp and attacked the troll village just before noon, when Yelm was reaching his strength. The trolls were all asleep it seemed, except for one in a tall tower who saw us come and beat on a drum until Firearrows silenced him. Our attack pushed in towards the troll castle, meeting little opposition along the way, save some trollkin crushed beneath our ponies. Partway up the castle's hill, bees attacked. At least twenty-four giant bees fell upon our group, driving our ponies frantic, and slaying many of us. I saw that we could not withstand these, and ordered a flight. Even as I turned my pony to flee, I saw giant trolls running out of the castle towards us, each at least four ells tall.

We were able to beat our way out from the village, though bees harassed us the whole way until we were out of sight of the castle. Eight of my thirteen warriors were slain, and I demand bloodgeld for them and their kin, at least ten ponies worth. Also, six ponies were slain, and I demand replacements for them as well.

Journey Description and Report, by Ranlar Glowshield, Yelmalio initiate and hireling of Stark Tollinger

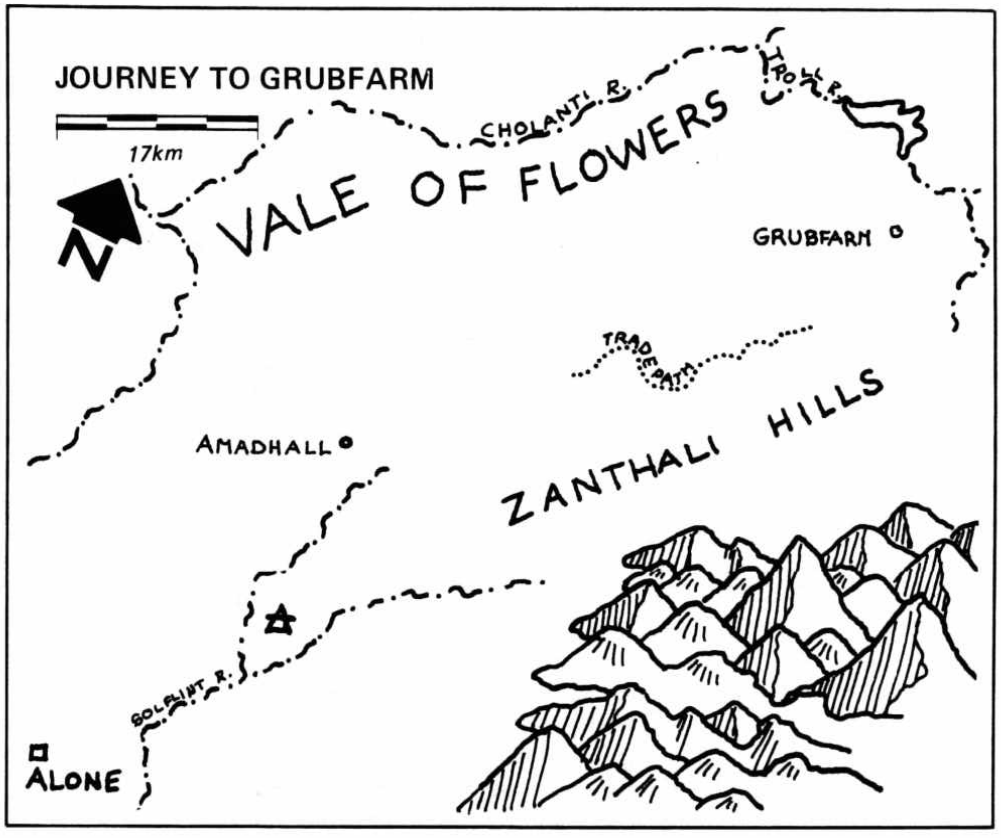
On the way to the troll farm we met only a company of tusk riders, whom we hid from. We arrived at the farm just at dusk and planned to camp for the night, attacking the trolls in the morning, when they would be groggy and asleep.

During my watch, I witnessed trolls moving in the brush and woke our party. We were assaulted by a large company of naked trollkin, armed with pointed sticks and stone hatchets. They were driven off with loss. I bring home the right ears of eight trollkin to prove the truth of this statement. Two of our own party were slain, but one returned by the grace of Yelmalio.

Fearing that our presence was now known to the troll farm, we went on to a direct assault at night. Evidently the trollkin were unconnected to the farm, for they seemingly had no knowledge of our coming. Their watchtrolls in their tower gave an alarm, beating on great drums, but we slew one with deadly arrows. Forming a small phalanx, we cut into the farm, meeting little opposition, killing only two trollkin. The trolls had fled. We began to search their abandoned hovels for jelly or honey, but found only honey. As we abandoned our search to march up the troll's hill whereon stood a large troll castle, Yanafar Dayseer saw many large pens filled with loathly insects.

We shot these evil animals with our bows and killed many. The treachery of the trolls soon told though. While engrossed in slaying the insects for Yelmalio's glory, we did not see our rearguard fall under a wave of javelins. The sound of the drums concealed his cries. Our first knowledge of the traitorous assault was when a band of spear-armed trollkin fell upon us. We had enough time to whirl and fight, but no time for a shield wall. I was forced to drop my pike and use my shortsword on these deformed darkspawn. Although we did well enough against these small monsters, they were reinforced by their larger kin, who drove us back between the insect pens, where we were divided and forced into a mass of individual battles – a disorganized and barbaric form of combat, at which the trolls excelled. I signalled for a retreat, as the trolls were releasing the surviving beetles to fall upon our slower members, and we fled to the Vale of Flowers. Trolls hunted us all night, but by the grace of Yelmalio – Praise the Light – we were not found. Feeling justified in our retreat, we spent the next day and night moving back to Alone.

I swear to the evil of the troll farm that I am not satisfied. Yelmalio's pure light is able to cleanse even the foul darkness of yon farm and I am his support. Their victory is not final.



Raid Report by Onar Onari, Storm Bull initiate and leader of a mixed band into the farm

I, Onar Onari, was leader of our group. We had three followers of the Bull, four Orlanthi stormgod worshippers, a dwarf, and two Humakt cultists.

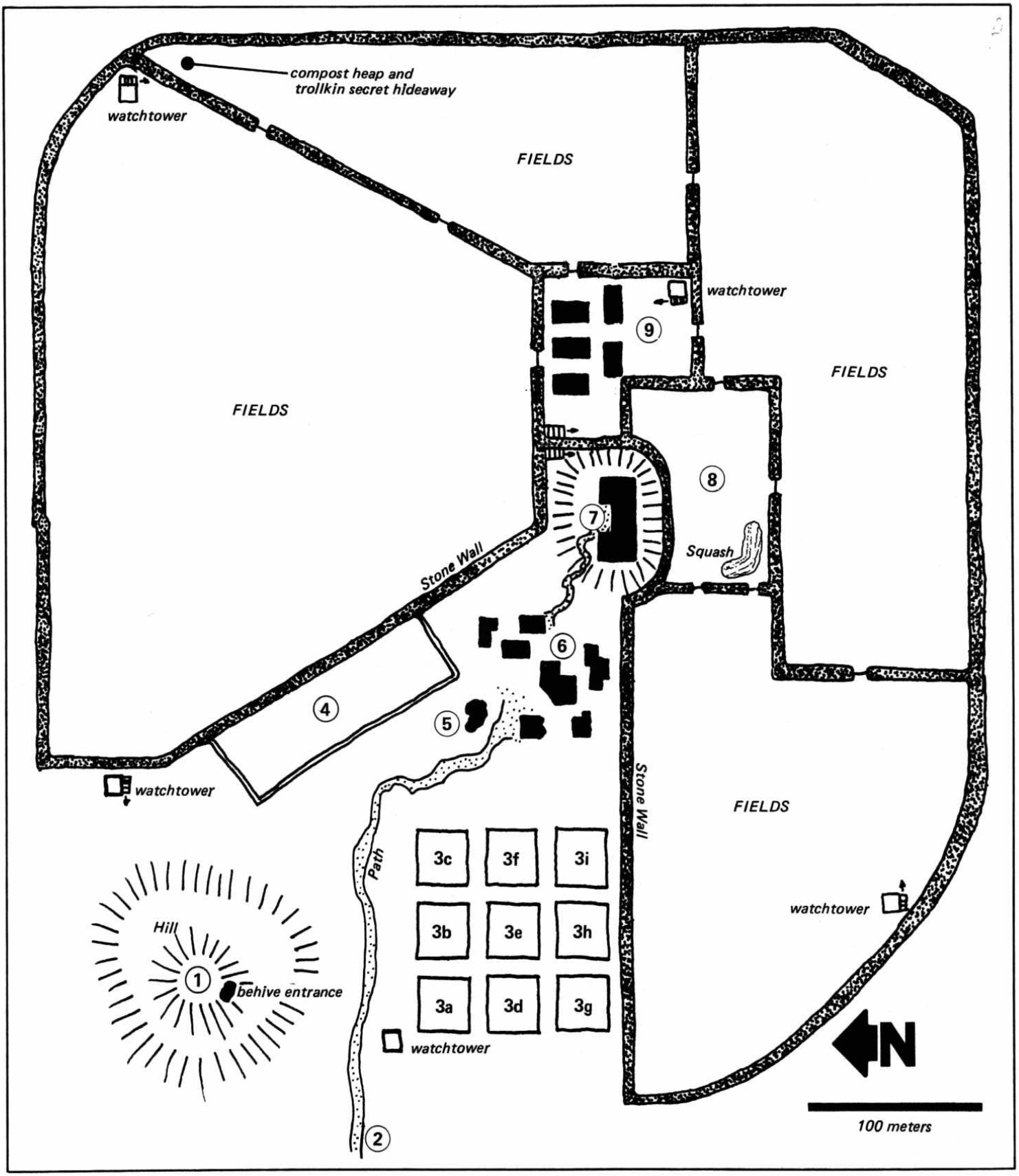
In the Vale of Flowers were four elves, whom we trapped and slew, losing only a Humakti. I killed two myself with Bladger, my axe. An enormous beetle dwelt in the forest we passed through, but I slew him as well with Bladger my axe.

Else, we met no dangers. The troll village was reached just before dawn. The craven Humakti and Orlanthi all four wished to wait until daylight until we were to attack, but I vowed that no true warrior waited for aught but breath to fill his lungs, and as leader ordered an attack.

The fight went well at first. There were troll drummers in the towers, and I slew six trollkin with Bladger my axe. There were pens full of enormous beetles like the one I slew in the forest, and we marvelled at them. As we moved into the center of the village, a huge mass of caterpillars was before us. As true warriors and berserks do, I moved in, soon to find that they had a deadly poison bite. Though the Bull's strength kept me fighting till the last, my body, curse it, betrayed me and I fell in the midst of the battle.

I was not awakened until we were back in the forest. The craven Orlanthi had fled the battle when I fell. They had carried me with them, so that I was still in their midst. I challenged them all to battle to prove their cowardice, but was too weak to grasp Bladger, my axe, curse them!

One Orlanthi had been slain by the biting caterpillars. The dwarf and both other Bull berserks had been slain by a troll attack that I did not witness. I demand my tribute and pay as a warrior, and do now return to the Pol-Joni.



GRUBFARM

Near the northeast corner of the Vale of Flowers, just inside the recognized boundaries of Dagori Inkarth stands a well-known insect farm known as Grubfarm. The proprietor, Protostome BlackBite, is noted for his fine watch beetles which are bought by trolls all over the region. Grubfarm also produces stingworms and possesses a giant beehive, from which the trolls gather honey, beeswax, and occasionally magical royal jelly.

All the trolls in the Vale of Flowers, and most trolls in the nearby areas of Dagori Inkarth know of Grubfarm. The Bugbrain clan of the Redstone troll tribe are relatives of BlackBite and often trade with him. Even the elves of the Vale of Flowers know about the farm, though they call it the "Troll Garden." The elves refrain from raiding the farm because they fear that if the trolls were forced to abandon the farm, the giant bees would perish or migrate, and an important source of pollination for giant flowers would be lost.

Anyone looking for insects for sale in Alone, the Vale of Flowers, Black Dragon Mtns., or the Lesser Ridges, is likely to be referred to Grubfarm. The farm nestles on the southern

edge of a valley in the Lesser Ridges. This valley is about 3 by 1.5 kilometers, running east and west, and much of it is taken up by giant flowers, scrub trees, and grassland. In the center of the valley is a large pond. About a kilometer west of Grubfarm, and also in the valley is a small village of trolls, numbering 70-80 trolls and trollkin. At Grubfarm live another 69 trolls, including 60 trollkin. A few families of trolls live along the north ridge of the valley, residing in caves and living hunter's lives.

GENERAL DESCRIPTION

Grubfarm is run by the noble troll, Protostome BlackBite. He is the nominal ruler of all the nearby trolls, totalling about 200-300 trolls and trollkin. He supplies most of the insect needs of these trolls and also does heavy trading with Argan Argar caravans, with whom he is a regular stop.

1. The Bee Hive

As the traveler nears Grubfarm, the first thing he is likely to notice is the bee hive. It is an irregular mound measuring about 160 meters by 120 meters across at the base and towering to 35 meters high. Five meters from the top is a hole 2 meters high by 8 meters broad, which is the entrance and egress for the giant bees of the hive. The beehive is an old hillock that the trolls have hollowed out for this purpose.

At night, the bees will not be visible, but a low humming can be heard coming from the mound. The trolls and trollkin keep away from the mound at all times; anyone setting foot on it has a 05% chance per turn (cumulative) of being noticed by the bees and attacked. Nearby trolls may try to help the hapless person by casting spells at the bees or making loud noises, but no more.

The bees are active, except during Dark season and Storm season. During Dark season, they are torpid and many die, huddling in their hives. In Storm season, they are more vigorous, and in good weather a nectar-seeking expedition may be sent out every week or so. There are about 50-60 bees in the hive at any given time, except near the end of Dark season, when only 30-40 are left. In every season but Dark season there are 1D10 drones, identical to workers except for lack of a sting. In Dark season, the drones are slain by the workers. The Queen bee has +6 added to her SIZ, STR, and POW, but is otherwise similar to the workers. The Queen also has a 3D6+6x5% chance to hit with her sting. She will not die on an impale result, but will merely shift her sting and sting again. If the Queen is killed, the hive becomes frenzied and attacks furiously until the intruders are killed, or the bees are all slain. Loss of the Queen does not mean the death of the hive, as the workers can create a new Queen from other larvae, using royal jelly.

The trolls harvest the bees' honey in Dark season, while the bees are comatose. In the hive, each honeypot used by the bees is earthen, with a wooden plank floor, generously provided by the trolls. Under each pot's flooring is a tunnel, leading to a large underground chamber. This chamber leads to the worm hole where the stingworms are kept, and from there outside. When harvest time is reached, all the trolls in the place, including value trollkin, climb into the wormhole and use these crawlspaces under the honeypots. A plank is removed and the honey drops out into an animal bladder brought along. When the bladders are full, the trolls replace the plank and go their way. Enough honey is left to ensure the bees' survival. Occasionally, instead of honey, an angry worker bee is encountered on the other side of the planking, so trollkin usually are forced to initially remove the plank. The honey is taken at the very start of Dark season so that the Dark season troll caravans will be able to buy their honey.

The trolls also steal the bees' royal jelly and wax. Wax is stolen by sending worker trollkin into the hive during Dark season to tear loose old honeycombs and pull them out of the hive. This is only possible because the bees huddle together in one great mass at one end of the hive – over the earthen honeypots so that the combs built during the summer are empty and left vacant. Even so, it is a dangerous job, one often chosen as a punishment for insolent trollkin. Food trollkin are also given this job.

Royal jelly is difficult to obtain, and is taken by commission only. It will be described later. Royal jelly can be taken from the hive in any season except for Dark season, when no new Queens are bred.

2. The Trade Road

The trade road runs between the beehive and the watch beetle pens, then turns south between the grinder beetle run and the wormhole. It comes to a gradual end in the scattered buildings of the troll area. This route is taken by all caravans visiting Grubfarm. Anyone coming in on this road will be seen by a guard in a watchtower and a party of trolls will come to greet the arrival. He will be asked what he wants, and be shown to a place to stay for the night (probably in area 6).

3. The Watch Beetle Pens

Protostome makes much of his money off his stingworm and honey sales, but his true love is for watch beetles. The beetle pens are nine in number, arranged in a 3x3 order. Each pen has a five-foot wooden fence surrounding it, and is 30x30 meters square. Any given pen has 8-10 watch beetles in it at any one time. Each pen has a different variety of watch beetle within and some are fed on the rough forage grown on the farmland. Grinder beetles or food trollkin are flung into a pen to serve as protein for other beetles. The watch beetles are similar in statistics to the guard beetle in the Book of Uz but there are large differences in appearances. Each beetle pen is described below, with its inhabitants.

Pen A – This pen contains common black watch beetles. They are common and easily bred. They have the standard guard beetle stats and sell for 150 L each.

Pen B – Giant antler beetles. These add +2D6 to SIZ and STR of the standard stats, and are black with yellow spots on their wingcases. They possess enormous, greatly branched mandibles. They sell for 500 L each.

Pen C – Redback beetles. These have the standard stats, with perfectly red heads and thoraxes. Their abdomens are covered by a pretty red mottling. 225 L each.

Pen D – Midget blues. These have -6 in SIZ and STR and are delicate in appearance. They are very hardy under cold conditions. They sell for 150 L each.

Pen E – Yellow-voiced watch beetles. These are the pride and joy of Protostome's collection. He is the only farmer in the whole of Dagori Inkarth to breed these at all. They are slender (-1D6 SIZ, and add +6 to DEX) and gleaming black with yellow trimmings. They can emit a clear, loud clicking noise when alarmed and thus awaken a sleeping master. They can sense elves up to 50 meters away unless that elf is using a Detection Blank spell. 1200 L each.

Pen F – Ham beetles. These are smallish beetles, about the size of a large ham. They are described in the Book of Uz. They are not really watch beetles, but are valued for food. They move in flocks and can fly, so this enclosure is roofed over. There are over a hundred ham beetles in the cage. They cost 5 L each. Flock leaders not for sale.

Pen G – Mud beetles. These beetles are amphibious – 80% Swim skill. They are also more carnivorous than the other types. 250 L each.

Pen H – Great gray beetles. These add +2D6 to STR and +4D6 to SIZ. They are gray in color. They are less aggressive than other watch beetles, and must be goaded to attack. 475 L each.

Pen I – Ebony slicks. These standard beetles have a very glossy black shell which is fairly nice-looking. They are also noted for their extremely variable antennae. They are sometimes grown by connoisseurs. They have the standard watch beetle stats. They are priced at 225 L each.

Anyone caught trying to steal a watch beetle will be thrown unarmed and unarmored into the pen from which he was trying to steal.

4. The Grinder Beetle Run

This is a large enclosure, with a 1.5 meter high fence and a row of stiff bamboo splines on top, to keep beetles from clinging to it. There are several hundred grinder beetles in the run at any time and they are always escaping and crawling away over the valley, where they survive and breed prodigiously. Protostome does not care, as it provides cheap but coarse food to the valley's troll inhabitants. Grinder beetles are about a foot long and a hand broad. They taste gritty and coarse, even to a troll, and are not generally considered fit for consumption. Protostome raises them to feed to the stingworms, beetles, and trollkin. He will sell them for 1 L each.

5. The Worm Hole

This round pit in the ground seems to go down for a great distance. It actually goes straight down (handholds are cut in the wall) for 20 meters and then turns northwest into a chamber with six branch caverns.

One branching-off leads to the beehive. Each of the five remaining caverns leads into a big, silent room with stingworms covering the floor. Each chamber has 10-40 stingworms in it. A bamboo fence keeps the stingworms inside their caverns, but they have been known to squirm through this, and a band of warrior trollkin is always on guard to push an errant worm back into its place. Stingworms are sold for 50 L each.

6. Troll Area

The main farm help stays here. There are 8 dark trolls, all of whom are Gorakiki initiates. Six are initiates of Gorakiki-beetle, and two are initiates of Gorakiki-bee. One troll tends the grinder beetles, two tend the stingworms, three tend the watch beetles, and the two bee-worshippers tend the beehive. All have a number of trollkin to help them, except the bee-worshippers. There are seven stone buildings here, four large and three small. The smaller buildings are for guest use, and no troll normally lives here. They rent for 5 L a night, and contain two rooms, each 5x10 meters.

7. The Manor

Atop a 20 meter-high hill is the imposing manor of Protostome BlackBite. A rocky path leads to the top of the hill and this is used by all honest visitors. Protostome's manor is made of gray rock and has a statue of a common black watch beetle in front. It is guarded by six watch beetles, the exact species varying from time to time, but always including a yellow-voiced watch beetle. The yellow-voiced beetle contains Protostome's allied spirit and so does not emit its warning shrill due to the nearby elf, Greenslave, as a normal beetle would. It will still emit the shrill if any other elves were to show up.

Protostome BlackBite is in his mid-forties. He commanded the Torgath Mangle war-band for 15 years. As a mercenary company they fought for Sartar against Praxian nomads and the Lunar empire in many campaigns, so Protostome is quite friendly to those from Sartar. He dislikes Lunars and is neutral to Praxians, though he will trade with them. He is much more affable with human traders if they use an Argan Argar merchant as their go-between. He is the current sponsor of the Wormfarm Stingers trollball team. Some veterans from the old Torgath Mangle man the Stingers, along with Protostome's closest friend, Bruto, a great troll who earned his freedom long ago and now serves as bodyguard and goalie for Protostome. Bruto is also team captain for the Stingers.

In wartime or in case of attack, Protostome will command the militia forces of the neighboring areas. His domain can field a warband of 24 dark trolls, 6 great trolls, and 55 trollkin. Bruto is one of the great trolls, and is second-in-command. In case of a real battle, the troll noncombatants would hide out at Grubfarm while the rest went to fight. If forced back, the trolls would either loose the bees, or hide in the wormhole, taking the more valuable watch beetles with them. Lesser watchbeetles would be sent forth to harass the enemy. If any foes tried to come down the wormhole, they would be met by dozens of stingworms used as thrown missiles by armored trolls. Some trolls would go underground to the beehive and release stingworms and grinder beetles there, to annoy the bees and force them out to attack the intruders.

In business, Protostome himself goes over all dealings and takes all payments. Once a season a wagon visits him from his distant relatives, the Bugbrains, carrying one of their trollkin. This trollkin serves as food for Protostome and he satisfies his cult vows (to eat a relative) in this manner. In return, a watch beetle is sent to the Bugbrains.

BRUTO, great troll Kyger Litor initiate

STR 29	CON 19	SIZ 33	01-04	R LEG	9/9
INT 9	POW 15	DEX 13	05-08	L LEG	9/9
CHA 14			09-11	ABDOM	9/9
Move 7			12	CHEST	9/10
Hit Points 25			13-15	R ARM	9/8
Defense 00%			16-18	L ARM	9/8
			19-20	HEAD	9/9

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Greatsword	3	95%	2D8+3D6	70%	15
Mace	5	80%	1D10+3D6	45%	20
Large Shield	6	55%	1D8+3D6	85%	16

SPELLS: Demoralize, Fanaticism, Heal 4, Repair (2), Protection 1

SKILLS: Catch 95%, Grapple 100%, Jump 75%, Listen 75%, Run 65%, Scan 80%, Scrutinize 50%, Throw 50%

LANGUAGES: Darktongue 65/10%, Sartarite 45/05%, Trade 25%

TREASURE: 130 L; ransom is 1100 Lunars

Protostome is quite open-minded and unprejudiced, as trolls go. Despite his cult doctrines, he is not especially fanatical in his hatred of elves. He has been known to claim that plant-herds are as important to life as are trolls, an article of faith that many trolls find disturbing. This does not mean that Protostome would be friendly to an elf, or even neutral, but he is more likely to take an elf for ransom or for a slave than are most trolls, who would simply eat such a captive. He knows dwarves are contemptuous and generally will kill them on sight.

PROTOSOME BLACKBITE, Karrg's Son, Gorakiki-beetle initiate, Argan Argar lay member

STR 22	CON 21	SIZ 20	01-04	R LEG	9/8
INT 14	POW 17	DEX 19	05-08	L LEG	9/8
CHA 21			09-12	ABDOM	9/8
Move 8			12	CHEST	9/9
Hit Points 24			13-15	R ARM	9/7
Defense 30%			16-18	L ARM	9/7
			19-20	HEAD	9/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
RH Battle Axe	4	135%	1D8+2+2D6	85%	20
LH Mace	4[8]	105%	1D10+2D6	120%	25
Bite	5	95%	1D4+2D6	–	–

SPELLS: Bladesharp 3, Bludgeon 2, Darkwall (2), Demoralize, Heal 6; (known by Creaker) Detect Enemies, Detect Silver, Dispel Magic 8, Protection 3

RUNE MAGIC: Counterchaos, Blinding 3 (one-use only)

SKILLS: Bargain 80%, Bee Breeding 70%, Beetle Breeding 90%, First Aid 100%, Insect Care 55%, Insect Lore 75%, Jump 90%, Listen 60%, Move Silently 100%, Oratory 105%, Scan 90%, Scrutinize 60%

LANGUAGES: Aldryami 50%, Balazaring 40%, Darktongue 105/90% Sartarite 80/50%, Trade 50/35%

MAGIC ITEMS: 7-point POW storage crystal, magic black rock which always hits its target when thrown, doing 1D6 points of damage, lead battle axe and mace which take extra points of damage (included in weapon description).

TREASURE: carries 60 bolgs. ransom is 5000 L.

ALLIED SPIRIT: Creaker (in yellow-voiced watch beetle)

STR 21	CON 21	SIZ 15	01	RH LEG	6/6
INT 13	POW 11	DEX 18	02	LH LEG	6/6
Move 6			03	RC LEG	6/6
Hit Points 22			04	LC LEG	6/6
Defense 20%			05-08	ABDOM	6/9
			09-12	THORX	6/9
			13-14	RF LEG	6/6
			15-16	LF LEG	6/6
			17-20	HEAD	6/8

Weapon	*SR*	*Attk%*	*Damage*
Bite	6	75%	1D10+1D6

SKILLS: Spot Hidden 90%, Spot Trap 50%

8. The Elf Garden

There is a small garden back of Protostome BlackBite's house. In the southwest corner of this garden is an enormous, living, hollowed-out squash. Inside this squash lives Greenslave, Protostome's slave elf. Greenslave has a remarkable amount of authority on the farm, outranking all trollkin, and actually wielding authority equal to the Gorakiki initiates on the farm. BlackBite would certainly wreak vengeance on anyone harming or killing his pet elf. Greenslave's duties include tending the garden and supervising the general farmland. Thanks to Greenslave, the farm grows greens and other fodder extremely well, much better than other troll farms in the area. The fodder is especially nutritious and the garden itself grows fruits and vegetables that are tasty enough to be a prized item on BlackBite's table.

The garden's produce is solely for the elf, BlackBite, and the farm trolls. Visitors are also sometimes fed from the garden. Two trollkin are permanently assigned to help Greenslave in the garden, and they also get some food from it. In battle time, Greenslave is forced into the tunnels with the trolls and kept safe.

Greenslave wears a (non-magical) slave collar, and is not allowed outside of the farm, but would stay there voluntarily. He has dwelt at the farm for many years, and barely remembers his life before. He has grown to love the straggling forage plants he must tend and greatly loves his precious garden. Greenslave carefully says the Food Song over every article of food taken from either the garden or the forage area and thus feels that he is serving Aldrya well. If Greenslave were not here, he thinks, the trolls would take poor care of the garden plants, and they would certainly not take care to pray over the eaten plant matter. For better or worse, Greenslave has rationalized his existence here, and would not welcome his rescue from Grubfarm, dismal as his existence here may seem.

Greenslave keeps a spear in his house and has used it in the past against thieving trollkin from the nearby town. Protostome does not care and Greenslave is allowed to keep the spear, and even kill trollkin that try to rob his garden. If Greenslave were to wound a troll, however, that would be a different matter, and Greenslave is not allowed access to a bow. His old living bow was destroyed when he was captured.

GREENSLAVE, Aldrya initiate, Argan Argar lay member, male elf (formerly known as Leaftop, when he lived in the Redwood Forest)

STR 8	CON 16	SIZ 9	01-04	R LEG	0/6
INT 20	POW 14	DEX 16	05-08	L LEG	0/6
CHA 9			09-11	ABDOM	0/6
Move 9			12	CHEST	0/7
Hit Points 16			13-15	R ARM	0/5
Defense 20%			16-18	L ARM	0/5
			19-20	HEAD	0/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Spear	5	65%	1D6+1	70%	15

SPELLS: Disrupt, Food Song, Heal 6, Speedart, Xenoheal 6

SKILLS: Fodder Growing (for beetles) 100%, Gardening 100%, Hide in Cover 70%, Listen 50%, Move Quietly 80%, Plant Lore 80%, Spot Hidden 60%

LANGUAGES: Aldryami 100/20%, Darktongue 60/25%, Trade 50%

TREASURE: none

9. The Trollkin Compound

This compound is bare dirt and gravel with four dilapidated wood and giant plant stem buildings. The 60 trollkin of the farm live here. One building is reserved for the value trollkin, and the other three buildings house workers. The values are expected to fight if need be. Food-class trollkin try to leave the farm as fast as possible to avoid becoming stingworm or beetle food. Most of the day, the trollkin living here are sleeping in their house or eating some of their coarse food – grinder beetles and beetle fodder plants. In the night, they work steadily. They are permanently assigned different tasks, and their jobs do not rotate. The assignments are as follows:

Caring for Grinder Beetles – 9 trollkin, and 1 value
Caring for Stingworms – 5 trollkin, and 1 value
Caring for Watch Beetles – 13 trollkin, and 2 values
Working in the Elf Garden – 2 values
Working in the Farmlands – 25 trollkin, and 3 val

10. The Farmland

All the acres of farmland are almost identical. They are fields of coarse, broadleaved plants sprouting up no more than 2-3 feet from the ground. Under Greenslave's command trollkin water the plants from the well in their compound, weed, and fertilize them, using their own wastes and dead grinder beetles. Slackard trollkin quickly become food, so they work fairly hard for their masters. If an intruder is noticed, the trollkin will flee immediately, wailing loudly.

11. The Watchtowers

There are five watchtowers around the borders of Grubfarm. Two flank the beehive, the most valuable property on the farm. One is on the southwest corner and one on the northeast corner of the farmland. The last is located in the trollkin compound, both protecting and watching them. Each watchtower has a broad stone base 10 meters square. The top is only about five meters above ground level, and is surrounded by a low wall. There is normally a single troll in each tower, but in war there would be more, armed with slings and stones to hold off invaders. These watchtrolls are recruited from the nearby troll village, and do not live on the farm. In the center of each watchtower is a trapdoor, leading to a tunnel which ends at a guardpost, then goes to the wormhole. There are traps set down each tunnel which cave in the tunnel at Protostome's discretion, preventing outsiders from using the tunnels, possibly burying them alive.

BEE PRODUCE

The trolls sell beestuff at the following rates:

Liter of Honey:	**15 L in Darkseason**
	18 L in Storm season
	22 L in Sea season
	27 L in Earth season
	33 L in Fire season
Kilo of Beeswax:	**30 L anytime**

One Dose Royal Jelly: 18,000 Lunars if taken by a troll for the buyer and 5000 Lunars if the buyer does the work himself.

OBTAINING ROYAL JELLY

Royal jelly is difficult to obtain. The trolls will not fetch it themselves unless paid enormously high sums. The process involves entering the hive at night, robbing the queen combs, and then getting back out again.

The trolls recommend that anyone planning to perform this feat do so with as little clanking armor as he dares – "Armor won't be much good if they catch you anyways." They also highly recommend that the intruder not take a light source, which is certain to draw the attention of the bees. The troll leader, Protostome, will offer to have the local Kyger Litor priestess come down and cast Darksee on the player(s) willing to go, but she will charge for the privilege; 1000 L for a non-troll. If the characters have their own magic allowing vision in the dark (such as Catseye), fine.

At the hive entrance are 1D3 bees which the adventurer must fight to get past. Every 5th round after the fight has started, another bee will join in. If the adventurer is ever able to kill or defeat all the bees he can move on.

The next stage involves 3 minutes of crawling over the combs, avoiding the bodies of sleeping bees. All battle magic placed during the fight with the guard bees will wear off. The character must now make his Move Quietly roll – if he was foolish enough to go in with a whole party of companions, each individual must make his roll. If one of the party fails, 2D6 bees will attack, and an additional 1D2 bees will join in as reinforcements every 3rd round. If he kills or defeats all the bees and gets away from the site of the attack, he may continue. The other bees in the hive will have been alerted, but they will proceed to the spot where the action was last. If all they find there are dead bees, they will be disturbed, but not necessarily able to find the intruder immediately.

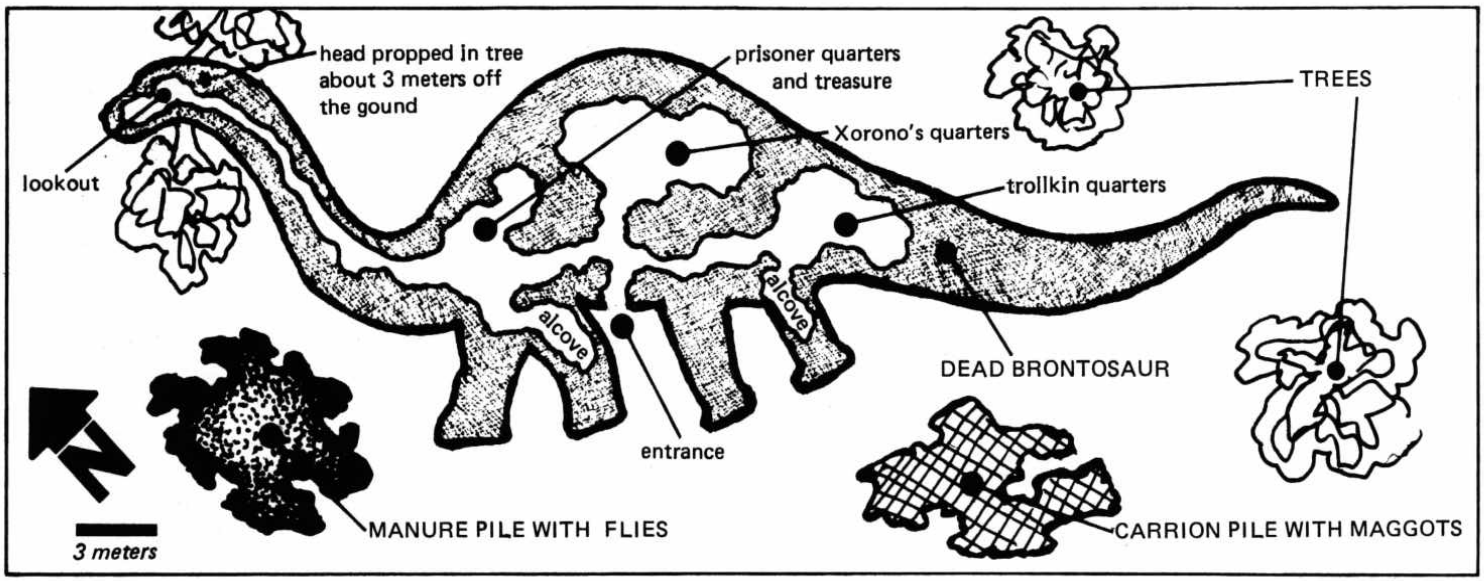
He will now, after another two-three minutes of crawling, be at the queen grub's comb and he can steal the royal jelly. He must roll his Disarm Trap skill times his Move Silently skill in order to open the comb without alerting the bees. A character with a 70% Disarm Trap and a 80% Move Silently would have a .7 x .8 or .56 = 56% chance of successfully performing this feat. If he fails his roll, 1D3 bees will come to investigate, and he must fight them. An additional 1D3 bees will come to reinforce every third round. If he ever manages to kill all the attacking bees at once, he may attempt a Hide in Cover to avoid additional bees. The bees will arrive in force to see what happened, but if the adventurer has successfully Hidden, they will not see him, and will depart after 5 minutes. He may then try again. If he fails the second time, the bees will again come, and this may be repeated until the adventurer either succeeds, or is killed.

After getting the royal jelly from the comb, he must make another Move Silently to escape the hive. If he fails, he is attacked by 2D6 bees who will be reinforced by another 1D2 bees every third round. If he defeats all the attackers at any time, he may move on. At the hive entrance will be 1D6 new bees waiting for him. He must fight them. Every fifth round an additional bee will join in. If he can defeat all the bees at once and leap outside, he may attempt a Camouflage or Hide in Cover roll to conceal himself before two dozen or so bees fly out searching for their despoiler. Since it is night, he will not be seen by them as long as his player has succeeded with the appropriate roll.

If he successfully gets away from the hive, then the trolls will congratulate him profusely, and see how much royal jelly he obtained. A single comb carries 1D4 doses of the magical jelly. The trolls will always confiscate the first dose obtained, but they will permit the adventurer's party to purchase any remaining doses at the amazingly low price of only 5000 L each, instead of the usual 18,000 L each. If he only obtained a single dose, they will commiserate with him and confiscate it anyway, refusing to sell him that dose for the reduced price. The trolls will add 100 L onto the total price for every bee that he had to kill in the process. He will not be able to lie as to the number, for the bees dump all dead bees outside the hive in the morning making for an easy body count. If the character killed the Queen the trolls will demand an automatic 5000 lunar payment or more.

When a dose of royal jelly is eaten by any giant insect, troll, human, baboon, or primate, royal jelly will raise that individual's SIZ by one point. It may be taken more than once, but each dose after the first one of an individual's life will only work if he can roll (species max - current SIZ) x 5 or less on D100. The user must rest for a number of days equal to his current SIZ and not exert himself in any way. If he exercises or runs, or fights, then he must roll his CON x 5 or less or the jelly will not work.

Flying Trollkin



Introduction

Someone has been kidnaped. It is up to the game referee to determine exactly who is the victim. We recommend that the victim be a popular player-character without extremely good fighting skills. If no player-character seems to fit this scenario, the referee is welcome to have some known NPC be kidnaped whose loss will draw out the player-characters in pursuit.

Player's Information

While out alone taking a stroll the poor kidnapee was suddenly beset by a horde of villainous trollkin and carried off. A local farmer states that he heard a loud whirring noise and, axe in hand, rushed out too late. All he saw was a glimpse of black bodies flying off in the starlight, accompanied by the shrieks of the victim. The deformed footprints left in the dirt suggest trollkin or goblins. Since the monsters were heard to screech in Darktongue, the farmer believes that they were trollkin.

To say the least, it will be difficult to track down a party of flying trollkin. The players will probably think of using Divination to try to determine the whereabouts of their friend. Divination will work if their friend was an initiate of the god answering the questions. Here are some answers to typical questions:

Q. Where was our friend taken?
A. Eastward, towards troll country.

Q. How far?
A. About twenty miles or so.

Q. Who has kidnapped him?
A. Bandit trollkin, with help.

Q. Is he still alive?
A. Yes.

Q. Will the trollkin kill him?
A. Probably, unless ransom is paid.

A few hours after the fiends kidnaped the party's friend, a note is found pinned to the local sheriff's door by a throwing dart. It states: "We have your friend. We must have 10,000 Lunars in cash by next Darkday or we eat him (or her). Place the cash next to the big rock by Elm Grove. Do not enter the grove. Leave the cash before nightfall. The next dawn we will place your friend where you can get him (or her) easily. We will not eat him/her if we get the 10,000 Lunars. [signed] Nesretep leader"

The day is now Wildday, so the characters have two days to rescue their friend before he is eaten. Elm Grove is a well-known landmark about 10 miles east of town, in a wild area.

Referee's Information

The players can try to retrieve their friend by several methods. They can pay the ransom. They can set out, perhaps using Divination, to try to find the whereabouts of the trollkin lair. They can go to Elm Grove and try to bushwhack any trollkin there, either following them back to the lair or capturing one to force him to tell them the lair's whereabouts. They might send flying familiars to search the area, looking for signs of trollkin.

Using flying familiars may prove futile, for the sheriff already sent out his hawk familiar to scour the area the day of the kidnaping, and saw nothing that could be a trollkin dwelling-place. If the players wish to waste a day of their precious time doing so as well, let them, but the familiars will return without seeing anything of the trollkin or the captive. The familiars will have seen a dinosaur carcass, gorges with caves in the walls, dark groves of woods, and a herd of deer.

If the familiar succeeds with a Spot Hidden roll while over the dinosaur, it will see some large flies about the carcass, a natural enough sight. This is the only hint that should be given to the characters, and it should only be given if they specifically ask about the carcass. The insects are definitely flies, not wasps or bees.

If the players go to Elm Grove, hoping to ambush the trollkin, they may be surprised. The grove itself is large and airy within, though shaded. Frequently there is room to ride a horse through. Just outside the grove a large stone juts from the soil. If the players enter the grove, they immediately will be ambushed by trollkin, hiding enough in the underbrush that it will take a Spot Hidden special roll to see movement among the trees. Just before the players reach the grove, the trollkin will sling stones at them. If

the players persist, the trollkin will flee the grove from the opposite side, flying away on their mounts. They will be beyond effective arrow shot. The players may try to observe where they go, and successful Spot Hidden and Track rolls will allow the characters to pinpoint the trollkin destination within a half-mile-square area.

If the player-characters simply head east, looking for the proper site, their chance to sight the trollkin lair is a POW roll of POWx2 or less on D100 of the character with the highest POW. This may be rolled once per day, giving the characters two chances before their friend is theoretically eaten.

If the player-characters fail to find the trollkin lair within two days, then on Waterday (the day after Freezeday) a peasant will run into the sheriff's office, saying, "I've been running all day. Monsters on giant flying bugs stole three of my cattle! I followed them and saw where they went! They came from Notch hill. Some neighbors have been missing pigs and goats, and I'll bet the bugs took them too! What can we do?" The sheriff will suggest to the player-characters that these monsters may be the same culprite who stole their friend. Even though the deadline is past for ransoming their friend, the characters can avenge him or her. The peasant will then lead the party to Notch Hill, where he will leave them.

Eventually, therefore, the player-characters will come to Notch Hill, a good-sized hill with double peaks. There is little vegetation on it, and it is eroded. On the far side of the hill sprawls a brontosaur carcass at least six months dead. The flesh reeks terribly. The head is caught in a tree. If the characters make a Spot Hidden, they will see a large pile of dead animals beside the dinosaur, and beside it a huge pile of manure with feeding giant flies on it.

If the players draw closer, the trollkin lookout will screech, and the flies will take off and land on the dinosaur's head and in the tree. Five trollkin will board the insects and fly to the attack. Three trollkin are protected by Darksee spells and two are protected by Fanaticism stacked with Extension I, so none of them are Demoralized by the sunlight. If their protective spells are Dispelled, or if their spells wear off, then these trollkin will immediately flee to the dense woods a half-mile north of the lair. Until then, these flying trollkin will engage the players in combat when they near the lair. The fly-riders will remain behind the tree and dinosaur, where they cannot be attacked by missile fire or spells, until the players get within 20 meters of the carcass.

Two trollkin will fire missiles from the dinosaur's skull, and giant maggots from the pile of animal corpses will swarm out and attack.

Each five rounds that the player-characters are within 40 meters of the carcass, they must roll their CON x 5 or less. If they fail, they are overcome by the stench of the carcass, and act as if Demoralized for the next five rounds, when they must roll again. This Demoralization reflects physical nausea and cannot be dispelled.

If the players fight their way into the dinosaur carcass, they will need light of some sort. Since a torch may well go out in the dripping interior of a bloated brontosaur, the player holding the torch must roll POWx5 in every round he holds the torch and also engages in combat. If he fails the roll, the torch goes out. Lanterns and Light spells will work, but if a lantern is dropped and breaks, it always goes out and leaves no burning pool (the brontosaur is nonflammable).

Except for carrion-eaters like hyenas, vultures, and flies, animals refuse to go near the carcass. If the characters force their mounts, for instance, they must make their Ride roll each round or they can do nothing but control their animal in that round. Familiars will go near the carcass if ordered, but they will be as demoralized as the characters.

No unintelligent, non-carrion eater will go inside the carcass, preferring injury instead (remember, most mammals have much better senses of smell than humans do). If the characters go inside the carcass, they will be automatically Demoralized in combat because of the overpowering rank odor within. This does not mean that they wish to surrender, only that their attack chances are lessened by the distraction. In addition, each round in which the characters engage in melee, they must roll CONx5 or less or be so incapacitated that they may not attack at all, and parry at half normal chance. Missile weapons cannot be effectively used within the carcass except at point-blank range. The Demoralization affects missile-users, too.

THE VILLAINS

The trollkin flyers are led by a superior trollkin – Nesretep. The number of trollkin should vary with the attacking party's strength, but at least a dozen or so is recommended. Inside the carcass is a dark troll Xiola Umbar priestess as well. She stays with the trollkin renegades as their medic and gets a third of all their loot in return. Nesretep takes another third, and the rest is divided up among the followers. These trollkin flyers have no masters but Nesretep and the priestess, Xoroho. They found the dinosaur carcass and have eaten passages and tunnels into it. They systematically eat any maggots they find within the carcass, keeping down the rate at which it rots.

The trollkin collect animal carcasses in a large mound to one side of the dinosaur, where they breed giant maggots for new flies. The flies themselves feed on manure, and the trollkin have gathered a large heap of such fertilizer for their steeds.

The poor kidnap victim is being held inside the dinosaur, in the rank, black interior. The captive will be unconscious when found and will not revive until able to breathe for at least five minutes outside the dinosaur. He will have taken one point of CON damage per day spent inside the brontosaur, counting Wildday as the first day.

The maggots will attack any non-trollkin (except for Xoroho) who pass near their heap, and so they serve as additional defenders for the trollkin. As previously mentioned, five trollkin will fly out to harass the adventurers while other trollkin fire missiles from the dinosaur's head. (If the party is huge, more trollkin will fly out – in this case they will try to deep from being Demoralized by any sunlight by casting Fanaticism spells when in combat.) The maggots will not attack adventurers inside the dinosaur. Maggots are not smart, but giant maggots have (comparatively) giant brains, and are as trainable as a rather stupid dog or horse. Inside the dinosaur lurk Xoroho and seven or more trollkin, who will try to ambush the player-characters or otherwise obstruct them. The trollkin are reasonably brave and will not hesitate to fight to the death if necessary, though they will certainly flee if outmatched, if possible. They may run away if overcome, but they will not surrender.

Tactics

The trollkin cannot use their heavy crossbows while flying the flies, so they will leave all the crossbows behind with the carcass defenders. Before they fly out (long before the adventurers are close enough to do anything) the trollkin put a dose of Blade Venom on one crossbow bolt per crossbow, and on two of their darts each, using up all their Blade Venom (they feel that they can always steal more later). If the players give up and come back later, the trollkin then will have more Blade Venom stocked up.

The flying trollkin will first cast Speedart on a poisoned dart and throw it. In the same round they will throw a second, unpoisoned dart. The next round they will throw Speedart on another poisoned dart. Then, they will either close to melee or (more likely) they will fly back to the dinosaur head and get more darts. The trollkin within the dinosaur will fire poisoned crossbow bolts on their first shot, and then reload, shooting unpoisoned bolts. All trollkin within the carcass have at least one crossbow with a poisoned bolt, and when the adventurers manage to get inside, they will melee by first firing their poisoned crossbows, then drop them and get out their spears. This means that they have no parry the first round. The trollkin figure that if they can hit their foe well with their first shot, they won't have to worry about return blows.

The passages within the dinosaur are very narrow. Only one person at a time can pass through one, and then only if hunched over. Remember to roll CONx5 each combat round.

The number of maggots equals the number of trollkin. Xoroho will heal the trollkin, and only fight personally if she must. Nesretep is smart and will fight in the best manner possible. He is old for a trollkin (over forty years) and the referee should play him as slyly as possible. He will not hesitate to use his Blade Venom or to abandon the field of battle if the fight proves truly hopeless. He will try to retain the carcass if at all possible, as it is ideal living quarters for a troll. He may give some of his Blade Venom to a subordinate to use on a crossbow bolt.

Treasure

Inside the dinosaur carcass is some money, kept with the prisoner: 32 bolgs, 764 clacks, 320 Lunars, and 3 wheels. There are also 4 gems worth respectively 34L, 76L, 260L, and 1955L.

NESRETEP, Trollkin leader, Kyger Litor and Gorakiki-fly initiate

STR 18	CON 17	SIZ 7	01-04	R LEG	7/6
INT 14	POW 15	DEX 18	05-08	L LEG	7/6
CHA 11			09-11	ABDOM	7/6
Move 6			12	CHEST	7/7
Hit Points 16			13-15	R ARM	7/5
Defense 25%			16-18	L ARM	7/5
			19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Javelin (4)	1	80%	1D10+1D2*	40%	10
Sling	1	95%	1D8	–	–
1H Spear	4	75%	1D8+1+1D4*	60%	15
Small Shield	–	–	–	85%	8

* plus probably Blade Venom POT 12

SPELLS: Heal 4, Multimissile 4, Protection 2, Speedart, Xenoheal 3

SKILLS: Hide in Cover 50%, Listen 75%, Move Silently 65%, Ride Fly 95%, Scan 100%, Scrutinize 75%

LANGUAGES: Darktongue 70/15%, Sartarite 50/50%, Trade 25/20%

MAGIC ITEMS: 4-point POW storage crystal, 6 doses Blade Venom POT 12

TREASURE: 17 clacks, 52 Lunars, 2 wheels, and 5 gems worth 5L each.

XOROHO, Xiola Umbar Rune priestess

STR 15	CON 11	SIZ 15	01-04	R LEG	5/5
INT 17	POW 18	DEX 13	05-08	L LEG	5/5
CHA 13			09-11	ABDOM	5/5
Move 8			12	CHEST	5/6
Hit Points 13			13-15	R ARM	5/4
Defense 25%			16-18	L ARM	5/4
			19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Mace	6	60%	1D10+1D4	55%	20
Spear	4	65%	1D8+1+1D4	50%	15
Medium Shield	–	–	–	65%	12

SPELLS: Demoralize, Fanaticism 3, Heal 6, Solace, Xenoheal 6

RUNE MAGIC: Darksee 3, Divination 2, Extension I x2, Reflection 1, Shield 3, Summon Small Shade

SKILLS: First Aid 95%, Move Silently 65%, Scan 75%, Scrutinize 40%, Treat Disease 60%, Treat Poison 85%

LANGUAGES: Darktongue 85/80%, Trade 50%

MAGIC ITEMS: 4 healing potions POT 5

TREASURE: carries none, ransom is 1200 L from home tribe.

SPECIAL NOTES: does not currently possess an allied spirit.

GIANT MAGGOTS

Weapon	*SR*	*Attk%*	*Damage*	
Bite	8	40%	1D8+1D4*	SKILLS: none SIZ 18

* Once a maggot strikes a location, it will cling and continue to attack that area, just as will a rubble runner.

MAGGOT ONE

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT FOUR

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT SEVEN

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT TWO

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT FIVE

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT EIGHT

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT THREE

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT SIX

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT NINE

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT TEN

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT ELEVEN

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT TWELVE

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT THIRTEEN

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT FOURTEEN

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT FIFTEEN

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT SIXTEEN

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT SEVENTEEN

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT EIGHTEEN

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT NINETEEN

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT TWENTY

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT TWENTY-ONE

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT TWENTY-TWO

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT TWENTY-THREE

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

MAGGOT TWENTY-FOUR

POW 7	TAIL	01-06	2/5
DEX 7	BODY	07-14	2/6
Move 4	HEAD	15-20	2/5
HP 14			

TROLLKIN WITHOUT FLIES

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts.*
Sling	2	50%	1D8	—	—
1H Spear	4	45%	1D8+1	40%	15
Small Shield	—	—	—	60%	8

SPELLS: Befuddle, Bladesharp 2, Fanaticism 1, Heal 2, Protection 3.
SKILLS: Hide in Cover 80%, Move Quietly 60%, Scan 70%, Scrutinize 75%.
LANGUAGES: Darktongue 50/10%
TREASURE: 30 Clacks, 20 Bolgs (for slings).

TROLLKIN WITHOUT FLIES

GMILK

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

THROT

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

PINHEAD

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

SLUB

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

HWEN

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

CIRE

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

DUB

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

FROSH

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

XORE

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

MORB

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

VOUT

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

GLUT

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

TROLLKIN FLYERS

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Heavy Crossbow	1	60%	2D6+2	25%	10
Dart (3)	1	50%	1D6	25%	6
1H Spear	5	45%	1D6+1	30%	15
Small Shield	–	–	–	50%	8

SPELL: Disrupt, Fanaticism 1, Heal 3, Protection 2, Speedart, Xenoheal 2
SKILLS: Ride Fly 80%, Scan 80%, Scrutinize 80%
LANGUAGES: Darktongue 50/10%
TREASURE: 50 clacks, 3 doses Blade Venom POT 6

GIANT FLIES
No Effective Attacks

SKILLS: Acrobatics 95%, Fly 120%, Spot Hidden 85%

CHET

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

CHET'S FLY

POW 7	RH LEG	01	3/2
DEX 19	LH LEG	02	3/2
Move 6/12	RC LEG	03	3/2
Defense 10%	LC LEG	04	3/2
HP 12	ABDOM	05-07	3/5
	THORX	08-09	3/5
	R WING	10-12	3/3
	L WING	13-15	3/3
	RF LEG	16	3/2
	LF LEG	17	3/2
	HEAD	18-20	3/4

GWORCH

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

GWORCH'S FLY

POW 7	RH LEG	01	3/2
DEX 19	LH LEG	02	3/2
Move 6/12	RC LEG	03	3/2
Defense 10%	LC LEG	04	3/2
HP 12	ABDOM	05-07	3/5
	THORX	08-09	3/5
	R WING	10-12	3/3
	L WING	13-15	3/3
	RF LEG	16	3/2
	LF LEG	17	3/2
	HEAD	18-20	3/4

FLET

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

FLET'S FLY

POW 7	RH LEG	01	3/2
DEX 19	LH LEG	02	3/2
Move 6/12	RC LEG	03	3/2
Defense 10%	LC LEG	04	3/2
HP 12	ABDOM	05-07	3/5
	THORX	08-09	3/5
	R WING	10-12	3/3
	L WING	13-15	3/3
	RF LEG	16	3/2
	LF LEG	17	3/2
	HEAD	18-20	3/4

SHEST

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

SHEST'S FLY

POW 7	RH LEG	01	3/2
DEX 19	LH LEG	02	3/2
Move 6/12	RC LEG	03	3/2
Defense 10%	LC LEG	04	3/2
HP 12	ABDOM	05-07	3/5
	THORX	08-09	3/5
	R WING	10-12	3/3
	L WING	13-15	3/3
	RF LEG	16	3/2
	LF LEG	17	3/2
	HEAD	18-20	3/4

ODEN

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

ODEN'S FLY

POW 7	RH LEG	01	3/2
DEX 19	LH LEG	02	3/2
Move 6/12	RC LEG	03	3/2
Defense 10%	LC LEG	04	3/2
HP 12	ABDOM	05-07	3/5
	THORX	08-09	3/5
	R WING	10-12	3/3
	L WING	13-15	3/3
	RF LEG	16	3/2
	LF LEG	17	3/2
	HEAD	18-20	3/4

GLET

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

GLET'S FLY

POW 7	RH LEG	01	3/2
DEX 19	LH LEG	02	3/2
Move 6/12	RC LEG	03	3/2
Defense 10%	LC LEG	04	3/2
HP 12	ABDOM	05-07	3/5
	THORX	08-09	3/5
	R WING	10-12	3/3
	L WING	13-15	3/3
	RF LEG	16	3/2
	LF LEG	17	3/2
	HEAD	18-20	3/4

BLEG

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

BLEG'S FLY

POW 7	RH LEG	01	3/2
DEX 19	LH LEG	02	3/2
Move 6/12	RC LEG	03	3/2
Defense 10%	LC LEG	04	3/2
HP 12	ABDOM	05-07	3/5
	THORX	08-09	3/5
	R WING	10-12	3/3
	L WING	13-15	3/3
	RF LEG	16	3/2
	LF LEG	17	3/2
	HEAD	18-20	3/4

DVA

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

DVA'S FLY

POW 7	RH LEG	01	3/2
DEX 19	LH LEG	02	3/2
Move 6/12	RC LEG	03	3/2
Defense 10%	LC LEG	04	3/2
HP 12	ABDOM	05-07	3/5
	THORX	08-09	3/5
	R WING	10-12	3/3
	L WING	13-15	3/3
	RF LEG	16	3/2
	LF LEG	17	3/2
	HEAD	18-20	3/4

SMELCH

POW 9	R LEG	01-04	5/4
DEX 16	L LEG	05-08	5/4
Defense 05%	ABDOM	09-11	7/4
HP 12	CHEST	12	7/5
Spear 15	R ARM	13-15	5/3
	L ARM	16-18	5/3
	HEAD	19-20	6/4

SMELCH'S FLY

POW 7	RH LEG	01	3/2
DEX 19	LH LEG	02	3/2
Move 6/12	RC LEG	03	3/2
Defense 10%	LC LEG	04	3/2
HP 12	ABDOM	05-07	3/5
	THORX	08-09	3/5
	R WING	10-12	3/3
	L WING	13-15	3/3
	RF LEG	16	3/2
	LF LEG	17	3/2
	HEAD	18-20	3/4

The Sazdorf Clan

INTRODUCTION

The Sazdorf caves are home to a clan numbering some 250 trolls and trollkin, led by powerful and intelligent priests and Rune Lords. The trolls have lived in the Sazdorf for some time, know the place well, and are prepared to defend it to the death.

It is possible to approach the clan peacefully. You might try this approach first. The scenario is prepared for the eventuality, and the trolls have official policies to guide their actions. If the PCs follow instructions and cultivate friendship, they eventually may be able to come and go at will.

Many factors will operate against such understanding. Individual player-characters must work for their acceptance by trolls. Remember, the Sazdorf already have had one intimate experience with men (thanks to the Wooden Sword). They did not benefit from it.

Troll officers and other important officials have personality sketches in this scenario. Some of them are independent in their opinions of humans. Some will not have their minds changed. They are stumbling blocks to peace, along with the usual human ignorance of troll custom and with the churlish troll sensitivity to violation of their sacred ways. It is easy for humans and trolls to inadvertently make trouble.

These trolls can be provoked, despite the best intentions. The referee may control this according to his desires. However, it is also possible that the general campaign will be a hostile one, aimed at looting the caves, and it is possible that the player-characters may wish to begin hostilities without regard for the referee's or the trolls' wishes.

Whatever the cause, it is likely that the clan may be required to seriously defend itself. The clan is prepared to do so.

This scenario is therefore considered as a military adventure, with the trolls in a defensive mode attempting to keep out invaders. It is non-sequential, relying on the player-characters to start the ball rolling, but when combined with Sazdorf material from the Uz Lore book, other uses will be obvious to the clever referee. Sazdorf should be the place for troll player-characters to come from, for instance. Give them this scenario to read, for they will know the ruin inside and out. It should, along with the rest of the material presented, give a thorough understanding of the caves and their people to any player. This is among inside information about the clan.

AVAILABLE INFORMATION

The following pieces of data are available for purchase or through other methods of learning, depending upon your campaign. Much other information is contained in Uz Lore. Distribute what is useful to your game. The following are player-ready handouts:

Map of Humakt's Hall of Shame. 4000 Lunars. Rare map, originating from a farmer named Baffron near Apple Lane. Claims he was there and traced this ignominious route.

Map of Humakti Entryway. 550 Lunars. Common map, available from many sources. Shows the accepted entryway into the Sazdorf clan lair to the former location of the Temple of the Wooden Sword.

Map of Common Area. 200 Lunars. This map shows the way into that part of the lair in which humans normally have been allowed.

Spirit Scout's Report. Notes that the clan caves are strongly defended by spirits.

THE SAZDORF SCENARIO

player information

ANY SPIRIT SCOUT'S REPORT

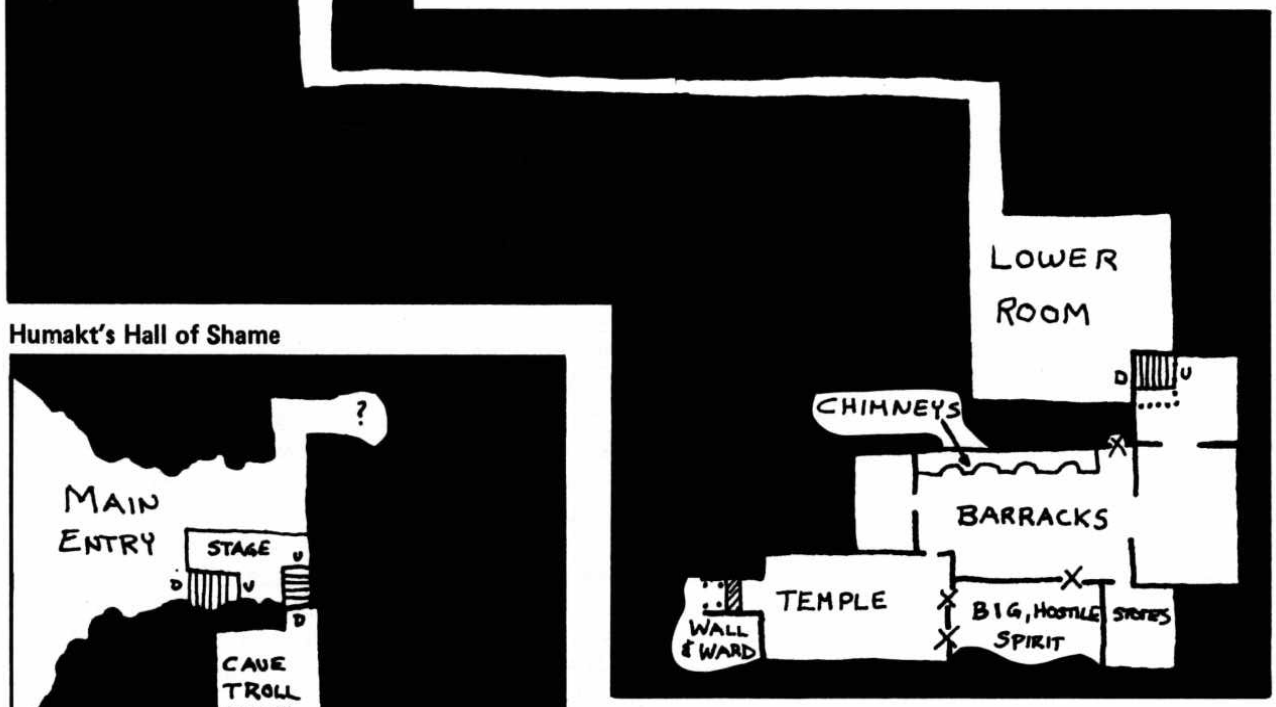
Report: There are more spirits there than I can count. More than 20. And there is at least one which I dare not approach.

I consider this place unapproachable on the Spirit Plane. It is protected by generations of dead trolls patiently awaiting their rebirth.

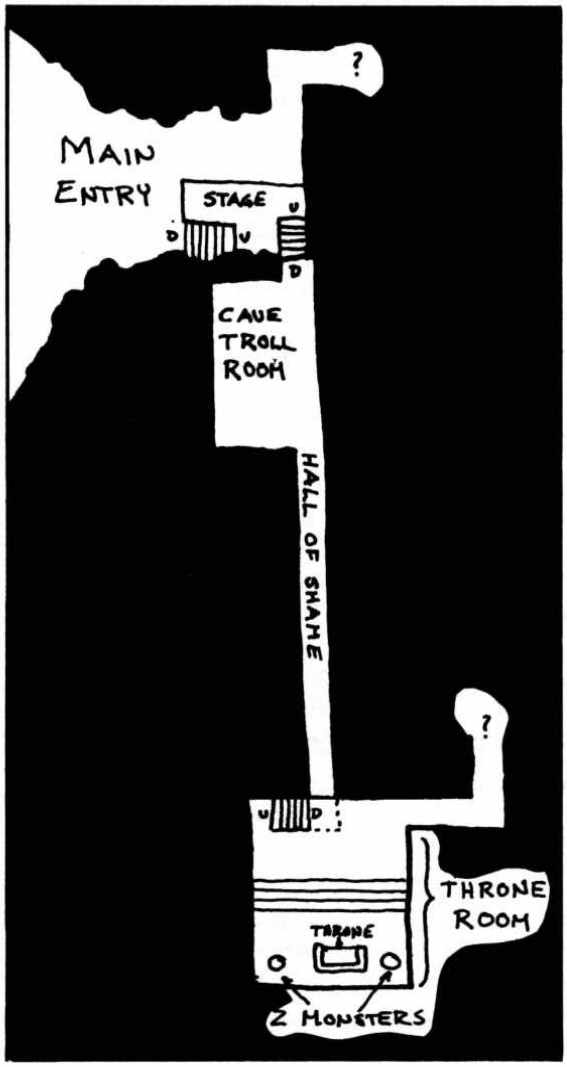
I totally advise against attempting to Discorporate inside or nearby because there are some conscious hunter troll spirits of great power there.

It may even be dangerous for the souls of the newly slain, though I cannot vouch for that.

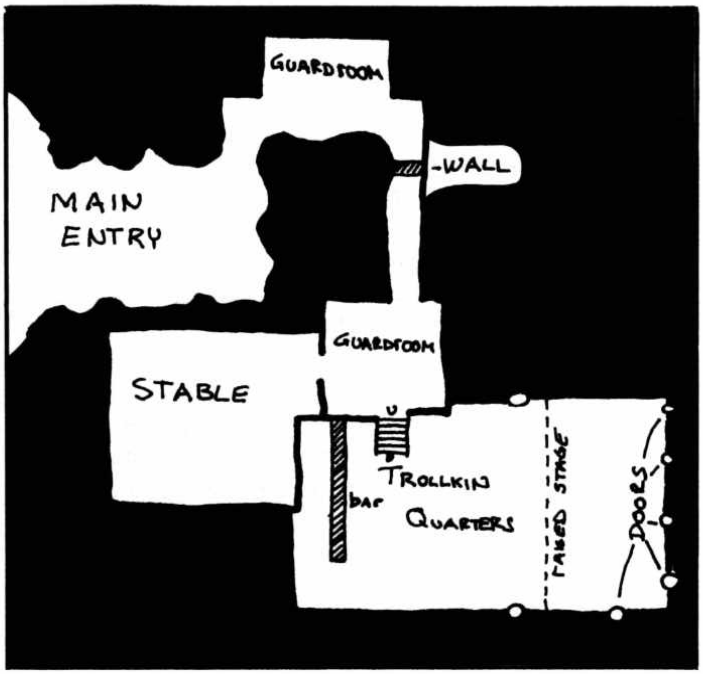
Entryway into Temple of Wooden Sword



Humakt's Hall of Shame



Common Area



APPROACHING THE CLAN

No player-character will have had the opportunity to meet these trolls before, and so no effort has been made to show how friends would be treated. In fact, their treatment differs little from that shown here, but in most cases the appropriate response will already be known. Knowledgeable visitors will be more comfortable; new visitors will be nervous.

The Terrain

The clan lair sits in Battle Valley. The valley is about five miles wide and about twelve miles long. The earth is rolling and is often cut by gullies. The lair is in dry terrain so there are few trees. Brush and scrub cover the area for most of the year.

Battle Valley's eastern end borders No Man's March, the unmarked borderland between Sartar and Prax. Its western end opens to the Moaning Valley, where a tributary of reasonable size joins The Creek in flat, fertile, heavily-populated Stagland.

The valley's name comes from the frequent use of this route by Praxians raiding the Sartarites. It is a natural route. Attempts have been made to fortify it, and ruined forts litter the hillsides. Although the land is green and useful to men, and used when possible by them, the placenames echo the ill events which occurred: Battle Valley, Moaning Valley, and Haunted Ruins are only some.

The Haunted Ruins, high atop a knoll which rises to twelve meters above the surrounding ground, were called that long before the trolls came and everyone thought that trolls lived there long before they actually did. The nomads, distrusting any structure that couldn't be loaded onto a drag, avoided the ruins or used them as a site for their manhood rites. The last human farmers in the valley dismantled most of the standing stones and used them to build farm buildings, most of which are now also ruins.

To the north live the Telmori, a strange people who worship werewolves. All right-thinking humans are queasy around these savages who eat meat raw and who regularly turn into werewolves. King Sartar long ago granted Battle Valley as a part of the Telmori land if they would obey him in attacking Praxians. All of the neighboring tribes complain of wolf troubles.

To the south of Battle Valley are the Aranwyth, another human tribe. They are semi-nomadic and depend upon sheep and horses. They distrust the Telmori and keep an eye on the Sazdorf. The tribal warlord is Jonatan Trollsbane, a famous warrior, who claims he will destroy the entire clan on any day on which his king so commands. The Aranwyth king is patient. He receives friendly gifts from the trolls (delivered by Lagor) once each winter. He is glad they are not his enemies.

The Humakti temple, where Jonatan Trollsbane often attends services, is regularly visited by the remaining troll Humakti. The Aranwyth do not visit the Sazdorf, by orders from the king, and perhaps Jonatan's ideas about the clan are based on those few troll visitors. There is no animosity between the trolls and the famous warlord.

PATROL ZONES

The Sazdorf trolls know intimately the lands surrounding their home. There they regularly hunt and gather food. Troll militia regularly patrol, and they also use semi-permanent look-out sites and scouting insects. Special patrols are sent out for special reasons, such as the approach of an Argan Argar caravan.

Sigron, the military leader of the clan, bases this defense upon the experiences of his forerunners. It designates five named zones around the lair. They are: (1) Hunting Circle. Radius is about twenty kilometers, with about a four-hour walk from the rim to the center. (2) Outer Circle. Radius is ten kilometers, or about a two-hour walk from the center to the perimeter. (3) Spirit Circle. Radius is about five kilometers from the center of the clan home. It is about a one-hour walk to the perimeter (ten kilometer circuit). (4) Hiding Circle. Radius is about two and a half kilometers, or about a half-hour walk from the lair (five kilometer circuit). (5) The Dooryard. Includes everything within extreme sling range.

The Hunting Circle

This region is the area most commonly hunted in by the trolls. Parts of it clearly are within the populated human areas. To avoid reprisals, trolls avoid taking too many domestic animals from any one part of the circle, making disappearances look like normal predation. Trolls freely take any wildlife or wild fruits.

Trolls frequent this region in hunting groups, but they are spread so thinly that no systematic patrolling is achieved here. Only between 40-60% of the hunters here are Sazdorf, the others being primitive trolls.

Sazdorf trolls here are not expected to report anything immediately unless it appears to be a threat to the safety of the hearth, including troop movements, major magical disturbances, and so on. Most of the information which trolls gather is reported later, when the hunters return home with their catch.

If a troll from this region does have something to report, he will go to the nearest troll outpost as fast as possible. The outposts have methods of communication quicker than mere running.

Trolls in these regions would be unlikely to show themselves to humans or to attack them. If spotted, they flee, possibly sacrificing trollkin to ensure escape.

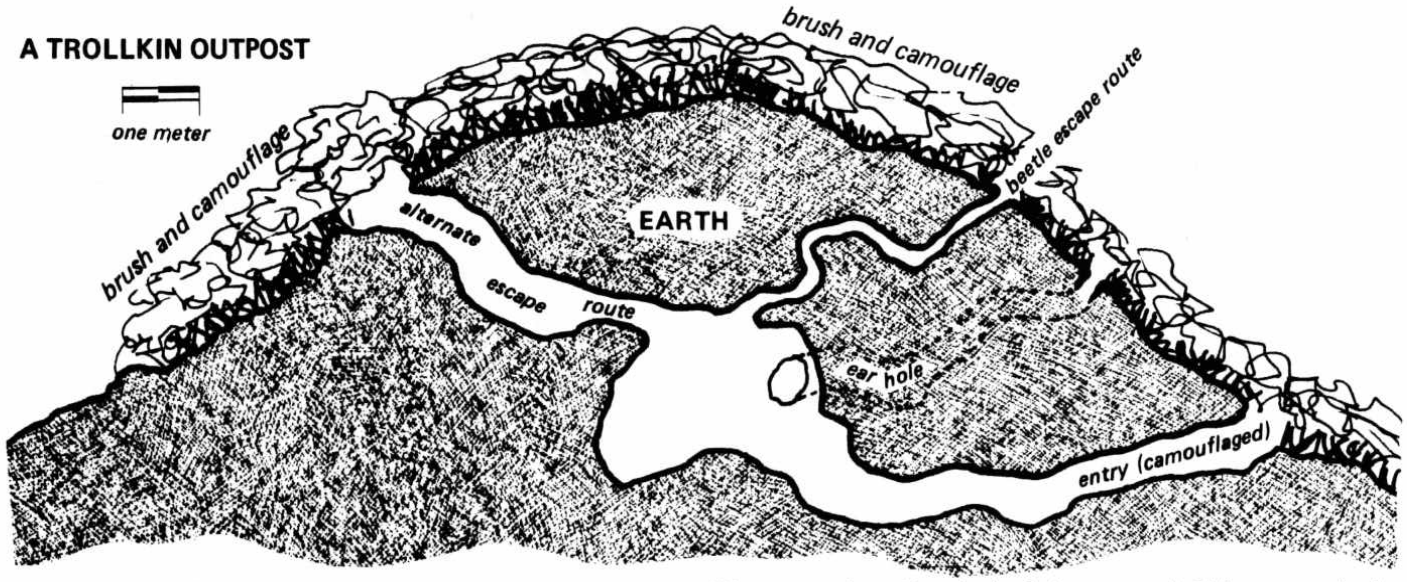
Outer Circle (Grazing Circle)

This region is beyond settled human habitation. A no-man's land, it is traversed by those tribes bordering it, but never held by any.

This region is more heavily grazed by trollkin, and more heavily hunted by off-duty warriors. There is a significant chance for these 'civilians' to be encountered. Their standard orders under such circumstances are to report immediately to the nearest outpost, to the home lair, or to the closest on-duty warrior, whichever or whoever is closest.

This region feeds the oversized insects which are worshipped and raised in the ruins by the Sazdorfs. The herders and the insects, with the many bound spirits used as flock leaders, act as further look-outs. Insects similar to those raised by the trolls live naturally in this region, and so the presence of large beetles is not significant in and of itself.

This region also houses most of the permanent and semi-permanent outposts which gather intelligence. A typical outpost is detailed elsewhere. Such outposts oversee the



This is the layout of a standard troll outpost, used by trollkin as an observation and listening post.

Its main features are several entrances and underground passageways, all of them of trollkin size. Trollkin are able to scurry quickly about these narrow tunnels. A largish human-sized creature, SIZ 12-15, would have to bend over or crawl through here, while an individual of SIZ 16+ could only crawl.

A couple of interior openings can be called chambers. These are used for sleeping or making a stand. Extra javelins, used as 2H spears or as throwing weapons, are kept in one. Food (dead vegetation or animals' bits) is also kept here, and it is also used as a latrine.

Note, too, the Blue Sleek Beetle, raised in the clan home. These are used as homing and carrier beetles, being swift fliers. Since trollkin are often sub-intelligent, the beetles have only one message to carry, and have only one time to be set loose: "Many Intruders Nearby." Each beetle is marked as being from a specific site.

The Crew

Each outpost will have at least 1D3 each of fighters, messengers, and laborers, plus one more trollkin whose INT is at least 9 and who is in command. This commander is always a fighter.

An outpost will watch in one or two directions. All of the trollkin present will take turns at the Ear Hole, as the listening post is called.

Note that the Ear Hole is *never* used for entry, and that all the openings have all been camouflaged by the hunters, with at least 80% skill. The entrances are more-often used, and camouflaged by the trollkin themselves with a 1D6+2 x 5% chance of success. These outposts were designed and executed by trolls, and their entries are naturally difficult to find anyway.

The garrison must stay put unless ordered out by an officer or priestess. This is never a problem in the daytime, for trollkin hate the light. However, trollkin engaged from one direction will often try to escape out another entrance if pressed hard. Military trollkin generally do not desert this way, but they often urge the laborers to flee, thereby making targets of themselves, and then Protect the messenger and send him out with word of their plight. If no relief comes and pressure continues, even military trollkin are likely to crack. Troll presence is enough to make most military trollkin fight to the death if ordered to here.

easiest and most natural approach routes. If mounted, it is difficult to approach the Sazdorfs except by one of these routes.

Patrols regularly pass through the region, searching for tracks or signs of passage, keeping an eye upon the various civilians gathering food, and making the rounds of the outposts to see that they are manned and intact.

Regular patrols are officered by trolls, but made up primarily of trollkin. Irregular patrols will be led by higher-ranking officers; these patrols perform all the previous duties, and also oversee the regular duty patrols.

When a patrol learns of approaching strangers, the patrol's actions are clearly prescribed. They must send one trollkin messenger back to the watch commander with the news, and continue to report developments. The trollkin then stays by the watch commander, effectively joining that party for a while or until he is sent back.

Several trollkin in each group are either naturally capable or trained to bear these messages; they are not value trollkin, but are bucking for the spot if it comes up. They are good at sneaking and running, and if intelligent are also fair at tracking, for commonly they are ordered to lead the watch commander or some other authority back to the observation site, and they often help lead the reinforcements further, to the present location of the patrol, if their Track skill is good.

Though most intrusions are not anti-troll, the commanders will also notify Kozakang, the chief of the trollkin. Kozakang's many duties are outlined later, but he is wily and smart enough to be properly cautious. Thus most people are shadowed by the patrol which first locates them, with Kozakang keeping a ready guard to interpose between the intruders and the lair at quick notice.

'Getting the beetle' is troll army slang which means 'receiving an emergency message.' 'Getting the mad beetle' means to 'receive an order to attack.' The allusions are to the fact that the watch commander usually has only bound spirits, unable to reach patrols in this outer zone. Getting a message by beetle indicates that an allied spirit has been used, and when word comes from such a powerful individual, the message is sure to be important.

Missile ranges for trollkin and trolls slinging from this hillock are double their normal 'to-hit' range. Put another way, the trolls here are able to sling stones or other ammunition at long range with the same percentage of success they have at medium range (i.e., 50% normal chance to hit). This is the result of long drill in shooting at the bushes which sit there.

The trolls or trollkin using slings from the hill knob aim at the bushes where they know someone is hiding. It is not necessary for them to see the target at all, nor to have a line of sight, since their slingstones fly in a high arc, over the brush, to the spots where they have been trained to hit – about where the player-characters will be.

To find out if a character is hit, roll a die with sides equal to the number of people that could hide behind the bush. Assign one die pip to each character; any remainders indicate no one is hit. Then roll one of those dies for each slingshot which hit the bush area during the attack phase.

For example, seven trollkin slingers shoot at bush 2, capable of hiding five people, but with only three behind it. Four shots miss, but three hit. Since there is room for five to be hidden, as shown on the chart, use a D10 with each denoted by two of its sides. By assigning spots, character 1 is 1-2, character 2 = 3-4, character 3 = 5-6; results 7-10 are misses. The referee rolls 3D10 to determine which spots are hit, with these results: 3, 4, and 8. The first two stones both hit character 2, and the last one misses everyone.

If attacked at night, the trollkin will always skirmish from the hilltop, but will quickly run into the hideout behind the spearmen when endangered.

The Spirit Circle

Five kilometers is the maximum distance for bound spirits to wander from their binder. The range of bound spirits determines the limits of this perimeter.

These bound spirits usually are those kept as messengers. This is especially important since in this region the trolls will try to attack anyone whom they feel is approaching with intent to harm them. The area is hilly, save in the direction of Prax. Since trolls do not fight with mounted enemies in open ground they will not attack the Praxians. But praxians are poor fighters underground and hesitate to get off their mounts, so the trolls rarely fear the Prax nomads.

The Hiding Circle

Most of this region is bare of thick cover, though prairie grass and scrub brush are common and gullies cut the ground, providing for secretive approaches.

TABLE OF EXTERNAL SITES

A. FRONT GATE: This is a large square door measuring six meters high by five meters high. There are no gates. The area surrounding the mouth is cluttered with ruins.

B. RUINS: there are old foundations, Most are one meter high at most.

C. A HOLE: This is one meter wide and its edges are slippery from the slope and loose gravel. Anyone approaching closely enough to see in must make a Jumping roll or fall in.

D. A CAVE: This is only five meters deep.

E. FOUR INTACT CHIMNEYS: These rise some four meters high. Dark blue ham-beetles hang from the top.

F. RUINS: The upper part of these are only one meter or less tall but the lower parts are made of higher walls.

G. THREE BROKEN CHIMNEYS: These are only two meters high each.

H. A HOLE: This is neatly bored with straight sides which drop through dirt and steeper stone walls.

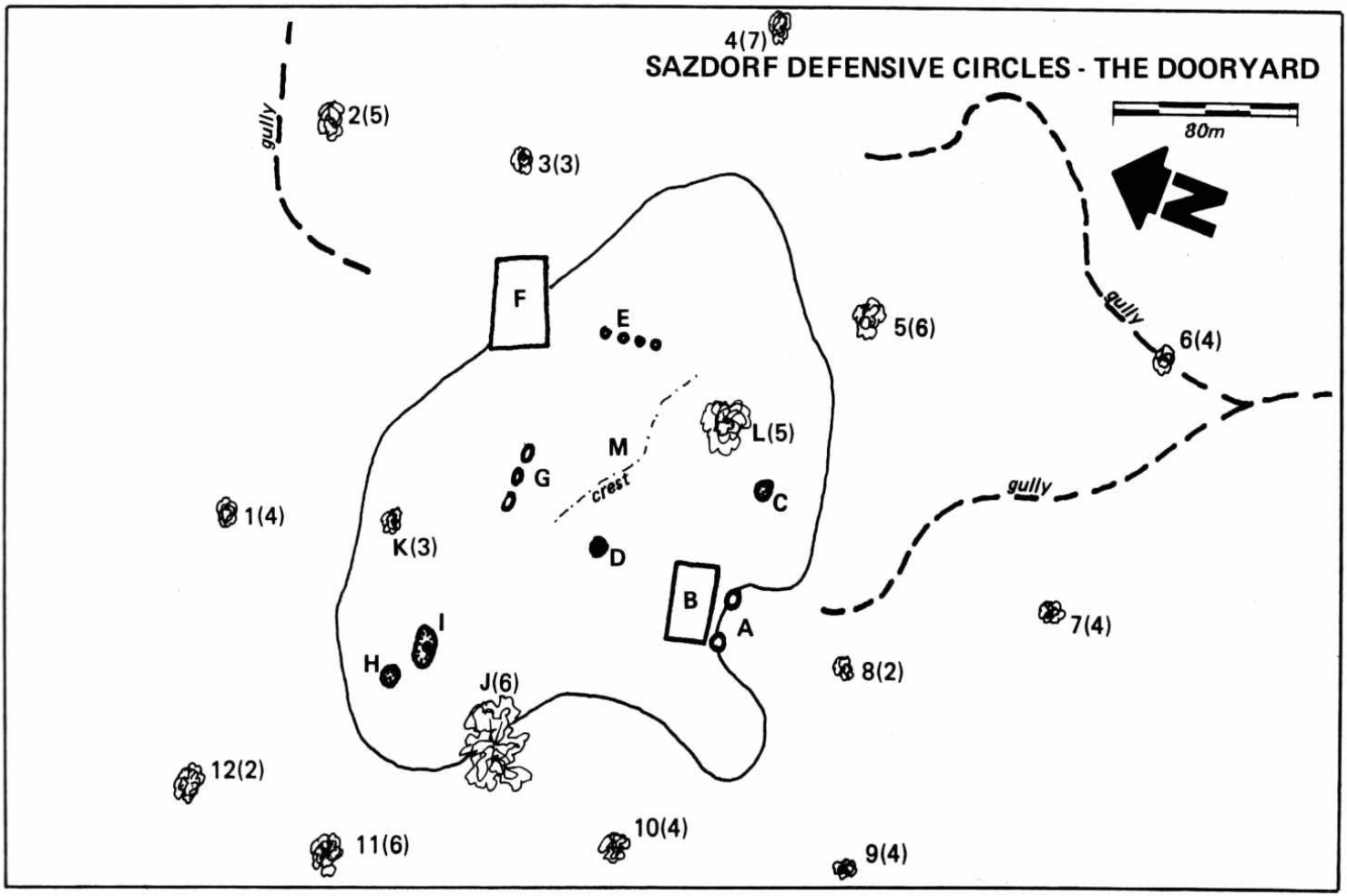
I. A GLASSY HOLE: The outer perimeter of this is ten meters in radius slanting sharply downward into a hole with a one meter diameter. Its sides are slick and appear to be of brown glass.

J. A CLUMP OF BRUSH: This can hide up to six people without trouble.

K. BRUSH: This can hide three people.

L. BRUSH: This can hide five people.

M. THE CREST.



The region itself is not considered anything special by the trolls. They do not like to fight in the open and are unlikely to ambush anyone here or make a stand.The trolls try to keep the area around their home free of any obvious troll presence.

The trolls know the gullies of this area and they have watchposts to spy out anyone sneaking close (such as the watchpost described on page 44 of this book). These watchers are trollkin and they almost always run away (with the greatest possible speed and secrecy) with word of approaching strangers.

It is unlikely that any strangers coming from any direction would get this far without being sighted.

The Dooryard

The troll clan lives in a ruins which sits upon and within a knoll. Other rises in the ground exist but none are closer than 300 meters. The gound is generally rolling, occasionally cut by erosion, and usually devoid of any significant vegitation other than that indicated on the accompanying map (page 45: Sazdorf Defensive Circles - The Dooryard).

The hillock is roughly hemispherical, measuring 200 meters north-south. It rises about twelve meters above the general height of the land.

From a distance, depending upon the direction of the view and the light available, stubby ruined walls are visible on the hillside. Another ruin lies off of the hill, to the north, about 200 meters away. Two groups of tall, slender projections reach into the sky. The smaller group rises about five meters while the other group, apparently broken, is lower with an average of three meters.

Close investigation of the dooryard, in person or perhaps through the use of familiars will reveal the information presented below. It is unlikely that such detail will be needed unless a major attack is mounted.

On the dooryard map are thirteen significant landmarks and another twelve bunches of other brush capable of hiding one or more people. Gullies and hummocks which could conceal a person are also shown. None of these are big enough to hide horses (animals ill-suited to crawling on their bellies).

The bush areas are marked with two numbers. The first is for identification, so you can say 'clump number 4.' The second parenthesized number indicates the number of average-sized people who could hide in or behind that clump and not be seen by troll lookouts. If more people try to hide there some parts of them will be exposed. Remember that oversized persons take up more space than a SIZ 11 person or someone even smaller. Also, horses count as three people in this context. If in doubt, add all of the SIZ points together and divide by 11 for the number of people.

As will be seen, it is possible for people to be concealed in these bushes but they might be seen scuttleing from one bush clump to another. The thirteen lettered sites on the hilltop include some of the bushes as well.

Standard Defense Plans

The chances of stopping any enemy outside of their lair is small, and the Sazdorf trolls know it. Engagements on the outside will be only skirmishes intended to slow down and to use up the Power of the invaders. The trollkin are good at that: if the acid-armed D-family trollkin are on duty, they can do considerable damage to the invaders' armor. Remember, a Repair spell cannot fix acid-burned armor.

It is likely that attackers could reach the clan site after several hours of daylight riding, brushing past any trollkin skirmishers and quickly leaving behind the hunters and gatherers who would be hiding in the daytime. Invaders might easily reach the front gates without a single serious challenge.

Whether or not they were noted by outposts and so on would depend upon the luck roll of their leader. Whether so or not, the lair is always alert and will quickly see approaching strangers.

Once the invaders are spotted, an alarm is sounded and everyone pays attention. They rush to their stations and remain ready, to the best of their ability.

There is always an outer defense of the lair. There are a limited number of entrances, and each of them will be guarded by spear-wielding trollkin. Every initial battle will be at an outer doorway and involve only trollkin.

If penetrated, the doorway defense normally will have held long enough to allow a second defense to be reinforced and prepared. If necessary the trolls will block this defense with rubble to aid their defense and wall out the trollkin defenders – a drastic action, since the fighters are appreciated and useful.

The second line is intended to be held for a longer time, though not at all costs. Trolls and perhaps great trolls will be found here in defense if the trollkin are not enough.

If the invaders persist, the trolls may counterattack from another approach while they hold the second line of defense. They know these ruins (even though they always tell the humans otherwise) and Sigron will try to send an assault force to the rear of the invaders. Elite trollkin, great trolls, or a troll group are all possibilities here.

Falling back from the second line means a loss of their normal living quarters (a serious loss) but they will do it if necessary. In general they will retreat towards the Mothers' Den.

Trolls may eventually reach their Next to the Last Stand. Here the defenders will try to barricade themselves and hold on with every breath and last point of POW. At this point all the priestesses and so on from the Mothers' would be on the line as well: only mothers and children would be exempt.

The specifics of the defense are left up to the referee; the map shows the natural doorways for defense. It is relatively easy to defend a doorway with several spearmen, and Sazdorf is full of good fighters. It would take a major battle to clear it out.

Sigron is not interested in giving player-characters a fair or an even fight. He wants to conserve his forces if possible, but he will commit them when he thinks this appropriate and to their best advantage. For example, the priestesses are all considered Mothers in status, but some of them have formidable Rune magic to aid in combat. Sigron will usually keep them in the rear and have them cast the magic on the battlers of the troll army. If ever threatened, these Mothers will be protected at all costs.

One point of note in the defense is the activation of Warding spells. Through the discussion and description which follows, many Warding spells are located. Some are initialled M, D, or B. These are normally inactive, and must be cast by the priestess of the representative family when an emergency begins. Warding spells are pre-readied, for the

ward sticks are in place. A casting will activate them and turn an otherwise empty hallway into a death trap.

CHAIN OF COMMAND OF THE CLAN

Whenever physical danger threatens the clan, Sigron and Queen Martoraz discuss the matter and perform a short ritual transferring leadership from the priestess to the Rune Lord. Karrg's Son is invoked and the clan transforms from social to military organization.

The chain of command is simple. Sigron is first in command, and beneath him are five officers. First among them is Queen Martoraz, who is in charge of the priestess-rulers of the families, and of all the mothers, children, and nurses. Their duty is to stay hidden and protected, but to come forth immediately when ordered to by the warlord to act upon his every command.

The other four commands are more tactical in nature, defending the clain lair with different skills and might. Their commanders are: Kozakang, chief of the trollkin, who is effectively the second-in-command of this small army; Tongkal, chief of the great trolls, who leads the heavy assault forces; Astelkak, the healer chief; and Jonakel, whose small band of initiates have a special job to do.

Tongkal, a near-Rune Lord with insect powers, is a formidable fighter. He rarely bothers with petty deeds and defends his family stoutly. He has a personal bodyguard, another dark troll, whose lifetime duty is to guard Tongkal's back and to Dispel any spells on him. Five great trolls, outfitted with the best weapons and armor the clan can afford, are loyal followers of Tongkal's. (Another five great trolls are personal bodyguards who remain with their various wards, even in an emergency.) At an alarm Tongkal and his followers report to Sigron in the Dancing Room (Room 15, Main Section).

Astelkak is a Xiola Umbar Rune Lord, skilled at healing and with loyal followers. Three trolls and three trollkin are outfitted mainly for this. They have inferior armor (except for Astelkak himself), and lower weapon skills. They stand in the second line, ready to Heal the fighters and to parry to protect them. The many worker trollkin, called as bearers sometimes, are sent up to drag wounded back to the Xiola Umbar healers, who will try to remain under cover if possible.

Jonakel, the Rune Lord hunter, is an old friend of Sigron. They came southward to this lair as youngsters and have grown up together, but took different paths. Their friendship and trust remain, and Sigron is smart enough to use his companion's skills best.

A full-scale alarm will cause all trolls and trollkin to help defend their home. However, Jonakel and his five initiates have a different command: they are to leave the Sazdorf ruins as quickly as possible, and sneak away to a secret rendezvous. They will stay hidden, spying on the intruders, and avoiding combat until they can fully assess the situation.

Jonakel and his hunters are then to harass and to kill the horses, supply animals, and so on of the invaders. They may raid a small party. They might constantly harass larger bands. If a large group of adventurers are the problem, the troll hunters will wait outside until the battered survivors stagger out, weak from damage and low on Power, and then engage them in several volleys of magical long-range missile fire.

Jonakel and Sigron can communicate within the spirit radius by sending their allies back and forth discorporate with the priestess' aid.

Kozakang is the chief of trollkin, specifically the military trollkin. He is well-suited to the task, for he is an Argan Argar Rune Lord and has taught most of his followers the use of the one- and two-handed spears. Their maces are only secondary, emergency weapons now. Slings, traditionally used by trolls everywhere, are in fashion as well.

Kozakang is really the second-in-command of the larger part of the army, and he is more immediately responsible for the close-in defense of the lair. He has a small body of guards and trollkin aides. Five lesser officers report to him.

Kozakang's subordinate officers are three watch commanders (one from each of the major families); one Brighteye Watch commander; and one trollkin value, a free trollkin who is master sergeant of the elite guard.

Normally the three family watch commanders control equal bodies of troops. Each has one trollkin value as a second in command, ranked as watch sergeants, and twelve trollkin, divided into three squads of four trollkin each. These trollkin dozens are similar, slightly flavored by family influence. For instance, the followers of the D-family leader are armed with several rounds of acid-filled sling balls.

When there is trouble the providers report to their family watch commander for duty. Thus each of the watch commanders heads a different force of troll warriors, since each of the families shows marked differences. The B clan, who worship Gorakiki, are notably richer than the D clan in equipment, armor, and in the number of insects they own.

The Brighteye Watch is the name given to that troll group reporting to Kozakang. The watch commander here is Lagor, a Humakt initiate. This group normally consists of only five trolls. Their duty is to perform daytime checks on the outposts and to search for signs of unusual activity. That job is impossible for trollkin, who are demoralized by daylight. These trolls normally travel alone on these tasks, proud of the toughness that lets them daily tread the sunlit world most trolls avoid.

In an emergency the provider trolls who are not members of one of the three dominant families will report to Lagor for duty. Thus Lagor commands a small band of dark trolls in such a situation, though not the best or closest group.

Badass is the watch sergeant of the 'trollkin elite'. This group numbers six fighter trollkin who have proved themselves excellent in both weapons and in the ability to follow orders. They are all veterans and well-equipped, and their status frees them from the drudgery of normal trollkin work. They never leave the lair if they do not wish to, except under special orders from Kozakang or Sigron. However, they know what their relative luxury demands; when they go into battle they do so valorously and thankful for the chances they have had to enjoy themselves. A trollkin coward in this unit would be turned into food the slow way by Kozakang, fed live to the rest of the elite.

Queen Martoraz commands the civilians. Beneath her four other personages each command a part of the tribe. Three of these are the ruling family priestesses – beneath them are the rest of the civilians. These do not expect to see combat, having the greatest faith in the fighters, but they are valiant women organized so that there are, once

again, fighters and mothers. The fighters will include all trolls who are not pregnant or nursing, plus all the value trollkin. These are expected to (and would) sacrifice themselves as necessary for the protection of the mothers.

Though priestesses often have vast numbers of Rune spells, they will still shun combat, preferring instead to cast useful magics upon more combat-worthy characters. Often Sigron will order one or more of these precious females forward to the fight, but not into it. There they will remain in cover, casting their magic where necessary and never exposing themselves needlessly.

If the civilians ever must make up front ranks, the remaining rulers will attempt to lead an escape rather than continue to resist. If escape is impossible, it will be difficult even to keep pregnant troll mothers off the combat line; if the fighting is desperate, young children will enter the fight. This does not show a species love of violence, but is rather a final submission to grim reality. They will die fighting if they must die.

Most of the Rune Priestesses remain well inside the defenses, protecting the weak. Sigron is likely to order one or more to support his people, but he is wary of risking the lives of the natural and holy leaders of his community to the dangers of an arrow or a spell.

The fourth troll reporting directly to the Queen is Chalazak, Rune Priestess of Xiola Umbar. Though value trollkin are usually kept with the civilians, the rest of the trollkin look to Chalazak for protection. She is assisted by any other Xiola Umbar initiates who are not serving Sigron's needs, though they are as likely to be ordered someplace else by Martoraz.

This priestess and her hundred-plus minions are no puny force. Though devoted to these miserable creatures, Chalazak will do as orderd, as she has done before. She understands survival. Some things she does, for instance, include sending the unarmed trollkin in hordes against invaders, just to wear down their endurance and power. They are used as decoys, and as POW sources for the Xiola Umbar spells, especially Group Defense. As always, they labor to throw up barricades, move things, and dig. It is said that every trollkin betrays his true worth in these desperate situations: those who were thought to be the dumbest and laziest often reveal themselves to be strong and smart when the priestess starts sorting her followers into groups based on their respective value to the community.

Duty Roster

Most of the troll military units stay close to home to defend it. This includes Tongkal and Astelkak and the value elite trollkin. The Brighteye Watch is always the one out in the daytime.

Normally there is one watch on duty in the three outposts, one on duty in the lair, and one on duty patrolling the region at night. Duty rotates between the groups irregularly, at the whim of Kozakang.

To find which group is on duty, roll 1D6 and consult this chart:

Roll	*Result*
1-2	Pengtak, M family
3-4	Elkozi, D family
5-6	Balbek, B family

FRIENDLY STRANGERS

It is possible for outsiders to approach the trolls in a friendly manner. Once they know someone inside the method will be easier, but it is unlikely that player-characters will know someone inside before playing this scenario.

People approaching the Sazdorf as friends should be ready to practice good troll manners, and should be equipped with all kinds of foodstuffs for hungry trolls.

They should approach at night, when they are sure to be spotted. Trolls know no common sign of peace or surrender, though they do understand that humans often use a white flag. Characters should pause occasionally and shout in Darktongue that their intentions are friendly, and that they wish to speak to someone with good taste.

They will be stalked along the way, and likely by increasingly larger numbers of trolls and trollkin. The military trollkin will defer to any of the hunter trolls who show up. If the characters show any hostility towards these stalkers (who are likely to test the humans), there will be little chance for a peaceful meeting later. The humans will have to put up with abuse, both verbal and military.

This is a dangerous stage of events, even if the humans shout out that they know such and such a troll inside. These hunters and military trollkin often have individual opinions about humans, no matter what they say or plan to do. One may hate all humans, and always harass them and try to kill them unless ordered not to by an officer.

The sergeant of the watch, a trollkin value, will first speak to the intruders. Characters should make every effort to communicate friendliness. This trollkin is proud and may take offense from human mistakes. He will ask questions, cast some Detects, and so on, then order the humans to wait. He will then disappear from sight and send a messenger back to his commander.

The watch commander will be the next individual to approach the party. He will be a troll, perhaps with distinct feelings outlined with his statistics. The actual reception depends upon which troll is on duty at the time.

It is quite likely that the watch commander was already present through all of the initial encounters, including the waiting period and harassment by hunters who hate humans. He didn't show himself, and stayed out of the Detect spell range of the humans.

It is useful to convince the trollkin watch sergeant, but critical to impress the watch commander himself. His decision will determine whether or not the party gains peaceful approach and entry .

At this point the humans should display largesse with their gifts of food. The watch commander should be given something and flattered, soothed with good troll manners. It is not necessary for the humans to act like trolls, but it is good for them to show that they are familiar with trollish ways.

If accepted, the party will be led to the ruins. Outside of the entry they will be blindfolded, or have bags thrown over their eyes, as is troll custom. Protests by the humans will cost them the trust of the trolls and make them hostile. This is a striking moment of weakness and vulnerability for the visitors.

Mounts must be left outside at this stage. Trollkin will guard them. The visitors will be led inside to the Front Section, Room 8. Their heads will be uncovered in Room 5, and they will be conducted to see "the chief."

Chief Kozakang will make every attempt to appear to be the highest authority possible. He always speaks as if he knows everything and can make any decision. He does have complete authority over meetings with visitors, and over the disposition of the ruined parts of the complex. Thus he never has to betray his true status to outsiders, and they should think of Kozakang as the leader.

Kozakang will always appear dressed to fight, and he will always be guarded by his trollkin. The elite trollkin fighters will be nearby, armed and ready, but not threatening.

Kozakang also must be given some food and flattered. He is well-suited to deal with outsiders, for he is a Rune Lord of Argan Argar. He is remarkably cultured, in human terms, for a troll.

The player-characters might visit the ruins several times, each visit convincing them more that Kozakang is the ruler. If an emissary arrives with deals to make concerning affairs outside of the areas which the adventurers frequented, the chief would say, "Just an hour here; I will check with the King." The king is Sigron, of course. The characters might never see anyone who outranked Sigron, or might have to go through the whole gifting and flattering procedure several times, even though they have used up all their fancy phrases and foods for underlings.

It is common to give all trolls who deal with the humans something to eat. If a troll watches the horses, give him some food. Trollkin, too, would like food, but any who are allowed close enough to the humans to get it will be under orders not to eat anything. They may, anyway, depending on the referee's discretion and story, but they are not supposed to.

After greetings, dealings, and so on, Kozakang will offer Plunder Rights. This means that the trolls will allow the player-characters to go into their ruins and do whatever they want without troll harassment. Guarding the horses will cost 1 Lunar for each horse or animal. Humans must agree to go nowhere but in the entries indicated. Humans must realize that they forfeit all rights to life and safety if they even approach restricted areas in the Sazdorf. Trolls reserve the right to inspect all plunder brought out and to keep all things of specifically trollish value, and to purchase anything else at a fair value.

That done, and agreed to, Kozakang will have a trollkin escort the party to the East Section openings.

SAZDORF RUINS

Previous History

This ruin was originally built in the period of the Empire of the Wyrm's Friends, probably around the year 800. It was, at that time, a summer home for a dwarf of the Quicksilver caste. A rich dwarf like this was protected and served by members of the other castes, and the mansion once held over 150 permanent resident dwarves.

Throughout the ruin the trolls have labelled many parts "haunted." These are generally places where some sort of dwarf magic or machinery still works. Trolls avoid the places, knowing that anything dwarvish is cursed, unlucky, and better left alone. Humans may find such stuff fascinating and worth investigating.

The trolls do not know the previous history of this place, except that it was dwarvish. Rummaging through the Jonstown library might reveal as much as is mentioned above. Dwarves know lots more but never talk to anyone.

General Notes

The ruins, long covered by refuse and wind-blown dust, divide into seven discrete sections. Some sections are occupied by trolls, other sections are abandoned and house occasional monsters and numerous traps (many set by trolls).

All rooms, unless otherwise noted, have ceilings 2.6 meters (8 feet) high.

FRONT SECTION, entered from outside through A: Front Gate.

MAIN SECTION, which has both Upper and Lower portions. It cannot be entered directly from the outside.

SOUTH SECTION, which can be entered from chimney E.

EAST SECTION, which can be entered from chimney G.

NORTH SECTION, which can be entered from the holes of H and I. It has both a high and low part.

HIDDEN SECTION, which cannot be entered from the outside, except through a mysterious and much-to-be-avoided dwarf trap called "No Exit."

THE OTHER PART, which is (seemingly) detached from the rest of the ruin.

THE FRONT SECTION

The front section is primarily used as the trollkin quarters. Each family lets some of its trollkin sleep closer to their hearths, but the majority of them live here.

Outsiders, even friends of trolls, rarely will be allowed deeper into the lair than this region, and the referee should treat it as if it is all that is important. Trolls or trollkin will refuse to answer or talk about where it is from which so many trolls seem to come and go, through the door into Corridor 8a.

THE FRONT SECTION

ROOM 1 – Normally occupied by 1D6+3 cave trolls, plus Belorg the Tender, and 4 (1 squad) fighting trollkin. They are all sentries. If trouble occurs, their orders are to retreat toward Room 5.

ROOM 2 – Cave Troll Quarters. There may be 1D4 cave trolls sleeping down here who did not awake soon enough to escape with the others. If allowed to, they will run upstairs and out of the cave. Three doors are at the east end of the room, all identical, and all locked. See Three Corridors section, below. There is nothing of value in this room.

ROOM 3 – Large room with floor covered with broken rocks (low-grade cement) of all sizes up to 1 meter around. This makes it difficult to walk through: characters should subtract one-quarter of their movement rate or roll DEXx3 to remain upright. Invaders reaching this area will be attacked by missiles from Room 4.

ROOM 4 – Guardpost. Trollkin in here can sling rocks through the sstone grillwork in the wall into Room 3. Up to six may shoot at a time. The bars and spaces alternate, each being about 20 centimeters (8 inches) wide. In normal times this is the post for the watch commander, watch sergeant, and the auxiliary trollkin in their service.

URGH'S WALL – This stone barrier, 2 meters (6 feet) high, was constructed years ago to keep out a terrifying warhorse named Torgsbane. However, the half-troll rider of that thing bodily carried it back and forth over the wall. Since he was a guest, the trolls neither helped nor hindered, but they were quite impressed. Urgh and Torgsbane are dead now, but their wall remains, and trollkin spearmen will stand atop it to make a stand.

ROOM 5 – This is a waiting room, where guests will be unmasked and told to wait until the chief can see them, or otherwise welcomed into the next room. The 1 meter (3 foot) tall low barriers there are actually the hollow remnants of three desks.

ROOM 6 – Guests who can get their animals over Urgh's Wall can keep their animals here. It is usually used by trollkin for sleeping.

HALL 6A – This is not used by trolls. Instead, it is Warded, and a batch of skeletons originally put there by the Zorak Zoran temple years ago are still silently waiting for something to do.

ROOM 7 – A trapped room. It is possible to enter it by a hole from the outside. A wild grizzly bear is kept in here, hungry, but not weakened.

ROOM 8 – Main trollkin quarters. The north end is raised, and trollkin guards make it clear that it is set apart from the rest of the area. The guards are usually the elite trollkin unit, who jealously guard their special privilege of going up there.

In normal times there are about 50 worker trollkin in this room, plus a few trolls organizing workteams, and so forth.

When Chief Kozakang speaks to anyone he remains on the raised portion; if he invites someone up there with him it is a high honor.

This room is of double normal height, 5.2 meters (16 feet) tall.

HALL 8A – This is the usual route from the trollkin region of the Front Section, to the next (Main) section. It is heavily travelled and shows it, being relatively free of dust.

ROOM 9 – Trolls say this is haunted and will not speak of it nor allow anyone through the doors to get in. The doors are nailed shut and blocked high with refuse.

ROOM 10 – A trapped room set for intruders. A store-bought bronze beartrap is camouflaged in the litter on the floor. It will do 1D4+3 to a random leg if it is not seen and avoided.

ROOM 11 – Food storage; rotten vegetable, insect, and animal matter.

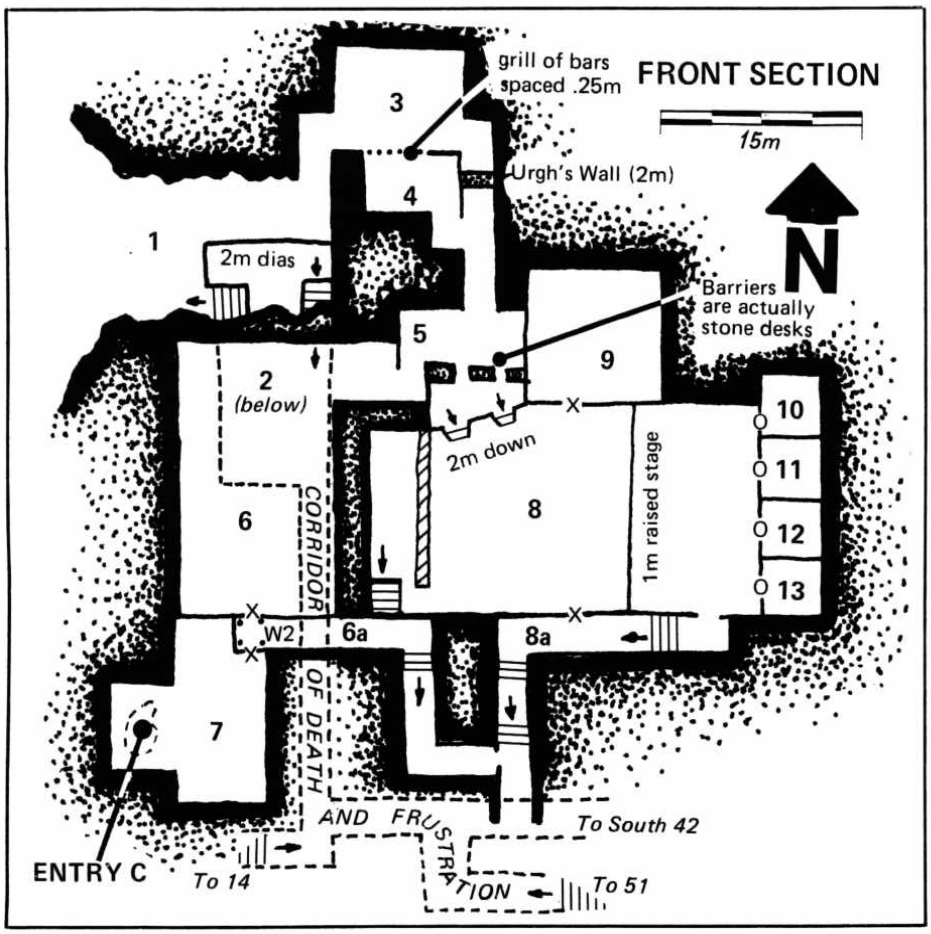
ROOM 12 – Private quarters for Astelkak, the Xiola Umbar Rune Lord. He keeps his personal valuables upon his body or with his priestess. Only first aid supplies and a small bit of troll food is here. Astelkak sleeps here with his trollkin when off duty.

ROOM 13 – Private quarters for Kozakang. This place is loaded with goods, including extra equipment for trollkin in addition to Kozakang's personal goods. Possible loot includes:

KEY TO THE MAPS

The following symbols are used on all of the maps of the Sazdorf Ruins.

- *– SOLID: earth, rock, etc.*
- *– WALL: less than 1 meter thick.*
- X – *LOCKED DOOR.*
- *– CLOSED DOOR (but not locked).*
- *– OPEN DOORWAY.*
- *– STAIRS: the arrows always point down.*
- T – *TRAP: type may or may not be specified.*
- S85 – *SECRET OR HIDDEN DOOR: % shows difficulty of spotting.*
- *– HOLE IN ROOF; these are the outside entrances to the ruins.*
- W4 – *WARDING SPELL: number denotes strength. If followed by a letter then letter denotes which priestess must activate.*



Kozakang's Personal Goods

One full set of 6-point armor, bronze plate, vambraces, etc.

Two full sets of weapons, each consisting of a long two-handed spear, two javelins, a medium shield, a broadsword, and a light mace.

One chest, key-locked, containing colorful clothing for special occasions. Inside is a smaller box, which holds two sets of sunglasses, and a small sack holding 22 tiny, identical, round, black stones.

One chest, with a Safe spell on it stacked with 19 points of battlemagic POW, cast by Kozakang on a one-use basis. It contains 3 historical Sartarite scrolls (worth 1D4 x 100 L each); 4 small sacks (each with 300 bolgs); 2 sacks (each containing 35 wheels and 60 Lunars); 1 sack with gaudy beadwork (containing 80 clacks); and a potion of POT 15 systemic poison (unlabelled).

Spare Trollkin Goods

10 pairs leather clothing and armor, trollkin sizes.

25 short spears

7 medium wicker shields

1 sack of earrings, military style, plus an awl

18 sacks

3 five-point helms

5 three-point helms

5 gourds of liquor, POT 4 to trollkin, POT 8 to humans.

THE THREE CORRIDORS

From Room 2 are three identical doors. Each is locked, and each goes into a long, narrow, difficult-to-traverse corridor.

Two of the doors lead into passages that go nowhere, ending in blank walls with no reward for the trouble of going down them. The third one, well-known from the Wooden Sword maps, does go where it used to go, but it is now merely a longer version of these Corridors of Death and Frustration, like the other two.

All three of these deserve the nickname. They have been extensively worked and reworked by troll workteams, digging holes, setting traps, Warding spells, and then letting certain insect types loose. The result is a series of traps, obstacles, and harassments in these long underground tunnels. It is impossible to traverse these quickly.

There is, on the average, one major difficulty each 2 meters (6 feet) along the corridor. A short stretch is given as an example. Feel free to repeat use of this as many times as needed, or make up your own alternative. The whole idea is to weaken adventurers as much as possible who use this route, or to make them go elsewhere.

If noises and Warding spells alert the trolls to intruders in this region, they will send insects down to investigate from secret vantage points before sending down troops. The trolls would prefer to leave adventurers there, or let them reach one of the exits where a full force can hold them back or, better yet, make the intruders go through the corridor again, in reverse, in retreat.

MAIN SECTION

This is the principal living quarters for the trolls. The Providers have the upper quarters, the Mothers have the lower.

ROOM 14 – Whenever anyone needs to meet with a troll who outranks Kozakang he will be escorted to this room. Sigron and a suitable entourage will meet them. Sigron sits on the stone throne, quite overfilling it. He generally does not allow foreigners up the stairs.

If invaders penetrate the Front Section, the trolls will make their next stand in this room, at either the stairway up from the Corridors of Frustration or Corridor 8a. If forced back they will retreat to the next room and make another stand at the doors.

LOG STATUES – There are a pair of log statues in the room. They are nothing but diversions. Faces crudely carved in the logs make them look like holy idols. They are set upon rockers which make it easy to move the statues back and forth while a troll stands some distance away. When entertaining strangers, the trolls commonly cast Farsee (a four-hour spell) on these logs and occasionally make them move around for showmanship. Thus they attract attention, and they will glow if a Detect Magic spell is cast.

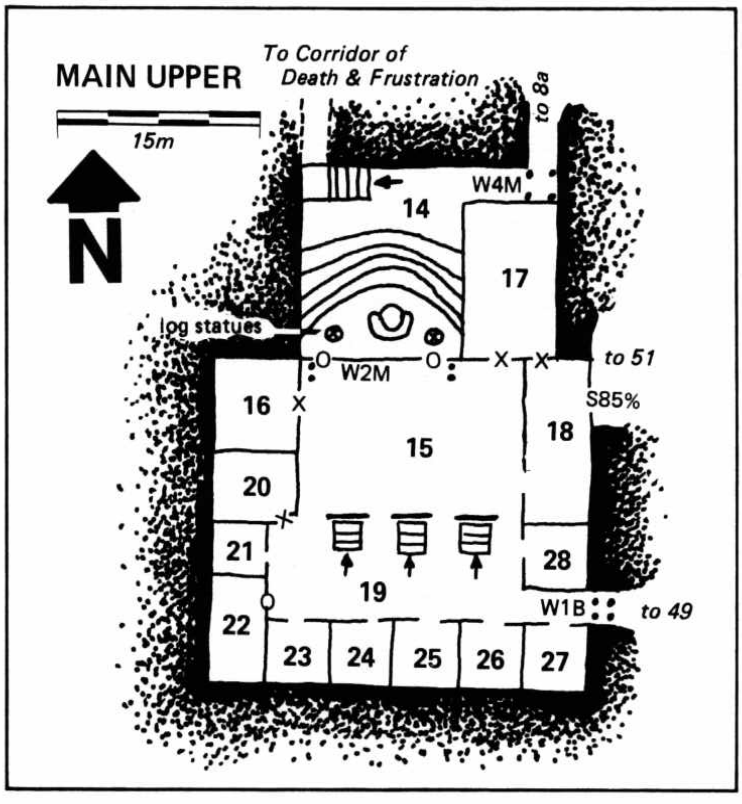
The logs are coated with a layer of (rancid) animal fat which is black with dirt. If anyone tries to pick these up, to use as rams for instance, they will be impossible to hold. They will burn very well.

ROOM 15 – A common room. Dances for hunting or practice are held here. The skulls are for ritual purposes. The heaps of refuse contain nothing of worth.

ROOM 16 – Haunted, and cannot be entered.

ROOM 17 – This is Sigron's outer chamber. His slaves and servants live here. An armed human slave lives inside the door and acts as guard. He is never allowed to leave this room and will fight anyone to the death who dares to enter without Sigron's presence.

Chest A – Trollkin belongings. Mostly clothes, plus a Heal 2 salve (10 doses).



Chest B – Good food. Mostly pemmican, dried salt fish, and dried mushrooms.

Chest C – Other slaves' goods. Nothing of value.

ROOM 18 – Sigron's inner chamber is his private quarters, well-kept by troll standards. The outer part of this room is where Sigron's bodyguard lives and sleeps.

Sigron is conscious of rank and does not usually ask anyone below Rune master status into these chambers. No trollkin are allowed into this room.

The cauldrons hold pleasant drinks (ideas for specific drinks can be found elsewhere in this box). The box contains his personal treasure: a pumice kygerlith which whistles when held in the wind, and which floats even though it is a rock. There are also three sacks, each containing 150 Lunars and 200 clacks.

ROOM 19 – The Bachelors' room, another place which the trolls share.

ROOM 20 – Haunted

ROOM 21 – A troll room.

ROOM 21 – Jonakel, the Rune Lord hunter, keeps his personal goods here, often including whole animals which he has recently brought home which are 'extra.' He has many antlers, teeth, and bones all about as well, and a luxurious pile of animal skins to sleep on (25 skins, total ENC of 100, valued at 200 Lunars). Various bones, antlers, etc. are worth a total of 10 L and have a total ENC of 2.

ROOMS 23 THROUGH 27 – Troll rooms

ROOM 28 – This is Lagor's room. It is shared by the other Humakti trolls. It is like other troll rooms, but in the center is a helmet sitting atop a sword stuck into the floor. This is Taksag's helmet, all that is left of their founder.

TROLL ROOMS

Several rooms are called Troll Rooms, including rooms 21, 23-27, 52-54, and 59. Many other rooms are troll rooms, with whatever additional accoutrements the owner's personal status gives them. For example, Tistod's room (43) is a troll room, further furnished with all the insectoid splendor which a master of beetle-raising can lavish. Such luxuries are not described in detail since they are of no value as treasure to normal adventurers. If troll characters come to visit, own, or plunder the contents of these upper-class rooms, then referees should fill in details as needed.

Each troll room will have 1D4 inhabitants who keep personal gear there. These will always be close comrades, probably siblings or initiation brothers. They are exclusively the domain of the Providers, since the Mothers live in communal bliss elsewhere.

Contents of the room include the troll's weapons, personal treasures, and selected food items. These things are considered personal possessions as long as the troll is alive. Should he die then they go to the family for redistribution.

The privacy of these rooms is a matter of status. No one would dare to enter the region of a higher-ranking troll without clear permission. However, any higher-ranking troll can enter her underlings' rooms at will and, if family, take anything she wants. Disputes can be settled by force or by the priestess' word. Generally, decency exists between kin.

Trolls have a basic Treasure Factor of 15, as shown in the RuneQuest book. In addition, their leaders will have a higher TF, which may also include part of the followers' TFs. Thus, these rooms' contents may seem spare. Remember, though, that potions and crystals may be carried, only money, etc, being left behind.

To find the value of the total treasure of a searched troll room, multiply 1D4 x 15. The net results will give the number below. This number is the relative value of all salable goods that may be scrounged from the lair, in clacks, Lunars, and bolgs.

Number of Trolls	*Treasure*
1	40 C + 35 L + 80 B
2	80 C + 70 L + 150 B
3	120 C + 100 L + 250 B
4	150 C + 150 L + 300 B

LOWER LEVEL

ROOM 29 – A corridor. Great troll bodyguards are here when the priestesses are in their chambers.

ROOM 30 – Priestess Dorsnon's chamber. The old uz is usually here, sleeping, until awakened by noise or alarm. Her familiar often changes its body, and is young and alert. The room is lavish by troll standards.

ROOM 31 – Priestess Dozkal's chamber. Many trolls and her value trollkin often come and go from here, even when she is absent.

ROOM 32 – Martoraz' lesser chamber. Trolls approaching the queen can enter this room.

ROOM 33 – Martoraz' outer chamber. Troll elders approaching the queen are allowed to enter this far. The walls are heavily-wrought with carvings and magical signs.

ROOM 34 – Priestess Makstan's room. Makstan likes to collect birds to sing for her until they die, when they become snacks. Thus this is sometimes called the Chirping room.

ROOM 35 – Temple storeroom. Ritual supplies, such as masks or drums, are kept here, as well as robes and costumes for selected initiates, and this also serves as a changing room for them. Most sacred items are kept by the priestesses themselves.

ROOM 36 – Karrg's room. This space is set aside for the Rune Lords. It connects to Sigron's chamber by a secret tunnel, thereby allowing him to come and go without ever opening the door. During certain ceremonies, he makes a mysterious exit from the room while dressed in full splendor.

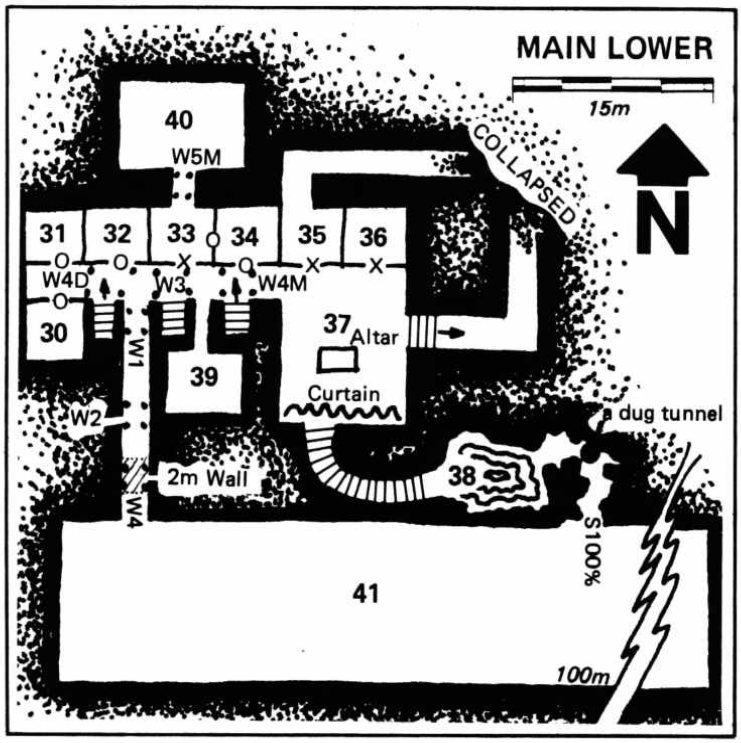
ROOM 37 – Temple to Kyger Litor and Mistress Sazdorf. This is the sacred ground wherein the cult rites take place. Initiates crowd in, eager for the ecstasy of worship. The altar is quite bloodstained, bones litter the floor, and the altar also serves as a dancing platform for the leaders.

ROOM 38 – The Styx pool. This natural water source lies about 60 meters underground, and is connected to the troll areas by a dwarf-made stairway. It has never run dry.

ROOM 39 – Temple to Xiola Umbar. This is the living quarters for the priestess, and the place where the troll initiates live. Trollkin are not allowed here; their services are conducted in their chambers above.

ROOM 40 – Queen Martoraz' private chamber. The elder queen resides here, and spends most of her time here in prayer, meditation, and contemplative experimentation. Her exit is always a matter of importance, and the distance she goes from this chamber is a measure of the importance of the event. It is most common for her to visit her own outer chamber, less common to speak with underlings in the lesser room, and remarkable when she leaves to visit the temple or nursery. It is a momentous time if she ever goes upstairs.

ROOM 41 – Nursery and maternity ward. The mothers, young, and infants, and their many tenders will be found here, provided with their every wish and luxury. Accumulated refuse has been heaped to make high walls within the huge area. The whole room is 100 meters long and was once (in dwarf times) a pistol range.

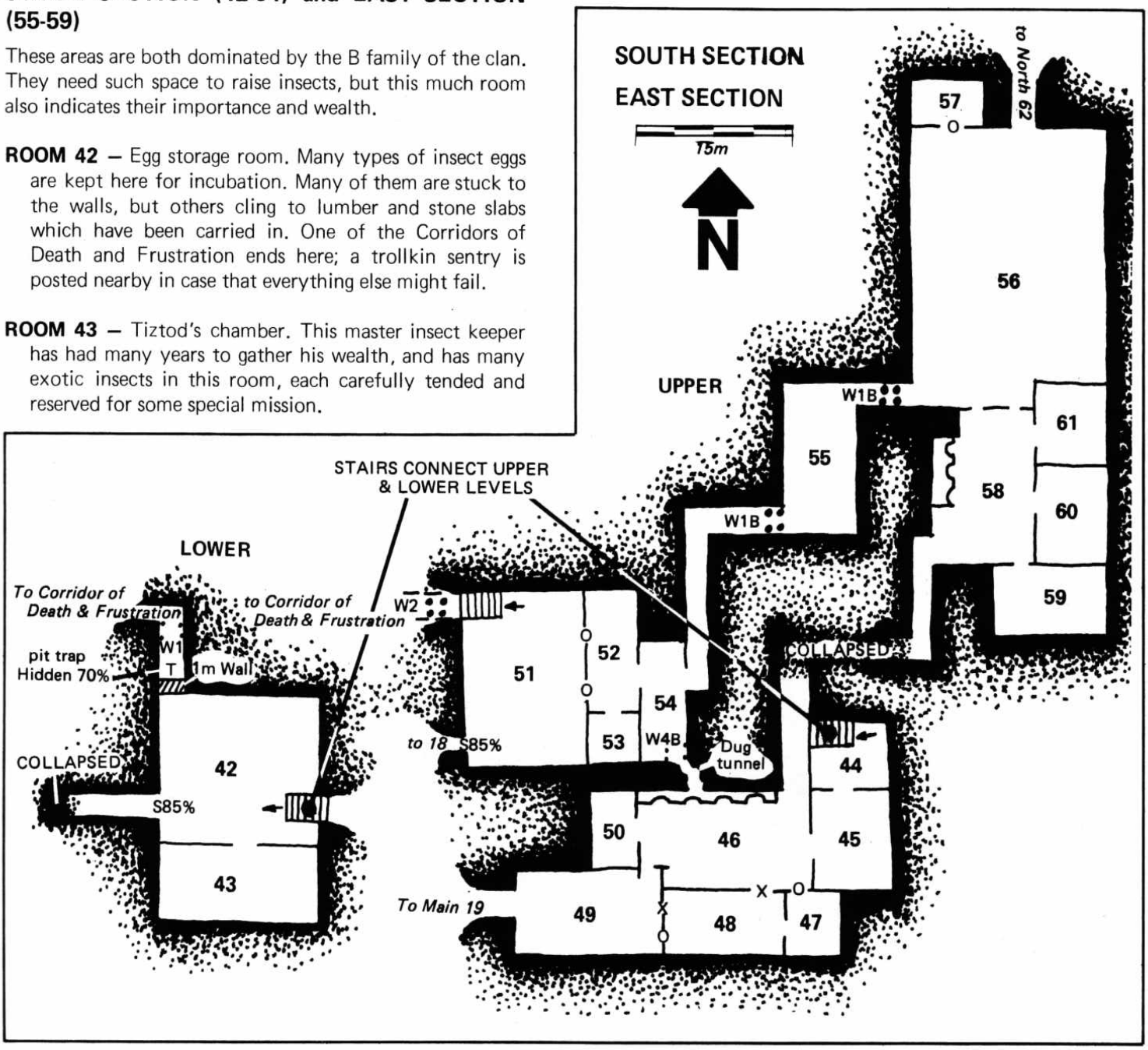


SOUTH SECTION (42-54) and EAST SECTION (55-59)

These areas are both dominated by the B family of the clan. They need such space to raise insects, but this much room also indicates their importance and wealth.

ROOM 42 – Egg storage room. Many types of insect eggs are kept here for incubation. Many of them are stuck to the walls, but others cling to lumber and stone slabs which have been carried in. One of the Corridors of Death and Frustration ends here; a trollkin sentry is posted nearby in case that everything else might fail.

ROOM 43 – Tiztod's chamber. This master insect keeper has had many years to gather his wealth, and has many exotic insects in this room, each carefully tended and reserved for some special mission.



ROOM 44 – Troll room. This is for initiates of the Gorakiki cult, whether family or not, if they have obtained permission from their priestess to live here. It is also used for eggs, larva, or other needs.

ROOM 45 – Troll room for initiates of Gorakiki.

ROOM 46 – Temple to Gorakiki-beetle. Many watchbeetles, ham beetles, and hunting wasps walk, swarm, or buzz around here. Many empty giant beetle parts are stacked about, used as costume parts in ceremonies.

THE CHIMNEYS – These are open to the outside for fresh air, but the hunting wasps (which are solitary) nest in them, and normally retire there for the night.

ROOM 47 – Beljon's outer chamber. The priestess will entertain guests from other families or lay members of her own cult here.

ROOM 48 – Priestess Beljon's inner chamber. Here the priestess entertains initiates of her cult or members of her own family. She usually is in here or in the temple.

ROOM 49 – Great trolls' quarters. Tongkal and his crew can usually be found here, gambling, discussing the next trollkin they will eat, and practicing weapons.

ROOM 50 – Tozbod's room. Tozbod is a master at raising insects, and this room shows much accumulated wealth.

ROOM 51 – Watch beetle room. A Corridor of Death and Frustration ends here. Many watch beetles are on hand in case an invader actually gets through. Beetles often enter the corridor from this room, walking on the ceiling. Giant insects are also trained and raised here in the right seasons.

ROOM 52 THROUGH 54 – Standard troll rooms.

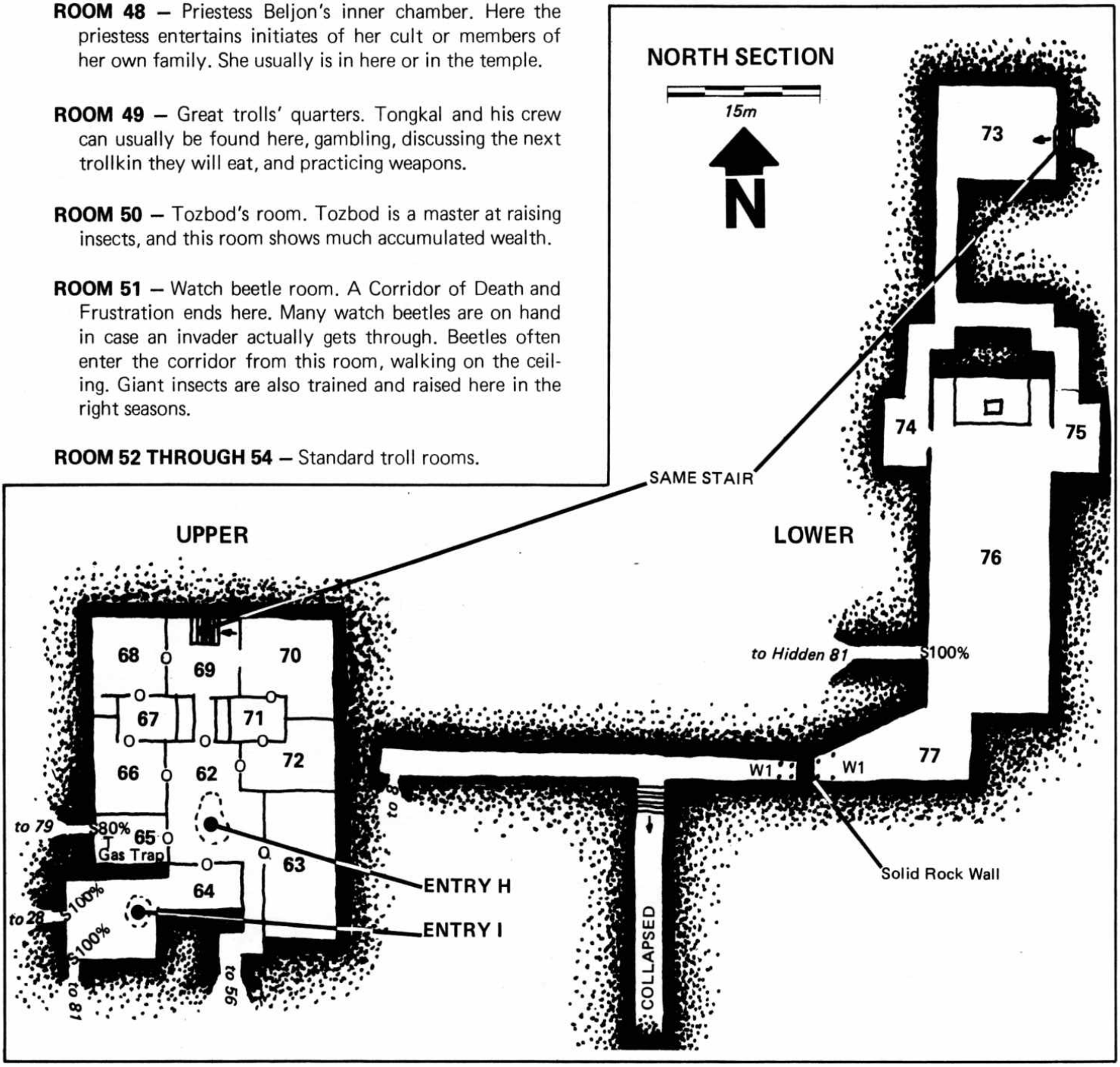
ROOM 55 – Quarters for trollkin who specialize in insect tending, or otherwise belong to the family.

ROOM 56 – Grub room. This room is filled with 1-2 meters of dirt and old vegetation. At night the trollkin carry in large quantities of grass and leaves. Underneath the surface are dozens of large, medium, and small grubs growing into watch beetles, ham beetles, blue sleek beetles, and the rest.

ROOM 57 – An empty room. The door is nearly buried and is hard to see.

ROOM 58 – Ham beetle room. This room is filled with swarms of ham beetles which enter and exit through rooms 56-62 or the chimneys. Some of these are vessels for bound spirits and serve as guards.

ROOM 59 – Troll room. Quarters for a band of clan trolls who do not belong to any of the leading families.



ROOM 60 – Value Joseph's room. Private quarters for the only free trollkin in the clan. Slave trollkin always accompany him.

ROOM 61 – Baboon quarters. Friends of Joseph live here, with the knowledge and acquiescence of the trolls.

NORTH SECTION

This area is abandoned by the trolls, and used by them in hopes of diverting the energy of marauding invaders. The trolls always claim total ignorance of this area's layout, but this is not true. They regularly capture wild animals and monsters and transport them to this part of the ruins to waylay adventurers. There is scant treasure here. The dwarf things might be dismantled, but have little real value.

ROOM 62 – A large empty room with a hole in the roof, it is clearly a central room of some sort, with many ancient, closed doors to it.

ROOM 63 – A large empty room.

ROOM 64 – An oddly shaped room with glass walls. The walls have been glazed by an alchemical explosion which also knocked the hole in the ceiling to the outside. The secret doors, hidden before the explosion, are further concealed by the glaze. Only a critical roll will see one of them. The glass must be chipped away to open one of the doors.

ROOM 65 – A small, bad-smelling room. A secret door has been tampered with, which ruined its camouflage. It subtracts only 80% from the viewer's Spot Hidden ability. It is also trapped so that any tampering with it will fill the room in 1D6+2 rounds with POT 15 poison gas. The trap has no limit to its rounds of poison. The trap cannot be disarmed until and unless the door is opened with a Pick Lock roll, whereupon the gas will dissipate automatically. The door leads to the Hidden section.

ROOM 66 – A small room.

ROOM 67 – A latrine. Long abandoned, it is yet clean. There is no longer any running water from the faucets. The latrines themselves are empty, clean, and dry. If entered, see the Hidden Section, under Sewers.

ROOM 68 – A small room.

ROOM 69 – A room with a stairway leading downwards.

ROOM 70 – A small room.

ROOM 71 – A latrine, similar to room 67.

ROOM 72 – A small room.

ROOM 73 – A medium-sized room.

ROOMS 74 and 75 – Side hallways for the altar room.

ROOM 76 – Dwarven worship room. Trolls hate this place, knowing it is haunted and evil. Most Gloranthans would find it mysterious and alien. It is, in fact, full of corroded dwarf machinery which used to be used for worship by simple folk. They would listen to the voice which came from the statue in the front and pull cords, crank gears, pedal pedals, and push buttons. The resultant noise and activity brought Mostal, the Machine God, closer to his worshippers. Some of the machines still work, or partly work, and should be cause for much merriment and misunderstanding.

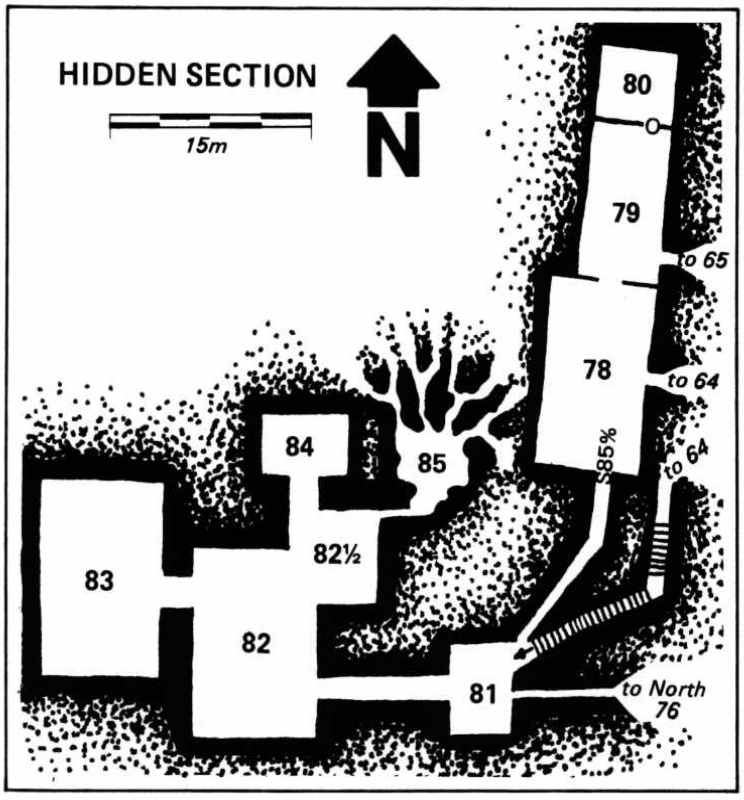
Trolls broke and mutilated the statue on the pedestal. If a dwarf recognizes it, he has an INTx2 chance to realize that the repair mechanism is probably in a room below the statue. He would be wrong, but if the statue is moved, a tunnel is revealed. The statue can be moved only by destroying it, and it has armor 12, HP 60.

ROOM 77 – Anteroom to the temple. A solid wall and Warding spells have been set up to keep this area separate from the trollkin region, which lies beyond the wall and down a tunnel and up a ladder.

HIDDEN SECTION (78-86)

This area is unknown to the Sazdorf trolls. It has even been forgotten by dwarves. A small community of creatures called Nilmergs still live here, keeping to their ancient tasks like organic machine parts. They are diminutive, harmless, and capable only of stampeding around in a great panic when not doing their job or sleeping. They will be exceedingly disturbed if they discover intruders, and will stampede about until they find the refuge of their dens in Room 85.

ROOM 78 – The dwarf's quarters. This used to be the private chamber of the owner of this ancient mansion. Although lavishly outfitted by dwarvish standards, the metallic charm is wasted on human viewers. The place is valuable more as metal than anything else if dismantled. It includes a bed, a trio of stiff chairs, a table and desk, oil lamps, and a dresser built into the wall.



ROOM 79 – Dwarf closet, empty.

ROOM 80 – Dwarf toilet, including plumbing and running water, still working.

ROOM 81 – Control room. From here the dwarves were able to control the machines of Room 76, activating or turning them off at will. Several hidden tunnels converge here.

ROOM 82 – The tank room. Many huge tanks fill this room; each has a hollow sound if rapped or does much hissing . It is immaculately clean here, and uniformly lit by a dull grey light. Pipes cross back and forth overhead. The place is sized for dwarves, not humans.

ROOM 82½ – This series of gauges and wheels control the outlet of gasses in the tanks.

ROOM 83 – Processing room. This room is the end place of the sewers, and the place where sewage would enter the tank and pipe system.

ROOM 84 – A small office. Desk, empty filing cabinets, and much dust.

ROOM 85 – The Nilmerg quarters. There are many irregullar, 1-meter-wide tunnels dug into the dirt. Any chambers are just bulges where tunnels cross. People crawling through these might easily lose their way, especially since panicked Nilmergs will be running back and forth all about. There are no treasures here but one: the dancing silver statue. It is deep, about an hour's crawl through the tunnels, in a large chamber 3 meters across in all directions.

ROOM 86 – The sewer system. Many small tunnels run underneath the ruins, connecting the latrines to room 83. The latrines are in rooms 9, 16, 20, 67, and 71, and include the so-called 'haunted' rooms. The noise which frightens the trolls comes from the nilmergs, far below, with their trusty wheelbarrows.

The Dancing Silver Statue

The statue is 2 feet tall, humanoid in shape, and very shiny. Its ears and eyes are very bright and large, and each moves back and forth a little bit. It is an exquisite piece of mostali workmanship from bygone ages, and would be much valued by dwarves and much-coveted by scholars probing ancient mysteries.

Understanding the statue is beyond the scope of all but the most educated dwarves. The eyes and ears are sensory devices, its hands are receivers, and in its body is a magical transmitter used for sending the worship energy of the nilmergs to the god Mostal.

The statue also defends the helpless nilmergs. Once it senses a non-dwarf or nilmerg in the tunnels it will stick out its .45 calibre tongue and 'spit' a lead bullet at the intruder, who is probably still on his hands and knees. The statue can fire five shots, one per round, before reloading. It will run away to reload, hiding in the tunnels. The gun does 2D6+6 damage and has a range of 10 meters.

The statue has a speed of 8, and the equivalent of 4 points of armor and 12 hit points. However, if it is damaged it will be worth much less money.

If brought back to the Sages' guild or Lhankor Mhy temple, this statue will sell for 2,500 Lunars.

Nilmergs make daily rounds to the latrines, with wheelbarrows which can carry the refuse tanks. These are then brought to room 83 where the materials are processed into methane by the equipment in room 82. This methane is the source of the poison in room 65, and is also used to provide power for running the entire complex of ruins. Now, with the latrines ignored, and the machinery unused, the nilmergs are nearly extinct here.

TROLL PERSONALITY NOTES

Use these brief notes to personalize the leaders whom characters are likely to meet. Descriptions are in three parts. First come outward attitudes, showing how the troll's behavior would appear to observers, then come some of the distinctive traits which make up their inward personality, and finally come their actual statistics. All of these troll leaders have an entourage of greater or lesser size, and these entourages have been listed with them. In some cases, important members of the entourage are given complete statistics for play, in others, a short summing up is given.

Astelkak

This healer is affectionate of his family and underlings, subservient to overlords, and openly fearful of strangers.

Introverted, he is trusting and incurious, energetic to perform his tasks, and unabashedly compassionate towards his troll fellows, but he hates non-trolls.

ASTELKAK, Xiola Umbar Rune Lord, Kyger Litor initiate

STR 12	CON 13	SIZ 19	01-04	R LEG	5/5
INT 14	POW 15	DEX 16	05-08	L LEG	5/5
CHA 11			09-11	ABDOM	7/5
Move 8			12	CHEST	7/6
Hit Points 15			13-15	R ARM	5/4
Defense 05%			16-18	L ARM	5/4
			19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Light Mace	5	90%	1D8+1D4	75%	20
Medium Shield	–	–	–	95%	12

SPELLS: Befuddle, Disrupt, Extinguish (2), Heal 6, Mobility, Protection 3; (known by Twitter) Preserve Herbs, Solace, Xenoheal 6

RUNE MAGIC: Healing Trance (one-use); (known by Twitter) Shield 2

SKILLS: Camouflage 100%, First Aid 100%, Listen 90%, Midwifery 75%, Scan 80%, Scrutinize 75%, Treat Disease 90%, Treat Poison 90%

LANGUAGES: Darktongue 100/80%, Trade 60%

MAGIC ITEMS: 18 tablets, each acting as a POT 4 healing potion when ingested; ring with Dispel Magic 4 matrix.

TREASURE: 43 bolgs, 76 Lunars; ransom is 1700 L.

ATTENDANTS

ALLIED SPIRIT: Twitter (in bat)

STR 1	CON 6	SIZ 1	01-20	BODY	0/5
INT 9	POW 18	DEX 29			
Move 2/11					
Hit Points 5					
Defense 55%					

No Effective Attacks

SKILLS: Scan 100%, Scrutinize 75%

BANDAGE: Average Dark Troll Warrior with Heal 6 and Solace spells, and 75% skill in First Aid, Treat Poison, and Treat Disease. He is Asteltak's value trollkin.

CHECKER: Good Trollkin Warrior with a Heal 6 and Solace spell. Whip 120% and an Oratory skill of 70%.

Three Average Troll Hunters, each with a Heal 4 and Solace spell, and with 50% skills in First Aid, Treat Disease, and Treat Poison. These represent Astelkak's other initiates.

Twelve Average Trollkin Workers, who serve solely as bearers.

Badass

Badass is the leader of the trollkin. He is cruel, and tyrannizes his followers, who both respect and fear him.

Badass is cold and vicious. He clawed his way to the top of the trollkin pecking order by virtue of his savagery, and remains there because of it.

BADASS, Kyger Litor initiate

STR 15	CON 13	SIZ 12	01-04	R LEG	7/5
INT 13	POW 16	DEX 18	05-08	L LEG	7/5
CHA 9			09-11	ABDOM	7/5
Move 6			12	CHEST	7/6
Hit Points 13			13-15	R ARM	7/4
Defense 25%			16-18	L ARM	7/4
			19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Light Mace	6	65%	1D8+1D4	50%	20
2H Spear	3	100%	1D10+1+1D4	80%	15
Sling	1	90%	1D8	–	–

SPELLS: Demoralize, Detect Enemies, Disrupt, Fanaticism 2, Heal 4

SKILLS: Camouflage 100%, Climb 60%, Hide in Cover 80%, Jump 70%, Move Silently 50%, Scan 90%, Scrutinize 60%

LANGUAGES: Darktongue 65/15%, Tradetalk 40%

MAGIC ITEMS: 8-point POW storage crystal; 4 doses Blade Venom POT 8

TREASURE: 49 bolgs; ransom is 750 L

ATTENDANTS

Five Good Trollkin Warriors, each with a spear attack of 80% and a shield parry of 70%. These are the elite trollkin.

Beljon

Priestess Beljon is affectionate towards her family and her underlings, who see her as generous and loving. She is aloof to her Elder peers, formal with the Queen, and conservative with the great wealth her family earns as insect herders. She suspects strangers.

Beljon is naturally aloof from all but her work and her kin. She is stubborn and suspicious.

BELJON, Kyger Litor and Gorakiki-beetle priestess

STR 16	CON 15	SIZ 17	01-04	R LEG	8/6
INT 15	POW 18	DEX 13	05-08	L LEG	8/6
CHA 14			09-11	ABDOM	8/6
Move 8			12	CHEST	8/7
Hit Points 18			13-15	R ARM	8/5
Defense 10%			16-18	L ARM	8/5
			19-20	HEAD	7/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Sling	2	65%	1D8	–	–
Mace	6	50%	1D10+1D6	45%	20
Medium Shield	–	–	–	60%	12

SPELLS: Darkwall (2), Demoralize, Disrupt, Extinguish (2), Heal 4, Protection 2, Strength (2) – adds +10% to all attacks and parries and +1D6 to damage bonus, Speedart; (known by Whirl) Silence, Xenoheal 6

RUNE MAGIC: Blinding, Carapace, Healing Trance, Spell Teaching, Sprout Arms, Transform Head, Transform Self

SKILLS: Beetle Breeding 100%, Camouflage 100%, Insect Care 100%, Scan 80%, Scrutinize 75%

TREASURE: carries none, ransom is 2800 L.

ATTENDANTS

ALLIED SPIRIT: Whirl (in ham beetle)

STR 3	CON 10	SIZ 2	01-20	BODY	2/9
INT 8	POW 19	DEX 17			
Move 4/8					
Hit Points 9					
Defense 20%					

Weapon	*SR*	*Attk%*	*Damage*
Bite	8	30%	1D4

SKILLS: Fly 75%

BIZZLE: Good Trollkin Warrior with +20% to all abilities, and with Whip at 75%. Bizzle is a value trollkin overseer.

SKINNER: Average Trollkin Warrior with 90% skill in Tanning Hides and Leatherworking. He is a value.

Two Average Great Troll Warriors as bodyguards. Each has an extra point of armor over his whole body, and a bound spirit POW 10 and INT 12.

Chalažak

This old troll shows great love for all her family and clan, expressing a fussy maternal care over all the younger generation whom she has helped into the world. She respects her overlords, tolerates her equals' violent ways, and is open to strangers.

She is impulsive but reliable, innovative, compassionate, and kind.

CHALAZAK, Xiola Umbar Chief Priestess

STR 14	CON 14	SIZ 19	01-04	R LEG	5/6
INT 14	POW 18	DEX 9	05-08	L LEG	5/6
CHA 15			09-11	ABDOM	7/6
Move 8			12	CHEST	7/7
Hit Points 17			13-15	R ARM	5/5
Defense 05%			16-18	L ARM	5/5
			19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite	8	45%	1D6+1D4	–	–
Fist	8	45%	1D3+1D4	–	–
Mace	7	45%	1D10+1D4	45%	20
Staff Sling	3	45%	1D10	25%	10

SPELLS: Countermagic 3, Demoralize, Fanaticism 1, Heal 6, Solace, Xenoheal 2; (known by Mirror) Dispel Magic 6, Strength (2) – adds +10% to all attacks and parries and increases damage bonus to 1D6

RUNE MAGIC: Attract Attention 2, Couvade 2, Darksee 3, Discorporate 3, Dismiss Elemental I, Dismiss Elemental II x 2, Divination 5, Divine Intervention 3, Extension III, Healing Trance 2, Mindlink 2, Spell Teaching, Shield 6, Turn Blow

SKILLS: Camouflage 45%, First Aid 120%, Midwifery 140%, Scan 80%, Scrutinize 70%, Treat Disease 110%, Treat Poison 90%

LANGUAGES: Darktongue 80/80%, Sartarite 45%

TREASURE: carries nothing, slave trollkin carry 325 L; ransom is 2050 Lunars

ATTENDANTS

ALLIED SPIRIT: Mirror (in bat)

STR 1	CON 8	SIZ 1	01-20	BODY	0/6
INT 9	POW 15	DEX 25			
Move 2/11					
Hit Points 6					
Defense 50%					

No Effective Attacks

SKILLS: Scan 60%, Scrutinize 70%

Four Good Trollkin Warriors, each with a Heal 3 spell, and skills; First Aid 75%, Treat Disease 60%, Treat Poison 50%. These are values.

Dorsnon

Priestess Dorsnon is a great sleeping behemoth of a troll, ancient in her wisdom, formal in her demeanor to all of the world save strangers, whom she hates.

The elder priestess is passive and lazy, slow to anger and stubborn. Once aroused she is as brave and courageous as any, and outwardly so emotional that she seems to draw great energy from such expression.

DORSNON, Kyger Litor Chief Priestess

STR 19	CON 18	SIZ 24	01-04	R LEG	7/8
INT 16	POW 18	DEX 11	05-08	L LEG	7/8
CHA 16			09-11	ABDOM	7/8
Move 8			12	CHEST	7/9
Hit Points 22			13-15	R ARM	7/7
Defense 00%			16-18	L ARM	7/7
			19-20	HEAD	7/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Battle Axe	6	55%	1D8+2+2D6	55%	15
Maul	4	55%	2D8+2D6	55%	15
Sling	3	55%	1D8	–	–

SPELLS: Bludgeon 4, Darkwall (2), Disrupt, Heal 6, Mindspeech 3; (known by Slow Chewer) Detect Detection, Detect Enemies, Dispel Magic 2, Jumping 4, Stone Biting 1

RUNE MAGIC: Blinding 2, Darksee, Dismiss Elemental I x 2, Dismiss Elemental II, Divination 5, Divine Intervention 3, Healing Trance, Multispell II, Reflection 2, Shield 4, Spell Teaching, Summon Small Shade, Warding 6; (known by Slow Chewer) Extension I, Multispell I, Spirit Block 2, Summon Large Shade

SKILLS: Camouflage 60%, Evaluate Treasure 95%, Listen 90%, Map Making 65%, Oratory 110%, Scan 80%, Scrutinize 70%, Trap Set/Disarm 75%

LANGUAGES: Darktongue 90/90%, Trade 90/90%

MAGIC ITEMS: 10-point POW storage crystal, 5-point Twice Power Yielding crystal

TREASURE: carries 25 L, ransom is 3200 Lunars

ATTENDANTS

ALLIED SPIRIT: Slow Chewer (in giant beetle)

STR 30	CON 21	SIZ 25	01	RH LEG	9/7
INT 9	POW 18	DEX 5	02	LH LEG	9/7
Move 7			03	RC LEG	9/7
Hit Points 26			04	LC LEG	9/7
			05-08	ABDOM	9/10
			09-12	THORX	9/10
			13-14	RF LEG	9/7
			15-16	LF LEG	9/7
			17-20	HEAD	9/9

Weapon	*SR*	*Attk%*	*Damage*
Munch	8	70%	1D8+2D6

SKILLS: Climb 50%, Dig 90%, Jump 50%, Track 25%

THINKER: Value Trollkin and Good warrior; has two extra points of armor over all hit locations and these spells: Befuddle, Dispel Magic 2, Heal 5, Mobility. He also has a POW of 14, and an INT of 12.

CHOLKAL: excellent Dark Troll Warrior bodyguard.

BOG: average Great Troll bodyguard.

Dozkal

Old Dozkal never escaped the tyranny of her mother, and seems overly subservient to the elder priestess at all times and, by extension, to all figures of superior authority. In her busy life she is dutiful to children, stern with her underlings, and short-tempered with her peers. She is rude to strangers, and glad to provoke them to their own destruction.

Dozkal is aggressive, impulsive, energetic, and dependable, much unlike her mother. She is incontestably brave and loyal.

DOZKAL, Kyger Litor priestess

STR 16	CON 11	SIZ 16	01-04	R LEG	6/5
INT 16	POW 18	DEX 9	05-08	L LEG	6/5
CHA 13			09-11	ABDOM	8/5
Move 8			12	CHEST	8/6
Hit Points 13			13-15	R ARM	6/4
Defense 20%			16-18	L ARM	6/4
			19-20	HEAD	7/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Morningstar	6	45%	1D10+1+1D4	45%	12
Staff Sling	3	45%	1D10	30%	10
Large Shield	8	45%	1D8+1D4	45%	16

SPELLS: Darkwall (2), Disrupt, Extinguish (2), Heal 6, Jumping 2, Mindspeech 2, Mobility; (known by Taster) Dispel Magic 6

RUNE MAGIC: Divination 3, Extension III, Healing Trance, Shield 3, Spell Teaching, Warding 4

SKILLS: Climb 45%, Jump 45%, Hide in Cover 45%, Move Silently 45%, Oratory 80%, Scan 60%, Scrutinize 50%, Swim 45%

LANGUAGES: Darktongue 80/90%, Trade 40%

MAGIC ITEMS: Ring matrix for Shimmer 4; 4 doses Blade Venom POT 10

TREASURE: carries 120 Lunars, 4 gems worth 50, 75, 89, and 325 Lunars respectively; ransom is 1500 Lunars

ATTENDANTS

ALLIED SPIRIT: Taster (in ham beetle)

STR 3	CON 9	SIZ 3	01-20	BODY	2/8
INT 6	POW 18	DEX 9			
Move 4/8					
Hit Points 8					
Defense 05%					

Weapon	*SR*	*Attk%*	*Damage*
Bite	10	50%	1D4

SKILLS: Fly 45%, Scan 50%

SNONANG: Good Dark Troll Hunter. He has sacrificed for one use of the Rune spells Blinding 3 and Sureshot 1. Knows these languages: Darktongue 70/75%, Sartarite 60/40%, Tradetalk 60%, Tarsh 40/20%, Pavic 40/20%. Watchbeetle familiar POW 14, INT 9.

COMERE: Value Trollkin, Good Warrior with +25% added to all weapon attacks and parries, and nurse and midwife skills of 60%.

Jonakel

The master hunter shows a spirit of independence. He is courteous to his family, but openly friendly to his followers. He seems more amused by his overlords, who in turn know better than risk embarrassing themselves by pushing him too far. He is cautious with strangers, preferring to avoid them if not confident of their peacefulness.

Jonakel is cautious, brave, patient, clever, and humorous for a troll. His presence brings merriment to the clan, both for the laughter and the food he brings.

JONAKEL, Master Hunter, Kyger Litor initiate

STR 22	CON 16	SIZ 19	01-04	R LEG	5/7
INT 18	POW 17	DEX 17	05-08	L LEG	5/7
CHA 20			09-11	ABDOM	6/7
Move 8			12	CHEST	6/8
Hit Points 19			13-15	R ARM	5/6
Defense 30%			16-18	L ARM	5/6
			19-20	HEAD	6/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Javelin (5)	1	125%	1D10+2D3	45%	10
LH Long Knife	5	70%	1D6+2+2D6	40%	15
RH Mace	5	65%	1D10+2D6	95%	20
Sling	1	120%	1D8	–	–

SPELLS: Binding, Detect Enemies, Detect Life, Dispel Magic 6, Disrupt, Farsee, Mobility, Multimissile 4, Silence, Speedart; (known by Buzzer) Extinguish (2), Heal 6, Ironhand 4, Xenoheal 2; (known by bound spirit) Protection 4

RUNE MAGIC: Blinding 3, Draw Beast 2, Sureshot 4 (all one-use); (known by Buzzer) Shield 3, Spirit Block 1

SKILLS: Camouflage 95%, Climb 70%, Hide in Cover 80%, Hide Item 40%, Jump 60%, Listen 105%, Move Silently 110%, Oratory 70%, Peaceful Cut 95%, Scan 115%, Scrutinize 80%, Track 100%, Trap Set/Disarm 130%, Make Wolf Tracks 80%.

LANGUAGES: Beastspeech 50%, Darktongue 90/60%, Trade 50%

MAGIC ITEMS: 9-point POW storage crystal which contains a bound spirit; 2-point Spell Reinforcing crystal; Elf Stick – a 50 cm long wooden stick capped with lead which points towards the nearest Aldryami when given a point of battle magic POW. It does not give distance, just direction.

TREASURE: carries 59 clacks, 22 Lunars; ransom is 2100 L.

ATTENDANTS

ALLIED SPIRIT: Buzzer (in hunting wasp)

STR 2	CON 8	SIZ 2	01-20	BODY	2/7
INT 14	POW 19	DEX 25			
Move 6/12					
Hit Points 7					
Defense 50%					

Weapon	*SR*	*Attk%*	*Damage*
Sting*	7	90%	1D4†

* this sting is capable of impaling.
† Plus a poison which is the equivalent of Blade Venom POT 16.

SKILLS: Fly 100%, Hide in Cover 100%, Spot Hidden 95%

SIDEKICK: As a Good Dark Troll Hunter, but with 15% added to all skills, weapon attacks, and parries.

Five Good Dark Troll Hunters

Kozakang

The chieftain is respectful to overlords, and formal with his family members, whom he rarely sees. He is friendly towards his troll underlings. He is open, but cautious, with strangers.

Kozakang is extroverted and receptive, both a result of his cult training. He has a reputation for being patient, dependable, and confident.

KOZAKANG, Argan Argar Rune Lord, Kyger Litor initiate

STR 16	CON 16	SIZ 16	01-04	R LEG	8/6
INT 17	POW 15	DEX 12	05-08	L LEG	8/6
CHA 16			09-11	ABDOM	8/6
Move 8			12	CHEST	9/7
Hit Points 17			13-15	R ARM	8/5
Defense 10%			16-18	L ARM	8/5
			19-20	HEAD	8/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Maul	5	90%	2D8+1D4	85%	15
2H Spear	4	110%	1D10+1+1D4	115%	15
Sling	3	95%	1D8	–	–

SPELLS: Darkwall (2), Detect Silver, Disrupt, Extinguish (2), Harmonize (2), Heal 6, Repair (2), Speedart; (known by Speaker) Detect Detection, Detect Enemies, Detect Gold, Detect Life, Fanaticism 2, Glamour (2), Jump 3, Xenoheal 2

RUNE MAGIC: Summon Shadow 5, Suppress Lodril (all one-use)

SKILLS: Camouflage 100%, Climb 90%, Evaluate Treasure 100%, Hide in Cover 80%, Listen 90%, Move Silently 80%, Oratory 95%, Ride 90%, Scan 100%, Scrutinize 100%

LANGUAGES: Darktongue 90/90%, Sartarite 90/90%, Tradetalk 90/90%

MAGIC ITEMS: 12 doses healing 6 potions; magic gourd – when a message is spoken into it and the gourd is sealed, when next the gourd is opened, the message may be heard clearly coming from it.

TREASURE: 120 bolgs, 50 clacks, 200 Lunars, and 26 gems, each worth 10 Lunars. Ransom is 2400 L

ATTENDANTS

BOUND SPIRIT: in watch beetle, has POW 13, INT 6.

OROF: Value Trollkin, and average warrior but has a POW of 12, and knows Dispel Magic. He also has +10% added to all weapon attacks and parries.

LUGGER: Value Trollkin and an average warrior but has a POW of 12 and knows Vigor (4). He also has +10% added to all weapon attacks and parries.

Lagor

Lagor is an unusual troll, thanks to his unusual experiences. He treats his family and overlords with the strictest formality. Towards underlings he is very stern, as required by his military profession. Towards strangers he is cautious, but open and willing to extend himself.

LAGOR, Humakt and Kyger Litor initiate

STR 20	CON 15	SIZ 17	01-04	R LEG	7/6
INT 13	POW 13	DEX 13	05-08	L LEG	7/6
CHA 16			09-11	ABDOM	8/6
Move 8			12	CHEST	8/7
Hit Points 17			13-15	R ARM	7/5
Defense 20%			16-18	L ARM	7/5
			19-20	HEAD	9/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bastard Sword	5	90%	1D10+1+1D6	70%	20
Dagger	7	75%	1D4+2+1D6	70%	12
Thrown Dagger	2	85%	1D4+1D3	–	–
Shortsword	6	60%	1D6+1+1D6	45%	20
Large Shield	–	–	–	95%	16

SPELLS: Bladesharp 4, Disupt, Extinguish (2), Heal 2, Parry 2, Repair (2)

RUNE MAGIC: Truesword, Turn Undead (all one-use)

SKILLS: Climb 50%, First Aid 75%, Hide in Cover 75%, Jump 60%, Map Making 40%, Move Silently 85%, Scan 80%, Scrutinize 75%, Swim 50%, Track 55%

LANGUAGES: Darktongue 65/50%, Sartarite 50/40%, Swordspeech 50/25%, Tradetalk 50%

MAGIC ITEMS: Helmet takes 7 points of absorption (worn with leather cap)

TREASURE: 150 bolgs, 5 gems in sword hilt worth 35, 50, 120, and 354 Lunars respectively; ransom is 1100 L.

SPECIAL FEATURES: Geases to eat no cooked vegetables, remain silent (including spell casting) during Harmony week of each season, and to drink no alcoholic beverages.

ATTENDANTS

Five Average Dark Troll Warriors. These are Humakti, so they use Greatswords instead of Mauls and Bastard Swords instead of Maces. They each lack the Bludgeon spell, but have a Bladesharp 4.

Five Average Dark Troll Warriors. These are normal Kyger Litor warriors under Lagor's command.

Makstan

Priestess Makstan deals with outsiders for the family, as necessary. She is affectionate towards her family and Queen Martoraz, her overseer and mother. She distrusts strangers, and is stern with her immediate underlings.

Makstan is aggressive, extroverted, and openly emotional at all times. She is dependable and open to new ideas.

MAKSTAN, Kyger Litor priestess

STR 17	CON 12	SIZ 18	01-04	R LEG	5/5
INT 12	POW 18	DEX 14	05-08	L LEG	5/5
CHA 14			09-11	ABDOM	6/5
Move 8			12	CHEST	6/6
Hit Points 15			13-15	R ARM	5/4
Defense 15%			16-18	L ARM	5/4
			19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Mace	6	70%	1D10+1D6	55%	20
Sling	2	70%	1D8	–	–
Large Shield	–	–	–	70%	16

SPELLS: Bludgeon 2, Darkwall (2), Disrupt, Heal 6, Mindspeech 1; (known by Brewall) Countermagic 3, Detect Magic, Detect Trap (2), Dispel Magic 2, Repair (2), Speedart, Tree Chopping Song

RUNE MAGIC: Blinding 2, Counterchaos, Divination 1, Multispell I Shield 2, Spell Teaching, Summon Small Shade, Summon Medium Shade

SKILLS: Camouflage 40%, Climb 60%, Evaluate Treasure 55%, Listen 45%, Oratory 45%, Scan 60%, Scrutinize 40%, Taste Analysis 80%, Brew Blade Venom Antidote POT 8, Brew Healing Potion POT 6, Brew Mineral Poison POT 14, Brew Mineral Poison Antidote POT 10, Brew POW Restoring Potion POT 4

LANGUAGES: Darktongue 80/80%, Mostali 25/50%, Old Pavic 20/40%, Sartarite 20%, Tradetalk 30%

MAGIC ITEMS: 6 POT 6 healing potions, 4 POT 4 Power restoring potions, 2 POT 14 mineral poison potions.

TREASURE: 20 bolgs, 50 clacks, 100 Lunars, 2 wheels; ransom is 1200 Lunars

ATTENDANTS

ALLIED SPIRIT: Brewall (in ham beetle)

STR 3	CON 10	SIZ 1	01-20	BODY	2/8
INT 14	POW 16	DEX 10			
Move 4/8					
Hit Points 8					
Defense 15%					

Weapon	*SR*	*Attk%*	*Damage*
Bite	10	45%	1D4

SKILLS: Fly 50%

SQUEK: A Good Trollkin Warrior who possesses the skills of Taste Analysis 90% and Sling 85%. Value Trollkin.

Good Great Troll Warrior bodyguard.

Martoraz

Outsiders never see her. To her clan, the Queen is cautious, optimistic, generous, pious, and wise. She is affectionate towards her family, though formal; she is stern to her immediate underlings, but patient and considerate of the other elders. She mistrusts the Zorak Zorani and has affection towards Sigron. She is always accompanied by her mother.

MARTORAZ, Kyger Litor and Mistress Sazdorf High Priestess

STR 21	CON 17	SIZ 22	01-04	R LEG	10/7
INT 18	POW 18	DEX 16	05-08	L LEG	10/7
CHA 19			09-11	ABDOM	10/7
Move 8			12	CHEST	10/8
Hit Points 21			13-15	R ARM	10/6
Defense 20%			16-18	L ARM	10/6
			19-20	HEAD	10/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Mace	4	80%	1D8+2+2D6	80%	20
Sling	1	80%	1D8	–	–
Large Shield	5	65%	1D8+2D6	80%	16

SPELLS: Befuddle, Demoralize, Detect Enemies, Detect Gold, Detect Spirit, Extinguish (2), Heal 7, Spirit Binding, Spirit Screen 3; (known by Nightspore) Bludgeon 4, Countermagic 4, Dispel Magic 8; (known by bound spirit) Detect Magic, Mindspeech 3, Speedart, Vigor (4) – adds 4 to HP, increasing all areas by 2 hit points

RUNE MAGIC: Absorption 1, Blinding 3, Crush 2, Darksee 2, Dismiss Elemental II x 2, Dismiss Elemental III, Divination 5, Divine Intervention 6, Extension II, Extension III, Healing Trance, Incarnate Ancestor, Multispell II, Shield 6, Spell Teaching 2, Spirit Block 2, Summon Ancestor 2, Summon Small Shade 2, Summon Large Shade, Summon Specific Ancestor 2, Warding 4

SKILLS: Climb 80%, Evaluate Treasure 90%, Hide in Cover 75%, Jump 80%, Listen 100%, Move Silently 75%, Oratory 140%, Scan 100%, Scrutinize 75%, Track 50%, Trap Set/Disarm 80%

LANGUAGES: Aldryami 25/50%, Darktongue 130/100%, Sartarite 60/40%, Spiritspeech 90/90%, Tarsh 20%, Trade 90%

MAGIC ITEMS: 13-point, 11-point, and a 10-point POW storage crystals. The 10-point crystal contains a bound spirit. 3-point Spell Resisting Crystal; ring containing a Multispell 1 matrix (costs permanent POW to use); Magic drums which strengthen spells cast against chaotic opponents when beaten while spell is cast (the spells are doubled in POW, so that a Binding 1 would act as a Binding 2, and a Disruption would break through magical protection as if it had two points of POW).

TREASURE: normally carries no treasure. The Sazdorf would be willing to expend all tribal wealth and trollkin to retrieve her.

SPECIAL FEATURES: 3 point skin from heroquesting.

ATTENDANTS

ALLIED SPIRIT: Nightspore (in giant beetle)

STR 25	CON 18	SIZ 19	01	RH LEG	6/5
INT 16	POW 20	DEX 9	02	LH LEG	6/5
Move 6			03	RC LEG	6/5
Hit Points 21			04	LC LEG	6/5
Defense 05%			05-08	ABDOM	6/8
			09-12	THORX	6/8
			13-14	RF LEG	6/5
			15-16	LF LEG	6/5
			17-20	HEAD	6/7

Weapon	*SR*	*Attk%*	*Damage*
Bite	8	75%	1D10+2D6

SKILLS: Track by Smell 50%

BOUND SPIRIT: (in crystal) INT 9, POW 21

MARJAZ, mother and bodyguard of Martoraz, Kyger Litor initiate

STR 19	CON 15	SIZ 15	01-04	R LEG	8/6
INT 13	POW 17	DEX 13	05-08	L LEG	8/6
CHA 15			09-11	ABDOM	8/6
Move 8			12	CHEST	9/7
Hit Points 17			13-15	R ARM	8/5
Defense 25%			16-18	L ARM	8/5
			19-20	HEAD	8/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bite	7	80%	2D6	–	–
Fist	7	80%	1D3+1D6	–	–
RH Mace	6	90%	1D10+1D6	90%	20%
LH Mace	6[12]	90%	1D10+1D6	75%	20
Staff Sling	2	85%	1D10	60%	10

SPELLS: Bludgeon 4, Darkwall (2), Heal 6, Spirit Binding; (known by bound spirit) Demoralize, Detect Enemies, Detect Gold, Detect Life, Detect Spirit, Detect Undead, Disrupt, Ironhand 2, Protection 4

RUNE MAGIC: Blinding 2, Counterchaos (all one-use)

SKILLS: Camouflage 70%, Climb 50%, Hide Item 70%, Listen 70%, Move SIlently 85%, Oratory 70%, Scan 95%, Scrutinize 100%, Trap Set/Disarm 75%

LANGUAGES: Darktongue 75/50%, Tradetalk 55%

MAGIC ITEMS: 7-point POW storage crystal, currently containing a bound spirit. Six cups of unicorn ivory which shatter if anything containing poison is placed within – Marjaz places a piece of Martoraz' food inside one of these cups every mealtime.

TREASURE: 120 bolgs (used as tips to trolls); ransom is 1900 L.

BOUND SPIRIT: (in crystal) INT 13, POW 17

SIXTOOTH, leader of the Sazdorf trollkin, Kyger Litor lay member

STR 14	CON 15	SIZ 12	01-04	R LEG	5/5
INT 14	POW 14	DEX 19	05-08	L LEG	5/5
CHA 10			09-11	ABDOM	7/5
Move 6			12	CHEST	7/6
Hit Points 15			13-15	R ARM	5/4
Defense 30%			16-18	L ARM	5/4
			19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Mace	6	60%	1D8+1D4	40%	20
Sling	1	90%	1D8	–	–
Spear	4	80%	1D6+1+1D4	45%	15
Whip	2	90%	1D4+1D4	45%	6
Small Shield	–	–	–	70%	8

SPELLS: Befuddle, Countermagic 1, Disrupt, Heal 4, Mobility, Shimmer 4, Speedart

SKILLS: Climb 50%, Hide Item 80%, Hide in Cover 60%, Jump Listen 50%, Move Silently 75%, Scan 75%, Trap Set/Disarm 50%

LANGUAGES: Darktongue 70/90%, Sartarite 15%, Tradetalk 40%

MAGIC ITEMS: Carries six gas globes each containing a POT 1D10 gas. If target is hit, the globe breaks and he automatically inhales the gas, doing poison damage to his CON. If the shot hits the head (Six-tooth aims all shots for the head) then all damage is done directly to the chest as it is inhaled. These globes are used as sling pellets.

TREASURE: carries 60 bolgs, 25 clacks, and 16 Lunars; ransom is 500 L.

QUIK: Value trollkin. As per Average Trollkin Warrior, but has a Move of 10 and a Defense of 25%. Quik also has the skills of Climb 90%, Jump 90%, Run 100%

Excellent Dark Troll Warrior bodyguard.

Good Great Troll Warrior bodyguard.

Sigron

Sigron is a wily old warrior, well-versed in war and family influence. He has powerful relatives and he has attained one of the highest positions a male troll can hold.

Sigron's main weakness is for dwarf, which he loves to eat. His greatest strength is discipline which, among anyone but trolls, would be called iron. Sigron expects the same discipline from his own junior officers, but knows that his orders will be greatly diluted by the time they reach the lower ranks. Sigron rarely counts on the trollkin to fight at all, but is canny and conservative in his use of them.

Sigron openly favors any trolls who follow his word closely. His officers are competitive among themselves to please him, and Sigron exploits this judiciously.

SIGRON, Kaarg's Son

STR 20	CON 15	SIZ 19	01-04	R LEG	8/6
INT 17	POW 16	DEX 14	05-08	L LEG	8/6
CHA 18			09-11	ABDOM	8/6
Move 8			12	CHEST	9/7
Hit Points 17			13-15	R ARM	8/5
Defense 20%			16-18	L ARM	8/5
			19-20	HEAD	8/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Javelin (2)	2	90%	1D10+1D3	50%	10
Heavy Flail	3	130%	2D6+2+1D6	115%	30
Heavy Mace	6	120%	1D8+2+1D6	95%	25
Large Shield	–	–	–	120%	16

SPELLS: Countermagic 3, Darkwall (2), Demoralize, Detect Magic, Detect Silver, Detect Traps (2), Extinguish (2), Jump 2, Protection 3; (known by Anvil) Heal 6, Speedart, Strength (2) – adds +10% to attacks and parries, adds +1D6 to damage bonus; (known by bound spirit in wasp) Vigor (4) – adds +6 to hit points, +2 per area.

RUNE MAGIC: Blinding 4 (one use)

SKILLS: Camouflage 110%, Climb 90%, Jump 85%, Listen 100%, Scan 90%, Scrutinize 90%, Trap Set/Disarm 120%

MAGIC ITEMS: Special black wood for flail handle which takes 30 points of damage before breaking. Magical leaden mace which takes 5 extra points of damage before breaking.

TREASURE: carries 120 L; ransom is 2700 L

ATTENDANTS

ALLIED SPIRIT: Anvil (in mace) INT 9, POW 17

BOUND SPIRIT (in hunting wasp)

STR 2	CON 5	SIZ 3	01-20	BODY	2/3
INT 10	POW 14	DEX 23			
Move 6/12					
Hit Points 3					
Defense 30%					

Weapon	*SR*	*Attk%*	*Damage*
Sting*	7	80%	1D4†

* capable of impaling

† plus the equivalent of Blade Venom POT 10

SKILLS: Fly 100%, Hide in Cover 60%, Spot Hidden 90%

PUPIL: Value trollkin. As per Average Trollkin Worker, but has a CON (and hit points) of 16. Pupil has large eyes and is not demoralized in Sunlight. Pupil has the skills of Spot Hidden 90% and Spot Traps 90%.

LOSTANI: Excellent Dark Troll Warrior with +10% to all weapon attacks and parries, and with 19 hit points.

Tongkal

Tongkal is a professional soldier, treating his family with formal courtesy and his immediate underlings with stern formality. He dutifully respects the clan leaders. He likes to be rude to strangers to provoke them into fighting.

Tongkal is aggressive, energetic, brave, dependable, and disrespectful of Kyger Litor.

TONGKAL, Kyger Litor and Gorakiki-beetle initiate

STR 18	CON13	SIZ 20	01-04	R LEG	7/6
INT 13	POW 18	DEX 12	05-08	L LEG	7/6
CHA 7			09-11	ABDOM	7/6
Move 8			12	CHEST	7/7
Hit Points 16			13-15	R ARM	7/5
Defense 05%			16-18	L ARM	7/5
			19-20	HEAD	7/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Heavy Mace	7	100%	1D8+2+1D6	90%	20
Sling	3	90%	1D8	–	–
Large Shield	8	50%	1D8+1D6	100%	16

SPELLS: Bludgeon 2, Countermagic 3, Demoralize, Disrupt, Heal 4, Xenoheal 2; (known by bound spirit) Dispel Magic 1, Protection 4, Repair (2), Strength (2) – adds +10% to all attacks and parries, and +1D6 to damage bonus

RUNE MAGIC: Carapace 2, Sprout Arms, Transform Head (all one-use)

SKILLS: Beetle Breeding 100%, Camouflage 90%, Climb 80%, Insect Care 100%, Jump 90%, Scan 80%, Scrutinize 60%, Trap Set/Disarm 90%

LANGUAGES: Darktongue 65/25%, Tradetalk 50%

TREASURE: 12 bolgs, 120 clacks, 23 Lunars; ransom is 2200 Lunars

ATTENDANTS

BOUND SPIRIT (in watch beetle)

STR 26	CON 19	SIZ 23	01	RH LEG	6/6
INT 13	POW 23	DEX 4	02	LH LEG	6/6
Move 6			03	RC LEG	6/6
Hit Points 24			04	LC LEG	6/6
			05-08	ABDOM	6/9
			09-12	THORX	6/9
			13-14	RF LEG	6/6
			15-16	LF LEG	6/6
			17-20	HEAD	6/8

Weapon	*SR*	*Attk%*	*Damage*
Bite	9	70%	1D10+2D6

SKILLS: Track by Smell 50%

SHOOTER: Value trollkin as per Good Trollkin Warrior, plus has Blowgun attack of 90%, and Hide in Cover 80%. Blowgun does 1D3 points of damage and impales. All darts are smeared with POT 12 Blade Venom.

Four Average Great Troll Warriors. These are Tongkal's command.

Trollball

Introduction

Troll ball is an ancient and popular sport among trolls. It was played before the coming of the Great Enemy to disturb the tranquility of creation. At that time the 'balls' were Whirring Whiz Beetles, which are now extinct. After they came to the surface, trolls have used other animals, and badgers were most popular during the Dawn Ages. Since Gbaji's curse, though, the unfortunate trollkin are of nearly universal use. Trolls will occasionally substitute another hapless creature, and at Gonn Orta's castle each five years is a championship game which uses a bear instead of a trollkin. However, this is considered excessive even by trolls, and some Dagori Inkarth teams refuse to play in that game.

Teams for troll ball may be organized or amateur. The organized teams sponsor players whose first job is to play troll ball. They may even get special equipment. They always have time to practice, and thus they are significantly better than the sandlot teams. Nonetheless, despite the differences in quality, there is only one known league in the Shadows' Dance area, and it includes both organized and amateur teams.

Amateur teams are made up of anyone who wishes to play. These casual sandlot games may not have a giant for their referee.

Troll ball leagues are organizations which allow teams to compete in elimination tournaments. Competitors come from many miles away to play. In addition to the glory of winning the tournament, which has great financial rewards, side-betting causes much money and valuable property to change hands.

Inter-league tournaments are very rare because of the distances and the dangers of travel. The last known inter-league game was played in 1189 in Dragon Pass between the Shadows' Dance league and the Halikiv league.

Object of the Game

The object of the game is to move the live portion of a trollkin across the goal line. This is called 'scoring a point.' The team which has more points at the end of an agreed-upon time limit is the winner; if time has run out, the first team to score a point is the winner.

The Teams

An average troll ball team has seven members, one of whom may be a great troll.

Only five players are allowed on the field at a time. One of the five is designated Goalie and may not leave the Red Zone, while the others are field members and may go anyplace they want on the field. The two remaining members are replacements, and they can go anyplace they want on the perimeter of the field.

Replacement of injured players is simple. The player who is hurt must reach any sideline, with or without assistance. Once done, his replacement may run on-field.

Teams must be sponsored by a Rune Lord: the sponsors often do the healing of wounded members off-field.

The Field

The field measures 30 meters by 51 meters. The goals are 10 meters wide, centered at opposite ends of the long axis of the field. Posts driven into the ground generally mark the goal area, although it is common also to use standing stones or even a motionless troll if other materials are unhandy. Corners are marked in the same way.

Red Zones are very important to play and are carefully marked. Single posts, usually wood, are driven into the ground on the field's midline, 10 meters from each goal. These posts are quite important, and teams treat them with reverence, for they house the ***esprit*** of a team. Pre-game sacrifices for the game are made to the posts.

The red zone is marked on the ground with the blood of the victims sacrificed to the center posts. This is done with great solemnity, and all the players and spectators chant prayers for their team to win.

A hex-gridded map is provided for play, with boundaries, red zones, and a D6 direction randomizer already marked. You will find it on the reverse of the ***Trollpak*** map.

Other Authorities

Two giants generally act as referees, and are paid handsomely in food afterwards. In a game they must kick (literally) off the field any trolls who break the rules.

A beautiful priestess of Xiola Umbar is always on hand. She places herself in Mindlink with the trollkin. She is given the best seat in the house to watch. If the trollkin ever dies during play she will pass out; the game is stopped to replace the trollkin and revive the priestess.

One trollkin at a time is used for play: a number are usually needed for a full game.

Rules of the Game

There are only a few rules for this sport. The giants will enforce them. The rules are:

1. Blunt weapons only. No slashing or impaling weapons allowed at all. Any type of armor is acceptable.
2. No magic of any sort may be used on the playing field. A special Warding will cause any magic-wielder to glow; the malefactor will be ejected from the game.
3. No missiles of any kind may be thrown by any player for the duration of the game, except for the trollkin.
4. Replacements are not allowed on-field until their position is vacated by the removal of the current troll holding the spot. Injured trolls can be carried, pushed, or dragged off-field by active players, or may move off with their own power.
5. It is illegal to deliberately maim the trollkin while holding it. It is legitimate to parry with the trollkin, or to release it and try to hit it, or other such ideas.
6. Goalies may not leave the Red Zone.
7. A team may not enter the opposing Red Zone unless they have the trollkin in their possession. Players may enter their own Red Zone at any time.
8. Spectators may throw anything they want at enemy non-goalie players in any Red Zone, but players may not harm the spectators in any way.

Notes on Play

GIANTS KICKING TROLLS: The giants must be within kicking distance of the troll, who certainly may attempt to run away or otherwise dodge. Once the giant ceases pursuit of a troll, the chance for a penalty is gone. All giants Kick at 100% and will do 2D6 damage, knocking the troll 2D6 meters away. If a troll is kicked off-field, a replacement may enter play. A giant may kick a given troll repeatedly, in an attempt to get it off the field.

CROWD MISSILE ATTACKS: When a team enters its opponents' Red Zone, any spectators that are alert enough will always throw old bones, rocks, and empty liquor jugs at the offensive team. Roll 1D20 to see the number of throws, then roll 1D6 for each cast. A roll of 1-2 on the D6 indicates a hit. A roll of 1 indicates 1D4 damage, and a roll of 2 indicates 1D6+2 damage.

STRUGGLING TROLLKIN: At the end of each full turn, the referee should roll to see if the trollkin escapes. Roll the trollkin's STR vs. the troll's STR if it is being carried one-handed, or vs. the troll's STRx2 if carried two-handed.

LOOSE TROLLKIN: Trollkin will always get free. If so, it will always run 2D6 hexes in a random direction found by rolling 1D6 and consulting the direction randomizer printed on the field.

STATEMENT OF INTENT: At the start of play each player rolls 1D6 for his team. The higher number makes his statements of intent first, and after that each alternates stating first.

LEARNING BY EXPERIENCE: New troll ball characters begin with the same skills for the sport. After each game they may learn from experience, as in normal RQ rules, unless they were killed in play.

DEATHS ON THE FIELD: Trolls killed in play do not learn from experience, but they are automatically resurrected by the god of the game after they are taken off-field. A dead troll must still be removed from the field for his replacement to come on.

BLOCKING: Whenever two bodies collide, use their SIZ vs. SIZ on the Resistance Table. Each player rolls, and if he overcomes, his opponent will be knocked down. Thus, both may be knocked down in a block.

CREATING A CHARACTER

From Player-Characters

Established player-characters who want to play troll ball should fill out one of the Troll Ball Character sheets. These skills are used for this game, and generally not in normal RuneQuest play. New players will begin with the skill levels shown below.

Making a Competition Team

You may wish to construct a team just for troll ball. This procedure is recommended for people wishing to begin a pair of balanced teams which may or may not grow over their career in sports.

1. Determine characteristics, as normally.

2. Figure bonuses as normally. The Agility bonus, new to RuneQuest, is contained here. Note that Jump has changed from a Manipulation to an Agility skill.

3. Determine the beginning levels for the 15 troll ball skills. This is done by dividing 450 percentage points among the skills as desired by the player. The character's bonuses do not count, and may be added on to the appropriate categories for free. The skills are:

Catch	Grab	Dodge	Run
Jump	Punt	Kick	Fist
Head Butt	Throw		
First Weapon Attack		First Weapon Parry	
Second Weapon Attack		Second Weapon Parry	
Shield Attack		Shield Parry	

4. Movement is figured differently. Be sure to check the new Run rules, below, to see if your character qualifies for a bonus.

5. Magic known cannot be used on the field, but each member should be given a number of points he knows. This could be important if the sponsor is not around to heal the players and they must get back onto the field quickly. Each player will have an average of 1D6 points of magic.

New Skills Defined

CATCH – This skill is used to snatch a trollkin out of the air who has been punted or thrown or otherwise is flying about. The trollkin must land directly upon the hex of the character to use this skill at full value. A team member has a half-normal chance to catch a trollkin landing one hex away.

GRAB – Use this skill to successfully lay hands upon a trollkin or troll who is rushing about on the ground, trying to dodge, etc. Full skill is used for any attempt made one hex from the player.

DODGE – This skill can be used to throw oneself out of the way, ending the turn upon the ground and unable next round to do anything but get up. Trollkin will never dodge a grab.

RUN – Each 10% skill in Running adds 1 MR to the movement of the character, as long as the troll is only lightly encumbered. This means that the troll cannot be carrying more than one-fourth of his total ENC, including the trollkin, or else the bonus of this Running skill is lost.

JUMP – This is as in RuneQuest, and used here to leap atop rocks or into pits on the field.

PUNT – This is the ability to drop kick a trollkin a certain distance and direction. The distance is determined by the STR of the kicker, being a rate of 3 meters per point of STR. If the Punt roll is made successfully the trollkin will fly through the air and land one one of six hexes surrounding the target hex; use the scatter diagram on the troll ball field. A missed roll means that the trollkin is loose, and will begin running.

THROW – This is a high, arching lob. A successful roll means the trollkin landed on the hex desired. A failed roll means the trollkin landed in one of the hexes surrounding the target hex. Distance is equal to a number of hexes equal to or less than one-half the STR of the throwing character.

Throwing and Kicking Accuracy

A successful throw indicates that the trollkin landed on the target hex. An unsuccessful throw or a successful kick must use the compass rose on the board to determine where the

trollkin really landed. Simply roll 1D6 and the landing will be on the hex one away from the target, in the direction indicated.

Movement

The following movement rules are adapted from Different Worlds 10, in an article written by Morgan Woodward III.

Movement is figured in strike ranks. First figure the movement rate of the characters. Remember, too, that a dead sprint in a straight line will double movement rate for that round, but the character loses all defense and parry.

Find the Movement along the top horizontal scale. As the round is counted down by strike ranks, your character may move one hex if there is an X in the chart below, two hexes if there is an XX, and none if there is a –.

Movement is made by strike ranks. This will allow faster characters to move first, often considerably, if unblocked by an opponent.

It is not necessary to move, of course, but it is impossible to recover lost strike ranks once they have been passed.

MOVEMENT RATE CHART

MOVEMENT RATE

STRIKE RANK	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
12	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	x	x	x	x	x	x	x	x	x	x	x	x
11	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	x	x	x	x	x	x	x	x	x	x	x	x	–
10	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	x	x	x	x	x	x	x	x	x	x	x	x	–	–
9	xx	xx	xx	xx	xx	xx	xx	xx	xx	x	x	x	x	x	x	x	x	x	x	x	x	–	–	–
8	xx	xx	xx	xx	xx	xx	xx	xx	x	x	x	x	x	x	x	x	x	x	x	x	–	–	–	–
7	xx	xx	xx	xx	xx	xx	xx	x	x	x	x	x	x	x	x	x	x	x	x	–	–	–	–	–
6	xx	xx	xx	xx	xx	xx	x	x	x	x	x	x	x	x	x	x	x	x	–	–	–	–	–	–
5	xx	xx	xx	xx	xx	x	x	x	x	x	x	x	x	x	x	x	x	–	–	–	–	–	–	–
4	xx	xx	xx	xx	x	x	x	x	x	x	x	x	x	x	x	x	–	–	–	–	–	–	–	–
3	xx	xx	xx	x	x	x	x	x	x	x	x	x	x	x	x	–	–	–	–	–	–	–	–	–
2	xx	xx	x	x	x	x	x	x	x	x	x	x	x	x	–	–	–	–	–	–	–	–	–	–
1	xx	x	x	x	x	x	x	x	x	x	x	x	x	–	–	–	–	–	–	–	–	–	–	–

SAZDORF WACKERS AND TACKLERS (trollball team)

ZWIFTIG, dark troll passer

ST 21 CN 11	R ARM	01-04	3/4
SZ 12 INT 16	L ARM	05-08	3/4
PW 15 DX 17	ABDOM	09-11	3/4
Defense 20%	CHEST	12	3/5
HP 11	R ARM	13-15	6/3
+DMG: 1D6	L ARM	16-18	6/3
MOVE 13	HEAD	19-20	5/4

Sling 65% (SR1)
Kick 35% (SR7)
Fist 85% (SR7) 65% (6 pts)
Butt 50% (SR7)

SKILLS: Throw 90%, Catch 60%, Grab 55%, Dodge 65%, Run 60%, Punt 40%.

SPELLS: Heal 3, Fanaticism 2.

XIGXAG, dark troll catcher

ST 21 CN 21	R LEG	01-04	3/8
SZ 16 INT 15	L LEG	05-08	3/8
PW 17 DX 21	ABDOM	09-11	3/8
Defense 25%	CHEST	12	3/9
HP 24	R ARM	13-15	3/7
+DMG: 1D6	L ARM	16-18	3/7
MOVE 15	HEAD	19-20	9/8

LH md shield 45% (SR5) 80% (12 pts)
RH md shield 60% (SR5) 85% (12 pts)
Kick 70% (SR5)
Fist 95% (SR5)
Butt 60% (SR5)

SKILLS: Jump 90%, Catch 85%, Throw 60%, Run 70%, Dodge 90%, Grab 40%.

SPELLS: Healing 2, Mobility 1.

UBBLAG, dark troll blocker

ST 19 CN 13	R LEG	01-04	7/5
SZ 18 INT 9	L LEG	05-08	7/5
PW 9 DX 13	ABDOM	09-11	7/5
Defense 0%	CHEST	12	7/6
HP 15	R ARM	13-15	6/4
+DMG:1D6	L ARM	16-18	6/4
MOVE 4	HEAD	19-20	7/5

2H Warhammer 75% (SR7) 65% (15 pts)
Kick 45% (SR7)
Fist 45% (SR7)
Butt 30% (SR7)

SKILLS: Throw 50%, Catch 30%, Grab 60%, Dodge 40%, Run 80%, Jump 20%.

SPELLS: Heal 3, Coordination 2.

STOMPER, dark troll blocker

ST 17 CN 16	R LEG	01-04	3/7
SZ 12 INT 11	L LEG	05-08	3/7
PW 13 DX 17	ABDOM	09-11	5/7
Defense 10%	CHEST	12	5/8
HP 18	R ARM	13-15	6/6
+DMG:1D6	L ARM	16-18	6/6
MOVE 6	HEAD	19-20	4/7

LH lg shield 75% (SR7) 90% (16 pts)
RH lg shield 80% (SR7) 85% (16 pts)
Kick 35% (SR7)
Fist 30% (SR7)
Butt 45% (SR7)

SKILLS: Throw 30%, Catch 70%, Grab 20%, Dodge 60%, Run 80%, Punt 60%.

SPELLS: Heal 2, Befuddle 1, Glue 2.

GRUNGE, great troll goalie

ST 22 CN 15	R LEG	01-04	5/6
SZ 20 INT 11	L LEG	05-08	5/6
PW 9 DX 13	ABDOM	09-11	6/6
Defense 0%	CHEST	12	6/7
HP 17	R ARM	13-15	6/5
+DMG: 2D6	L ARM	16-18	6/5
MOVE 4	HEAD	19-20	6/6

2H maul 95% (SR5) 90% (20 pts)
Kick 35% (SR7)
Fist 65% (SR7)
Butt 40% (SR7)

SKILLS: Throwing 50%, Catch 20%, Grab 85%, Dodge 15%, Run 50%, Punt 80%.

SPELLS: Heal 4

CANOPENER, great troll alternate

ST 31 CN 18	R LEG	10-04	7/8
SZ 28 INT 8	L LEG	05-08	7/8
PW 14 DX 13	ABDOM	09-11	7/8
Defense 0%	CHEST	12	7/9
HP 22	R ARM	13-15	7/7
+DMG: 3D6	L ARM	16-18	7/7
MOVE 4	HEAD	19-20	8/8

RH hammer 80% (SR6) 40% (20 pts)
LH md shield 40% (SR7) 75% (16 pts)
Kick 60%(SR7)
Fist 65%(SR7)
Butt 20%(SR7)

SKILLS: Throw 70%, Catch 30%, Grab 50%, Dodge 20%, Run 50%, Punt 60%.

SPELLS: Heal 6, Bludgeon 2.

TROLLPAK ENCOUNTERS

Roll D100 on appropriate column

Encounter Type	*Dense*	*Hunting*	*Mixed*
Small animals*	01-10 (10)	01-15 (15)	01-18 (18)
Medium animals*	11-15 (5)	16-25 (10)	19-28 (10)
Large animals*	–	26-30 (5)	29-30 (2)
Large insects [wild]	–	31-40 (10)	31-33 (3)
Large insects [with herder]	16-25 (10)	41 (1)	34 (1)
Local People* [non-troll]	26 (1)	42-43 (2)	35-49 (15)
Enemies* [from nearby]	27-30 (4)	44-45 (2)	50-54 (5)
Enemies* [from a distance]	31-35 (5)	46-47 (2)	55-60 (6)
Troll caravan	36-39 (4)	48-49 (2)	61-62 (2)
Troll army unit [camped]	40-45 (6)	50 (1)	63 (1)
Troll army unit [on march]	46-50 (5)	51-54 (4)	64 (1)
Family settlement [cave]	51-55 (5)	55-60 (6)	65-66 (2)
Family settlement [huts]	56-60 (5)	61-63 (3)	–
Clan settlement [caves and huts]	61-65 (5)	64-65 (2)	–
Hunters, wild [in open]	–	66-70 (5)	67-69 (3)
Hunters, wild [in hiding]	–	71-75 (5)	70-78 (9)
Hunters, civilized [in open]	66-68 (3)	76-80 (5)	79-85 (7)
Hunters, civilized [in hiding]	69-70 (2)	81-85 (5)	86-90 (5)
Local troll militia	71-75 (5)	–	–
Local troll army [searching]	76-79 (4)	–	–
Traps	–	86-90 (5)	91-93 (3)
Troll shrine [abandoned]	80-81 (2)	91 (1)	94 (1)
Troll shrine [priestess]	82-83 (2)	92 (1)	95 (1)
Troll shrine [worshippers]	84-85 (2)	93-94 (2)	96 (1)
Priestess [in transit]	86-90 (5)	95-96 (2)	97-98 (2)
Rune Lord group	91-98 (8)	97-99 (3)	99-00 (2)
Mistress group	99-00 (2)	00 (1)	–

** indicates that no stats for these encounters are included in these rules. See GATEWAY BESTIARY or RUNEQUEST.*

How to Use the Charts

The following encounter charts illustrate the average distribution of creatures and encounters possible to a region and provide a vehicle for determining random encounters through troll territory. It is not necessary to rely upon such charts to provide encounters. Referees should use whichever groups amuse or otherwise appeal to them, or pick those which work nicely into a prearranged plot.

Three types of territories occur in these charts: Dense territory, Hunting land, and Mixed ground. Dense territory is densely populated by trolls and clearly dominated by them. Hunting land compares to wildlands, for some trolls live there and other trolls enter from population centers to hunt. Other intelligent species contest Mixed lands; the referee should determine the precise species according to the locale.

These charts can be used for both large and small time scales. Use large scale for overland movement, with one encounter roll every six hours. Use small scale when nearing a place, when each game turn is the full turn (5 minutes) or the melee round (12 seconds).

The first set of numbers is the relevant D100 result; the following number is the actual percentage chance that the encounter will happen in that territory type.

In each different type of territory, there is a chance that an encounter will actually happen. This is checked for on the following chart:

Land Type	Chance for Encounter
Dense Territory	60%
Hunting Land	40%
Mixed Ground	20%

Explanation of Encounters

Small animals — smaller than a dog (SIZ 1-8); small game suitable for hunting.

Medium animals — wolf to deer-sized (SIZ 9-20).

Large animals — horse-sized and larger (SIZ 21+); includes bears, elk, etc.

Large insects [wild] — giant insects, as given in Trollpak.

Large insects [with herder] — usually food beetles.

Local people [non-trolls] — These must be specified by the referee according to local terrain.

Enemies [from nearby] — Referee should choose an appropriate foe of the trolls.

Enemies [from a distance] — Choose an appropriate foe of the trolls.

Troll caravan — This may be made up of giant insects (as given in the Caravans book) or of humanoid slaves.

Troll army unit [camped] — These are standard troll warriors. Make the party suit the invaders, including Rune masters if appropriate. 'Camped' means that they are resting, but that they will always have outposts and guards.

Troll army unit [on march] — As standard troll warriors. 'On march' indicates that they are in strength, but that they will pass by if the characters evade successfully. Their business is elsewhere, not with snoopy adventurers.

Family settlement [cave] — Several cave maps are scattered through this box and can be used, while the stats themselves can be taken from the standard troll stats.

Family settlement [huts] — Huts are illustrated elsewhere; they are irregular and trash-laden. Use standard troll stats. A troll family typically has 1D6+3 members.

Clan settlement [caves and huts] — This is a largish settlement of trolls, ranging from 15 to 60 mature adults. Exact settlement types should be adjusted to the country.

Hunters, wild [in open] — Wild hunters should be taken from the standard troll types, but generally are without armor and have fewer magic spells. 'In open' indicates that they are occupied, perhaps eating or moving, and are not hiding.

Hunters, wild [in hiding] — Take them from the standard troll stats. 'In hiding' indicates that they cannot be seen, since they are in ambush, sleeping, and so on. Adventurers with appropriate Perception skills might sight such trolls.

Hunters, civilized [in open] — Civilized trolls are those shown in the standard troll types. 'In open' indicates that they are occupied and are not hiding.

Hunters, civilized [in hiding] — Those shown in the standard troll types. 'In hiding' indicates that they cannot be seen, since they are in ambush, sleeping, and so on.

Local troll militia — See standard troll types for stats. These trolls are always on guard, snooping around the best they can.

Local troll army [searching] — These are good fighting troops, diligently searching their domain for possible intruders and foes.

Traps — These are troll traps, of any type. Deadfalls and pit traps are common, but bronze-jawed beartraps are also used. These are likely to be in series as traplines or dotting paths and trails.

Troll shrine [abandoned] — Ruins of troll worship are visible hereabouts, but no spirits or magic remain.

Troll shrine [priestess] — This place of worship has a priestess in attendance, with appropriate retinue. Determine cult with the Cult Determination Table.

Troll shrine [worshippers] — This place is being used by worshippers to pray or do whatever they do for their deity. A Rune priest always presides; there may be many or few worshippers.

Priestess [in transit] — This is a small caravan of soldiers, slaves, etc. who accompany a priestess on the move. Her business is known to her alone, and her motivations are left to the referee.

Rune Lord group — Roll on Cult Determination Chart to find the religion. These fellows usually operate under several restrictions and obligations, and an entire scenario can be developed from a casual encounter.

Mistress group — These rare beings go forth only for the most interesting or important tasks, and are always accompanied by an appropriate retinue, including several Rune masters.

Munchrooms-A

THE MUNCHROOMS

The Munchrooms can be used any one of three ways. The first scenario allows the players to try to help oppressed trollkin to retain their newly-found freedom. The second scenario permits them to help the dark trolls to take back their property. The caverns produce magical mushrooms, and have the magical Pit within, so there are reasons for players to invade the Munchrooms even if they are not invited by one side or the other. A very interesting scenario could develop out of the grim situation that players might find themselves in after invading the caverns if the troll attack begins after the players are inside. They would need to fight their way out through both battling trolls and trollkin.

Once the scenario has been used, the caverns can be visited again either as friends or as enemies.

THE MUNCHROOMS: Helping the Trollkin

A stubby, hooded figure has been wandering about the bars of Boldhome for several days, seeking out stalwart adventurers willing to fight trolls. He offers money and claims he has magic for those willing to aid him and his party. It is rumored that the figure is a dwarf.

If the players are interested, he will talk directly with their party leader. He offers the party a single magical mushroom for each party member willing to fight for him, as well as money – the amount of money will depend upon the player-characters.

If they accept the deal, he unveils himself, and gives them the full story. Surprisingly, he is a trollkin. If the players do not accept his deal, the referee may wish to see the second scenario: Helping the Trolls.

The Trollkin's Story

The gardens of Boorbar were long farmed by trollkin, slaving for their dark troll masters. They produced wagonloads of magical and edible mushrooms, aided by the dark elves of the underworld.

During a population boom, a starving trollkin devoured a piece of a forbidden (magic) mushroom, feeling that it was better to be poisoned in his soul than starving in his stomach. To his amazement, the effect of the 'poison' turned out to be an increase in his intellect beyond that of a normal trollkin. He tempted, bullied, tricked, and persuaded his littermates to share in the discovery. Shortly thereafter, the troll foreman mysteriously fell off a cliff, and the trollkin military leader died from bad mushrooms. A purge followed of all the trollkin still loyal to the trolls, and the hearts and livers of these trollkin were devoured in a feast, such as the Masters held.

The leaders of the rebellion were the Barbag quadruplets. They determined to maintain their freedom, along with that of their downtrodden kindred. They gathered the harvest and sold it in Dragon Pass for cash. This cash was then used for aid in defending their caves against the trolls who were sure to come.

In the spring, a messenger came to ask where the mushroom harvest was, but barely escaped with his life. He reported that another miserable clan of trollkin had rebelled. The trolls laughed and prepared for a glorious reassertion of troll supremacy. Many wished to participate in the massacre, but only some could be spared.

The trollkin hope they have bought the right aids and pray for surprise against their enemies, who are also their parents.

Trollkin Terms, and the Preparation for the Battle

The terms offered are as follows: the trollkin will ask a responsible member of the party (who must worship a deity emphasizing either honor or truth, such as Orlanth or Humakt respectively) to take an oath not to betray the trollkin. The trollkin will then ask the party to help them outfit their forces and tell the party the story of the insurrection. The characters will be told that the trollkin have managed to sell their mushroom crop for 8000 Lunars, and the characters will be asked to help them spend their money. A trollkin will accompany the characters, and the characters will never see the money. All purchases will be carried out by a third party that the characters will not meet (the trollkin are suspicious types). Half of whatever is left over after the players have approved all purchases will be given to the player-characters as pay. For example, if the players decide to spend only 6000 Lunars, the trollkin will give them 1000 Lunars as their share of the pay. In addition, after the battle, the trollkin will give each surviving character as many edible mushrooms as he can carry and any one magical mushroom that the character wants, but only one per character.

The trollkin have made a list of all their potential aid and actual resources, and will present this list to the characters. If the aid requires money, a figure accompanies the entry.

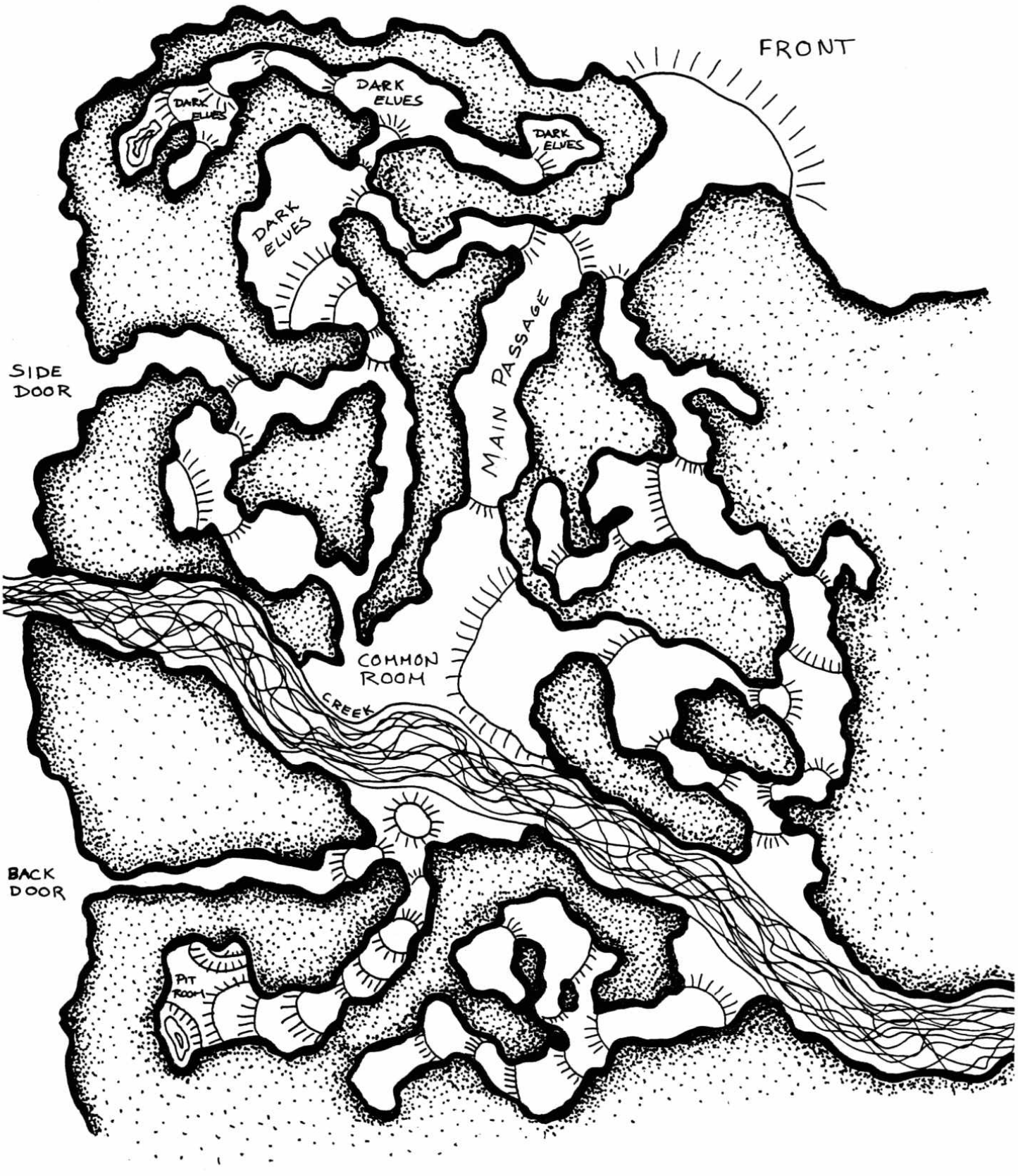
- Free – Five mobs of trollkin with ten trollkin each.
- Free – Barbag quadruplets
- 1000 L – Darna Farneeba and aides
- 400 L – Ugly Kaz
- 2000 L all four/600 L each – The Four Friends
- 800 L – Nose-Biter's Feet
- Normal prices – weapons and armor
- Normal prices – training for the Barbags
- Trollkin cannot be trained
- 1500 L – Pit ritual book from Lhankor Mhy
- 5 L – enough digging tools to equip one trollkin
- 3000 L – Dark elves' help

DESCRIPTIONS OF FORCES

Trollkin Mobs

These are the trollkin who dwell in the caverns. They have taken up weapons to defend their homes, and they will fight, although neither bravely nor well. There are five mobs of trollkin, each mob consisting of 10 individuals. One mob has been trained with weapons; they are the remnants of the original trollkin militia who defended the cavern. Forty trollkin have no military training.

TROLLKIN MAP OF THE MUNCHROOMS



Player-characters should strive to ensure the survival of as many trollkin as possible, and the character should not forget this. These trollkin mobs are ***not*** cannon fodder – they are the employers!

The statistics for the trollkin are given below.

The Barbag Quadruplets

The Barbags are the trollkin that originally contacted the players. They are the trollkin leaders and will pass on all commands from the players to the trollkin. If all the Barbags are slain, the trollkin will not obey the players unless some other trollkin of authority is there (see Neepspawn) to pass on messages. Dark trolls will be unable to tell the Barbags apart.

The Barbags all look alike to non-trollkin, and as per trollkin custom have the same name as they come from the same litter. They are sometimes called Barbag-one, Barbag-two, and so on, but they never address each other that way, even for player convenience.

Barbag-one is quite a weakling, but beloved by all the trollkin. If he is slain in battle, all the trollkin seeing it will become fanatical (as per the battle magic spell) for the next 5 melee rounds.

Barbag-two is of excellent health, but all the trollkin (except his brothers) hate him for his trollish and overbearing habits. If he is killed, all the viewing trollkin will run away (treat them as demoralized until they are out of sight of his body).

Barbag-three is a lay worshipper of Zorak Zoran and has gotten some useful spells. For a trollkin, he is quite a good magician.

Barbag-four also possesses good spells. He is otherwise unspectacular.

BARBAG-ONE

STR 9	CON 6	SIZ 9	01-04	R LEG	3/2
INT 11	POW 11	DEX 15	05-08	L LEG	3/2
CHA 10			09-11	ABDOM	3/2
Move 6			12	CHEST	3/3
Hit Points 6			13-15	R ARM	3/1
Defense 15%			16-18	L ARM	3/1
			19-20	HEAD	3/2

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Spear	6	20%	1D6+1	20%	12
Sling	2	40%	1D8	–	–
Medium Shield	–	–	–	25%	12

SPELLS: Heal 3

SKILLS: Hide in Cover 30%, Move Quietly 30%, Scan 55%

LANGUAGES: Darktongue 55/15%, Trade 20%

BARBAG-TWO

STR 12	CON 17	SIZ 9	01-04	R LEG	5/6
INT 10	POW 9	DEX 12	05-08	L LEG	5/6
CHA 6			09-11	ABDOM	6/6
Move 6			12	CHEST	6/7
Hit Points 17			13-15	R ARM	5/5
Defense 00%			16-18	L ARM	5/5
			19-20	HEAD	6/6

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Light Mace	8	55%	1D6+2	30%	20
Sling	3	50%	1D8	–	–
Medium Shield	–	–	–	50%	12

SPELLS: Bludgeon 1, Heal 2

SKILLS: Climb 60%, Scan 50%, Scrutinize 35%

LANGUAGES: Darktongue 50/10%, Trade 25%

BARBAG-THREE

STR 12	CON 12	SIZ 9	01-04	R LEG	7/4
INT 14	POW 11	DEX 13	05-08	L LEG	7/4
CHA 7			09-11	ABDOM	5/4
Move 6			12	CHEST	5/5
Hit Points 12			13-15	A ARM	4/3
Defense 15%			16-18	L ARM	4/3
			19-20	HEAD	5/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Light Mace	7	50%	1D8	40%	20
Sling	2	40%	1D8	–	–
Small Shield	–	–	–	30%	8

SPELLS: Bludgeon 2, Demoralize, Fanaticism 1, Heal 2

SKILLS: Camouflage 30%, Jump 30%, Listen 50%, Scan 45%

LANGUAGES: Darktongue 70/15%, Trade 35/05%

BARBAG-FOUR

STR 11	CON 8	SIZ 9	01-04	R LEG	5/3
INT 16	POW 10	DEX 18	05-08	L LEG	5/3
CHA 11			09-11	ABDOM	5/3
Move 6			12	CHEST	5/4
Hit Points 8			13-15	R ARM	5/2
Defense 20%			16-18	L ARM	5/2
			19-20	HEAD	5/3

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
1H Spear	5	45%	1D6+1	40%	12
Sling	1	35%	1D8	–	–
Small Shield	–	–	–	40%	8

SPELLS: Disrupt, Darkwall (2), Heal 2, Jump 2

SKILLS: Move Quietly 40%, Scan 60%

LANGUAGES: Darktongue 80/10%, Trade 30%

Darna Farneeba and Aides

Darna Farneeba is a Xiola Umbar priestess, the only full troll left in the colony. She represents a minor segment of troll society which feels pity rather than contempt for their misshapen spawn. She is well-versed in her arts, but is unaggressive and has pledged to never kill any intelligent non-chaos being. She moved into some deeper caverns with the dark elves after the trollkin purge, but for payment she will be willing to aid the trollkin. She brings three trollkin aides with her.

DARNA FARNEEBA, Xiola Umbar Chief Priestess, Kyger Litor initiate

STR 16	CON 12	SIZ 10	01-04	R LEG	8/5
INT 11	POW 18	DEX 8	05-08	L LEG	8/5
CHA 12			09-11	ABDOM	8/5
Move 8			12	CHEST	8/6
Hit Points 13			13-15	R ARM	8/4
Defense 00%			16-18	L ARM	8/4
			19-20	HEAD	8/5

Weapons: none

SPELLS: Befuddle, Heal 6, Preserve Herbs, Protection 3
RUNE MAGIC: Divination 5, Healing Trance 2, Group Defense, Mindlink 3, Multispell II, Shield 4, Shield of Darkness 3, Spirit Block 2

SKILLS: First Aid 120%, Hide in Cover 50%, Move Quietly 60%, Scan 50%, Scrutinize 40%, Treat Disease 75%, Treat Poison 75%

LANGUAGES: Aldryami 50/10%, Darktongue 80/90%, Trade 60/20%

MAGIC ITEMS: 10-point POW storage crystal; 6 Healing potions of POT 5.

TREASURE: All wealth is left behind with the dark elves, who will ransom her for 1200 L.

SPECIAL FEATURES: Darna Farneeba does not currently have an allied spirit. She knows how to brew Healing potions up to POT 5.

Neepspawn (Ugly Kaz, Four Friends, and Nose-Biter's Feet)

Neepspawn is the generic term used by trollkin to refer to the trollkin in the band of Neep Trollsbane, a well-known trollkin Rune Lord from Dragon Pass. Trollkin who have proved their worth and fighting skill are often attracted to his band. Neep will send some of his warriors for the right price and the right cause, but he himself will not come to the Munchrooms.

Ugly Kaz

Ugly Kaz is a competent trollkin warrior, but his fame comes not from his prowess, but from his ferociously ugly face. He is the child of a cave troll and a great troll: some think that his grotesque features may be the result of some sort of minor chaotic taint from his mother. Be that as it may, Kaz does not register vs. Detect Chaos and is perfectly willing to hire out to those who ask him.

UGLY KAZ, trollkin warrior

STR 9	CON 13	SIZ 11	01-04	R LEG	5/5
INT 5	POW 11	DEX 17	05-08	L LEG	5/5
CHA 0			09-11	ABDOM	4/5
Move 6			12	CHEST	4/6
Hit Points 13			13-15	R ARM	4/4
Defense 50% – he is so ugly that no one can bear to look directly at him!			16-18	L ARM	4/4
			19-20	HEAD	5/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Javelin	1	50%	1D10	20%	10
2H Spear	4	60%	1D8+1	55%	15

SPELLS: Befuddle, Bladesharp 1, Heal 2, Speedart

SKILLS: Hide in Cover 65%, Scan 45%

LANGUAGES: Darktongue 25/10%, Sartarite 40%

The Four Friends

The Four Friends are four trollkin who each joined different, mutually unfriendly fighting cults, and then left the cults to join together. Their names and cults are listed with their statistics. They love fighting together, hence the price discount if all four are hired together. They are among Neep Trollsbane's most skilled trollkin.

BIKAZ, Humakt lay member

STR 10	CON 13	SIZ 10	01-04	R LEG	7/5
INT 9	POW 7	DEX 14	05-08	L LEG	7/5
CHA 6			09-11	ABDOM	6/5
Move 6			12	CHEST	6/6
Hit Points 13			13-15	R ARM	7/4
Defense 05%			16-18	L ARM	7/4
			19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bastard Sword	6	75%	1D10+1	80%	20
Shortsword	7	50%	1D6+1	40%	20

SPELLS: Bladesharp 4, Disrupt, Heal 2, Repair (2)

SKILLS: Camouflage 50%, Hide in Cover 50%, Scan 50%

LANGUAGES: Darktongue 45/10%, Sartarite 45%, Trade 45%

KOSTAB, Seven Mothers lay member

STR 9	CON 13	SIZ 10	01-04	R LEG	4/5
INT 13	POW 8	DEX 15	05-08	L LEG	4/5
CHA 4			09-11	ABDOM	4/5
Move 6			12	CHEST	4/6
Hit Points 13			13-15	R ARM	4/4
Defense 20%			16-18	L ARM	4/4
			19-20	HEAD	4/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Light Mace	7	40%	1D8	35%	20
2H Spear	5	85%	1D8+1	80%	15

SPELLS: Bladesharp 2, Coordination (2), Harmonize (2), Heal 2

SKILLS: Camouflage 25%, Jump 65%, Scan 50%

LANGUAGES: Darktongue 65/15%, Lunar 50%, Sartarite 50%

KWOLIF, Zorak Zoran lay member

STR 9	CON 15	SIZ 7	01-04	R LEG	5/5
INT 5	POW 9	DEX 17	05-08	L LEG	5/5
CHA 9			09-11	ABDOM	7/5
Move 6			12	CHEST	7/6
Hit Points 14			13-15	R ARM	5/4
Defense 05%			16-18	L ARM	5/4
			19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Mace*	6	80%	1D8+2	85%	20

* plus Blade Venom POT 2

SPELLS: Bludgeon 1, Demoralize, Fanaticism, Heal 2

SKILLS: Scan 55%, Brew Blade Venom POT 2

LANGUAGES: Darktongue 25/05%, Trade 15%

TSAKTOZ, Babeester Gor lay member

STR 12	CON 13	SIZ 12	01-04	R LEG	7/5
INT 12	POW 10	DEX 11	05-08	L LEG	7/5
CHA 6			09-11	ABDOM	6/5
Move 6			12	CHEST	6/6
Hit Points 13			13-15	R ARM	7/4
Defense 00%			16-18	L ARM	7/4
			19-20	HEAD	7/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Battle Axe	7	75%	1D8+2	75%	15
Hatchet	8	30%	1D6+1	30%	15

SPELLS: Bladesharp 3, Disrupt, Fanaticism, Heal 3

SKILLS: Scan 55%, Track 45%

LANGUAGES: Darktongue 60/10%, Earthtongue 55%, Trade 35%

Nose-Biter's Feet

Nose-biter is a famous magical axe, built several decades ago by an enterprising Babeester Gor high priest. The axe was used on a few heroquests by the priest, but then it went its own way. Nose-biter is a living thing, and is considered to 'own' its wielder. It is always found in control of beings with weak intellects or wills, such as trollkin, gargoyles, or other riff-raff. More powerful beings do not take kindly to Nose-biter's commands and domination.

Nose-biter looks like a normal battle axe with a haft of polished ebony and a blade of gleaming copper. The sheen of the blade is tarnished by a faint network of verdigris arranged in a web-like pattern. The axe usually is decorated by tassels, collars, fancy sheaths, and the like, generally in poor (though expensive) taste.

Nose-biter uses the money it earns for purchasing fancy axe-trimmings, for donations to the axe's cult, and for tending the axe's Feet. The Feet of the axe indicates its current wielder. At the time of this adventure, Nose-biter is being carried by a normal-looking trollkin. He constantly caresses his master (the axe) and never speaks aloud, though he will whisper to the axe. The Feet is a well-fed and healthy trollkin – the axe has done well by him. Nose-biter feels that its current wielder is nearly perfect for the job and would take it badly if he were to be slain.

The trollkin also is grateful to the axe and will fight heroically to prevent losing it. He has a superstitious belief in the unlimited powers of the axe and is not afraid of anything while wielding it. However, the axe stays in command in all combat situations, and will refrain from suicidally charging obviously gross enemies.

If the Feet were to lose the axe, the trollkin would become extremely cowardly, jump at the least sound, and

cower whimpering in the nearest dark corner. With the axe, even sunlight will not demoralize him.

Nose-biter has special abilities:

(1) Nose-biter is no more an axe with a spirit bound into it than is a normal human a man with a spirit bound into him: Nose-biter is a true living thing. If broken and damaged, Nose-biter must be fixed by the use of a Xenohealing spell — Repair does not work. If Nose-biter is broken, the axe does not 'die', but it goes dormant until it is healed. To actually slay Nose-biter, the axe would have to be completely destroyed, including the blade, by melting it, or by corroding it (as by acid or long immersion), or by actually shattering the axe into more than 100 shards.

(2) Nose-biter has its own attack chance and parry chance which it uses in place of its wielder's. Anyone using Nose-biter's percentages in combat does not get an experience roll for use of Battle Axe for that fight.

(3) Nose-biter can sacrifice for reusable Rune magic, just as if it were a priest of the Babeester Gor cult. However, Nose-biter's chance for a POW gain roll is a mere 05%.

(4) Figure Nose-biter's SR by Nose-biter's DEX and Nose-biter's weapon SR, and the SIZ SR of the wielder.

(5) Nose-biter is in constant Mindspeech with its current Feet.

(6) Nose-biter has an effective 'sight' range all around it to a radius of 160 meters, and can see in pitch dark. A Blinding spell will work on it.

(7) At will, Nose-biter may float through the air at movement rate 4. It may not attack while floating.

(8) If Nose-biter's current wielder is slain, it will engage in spirit combat the first person to pick it up. If it defeats the target in a single round of combat, that person becomes the new slave of Nose-biter. If the person desires, he may try to free himself from Nose-biter's influence. This may be done only on Darkday or on any day during Dark season, by matching POW vs POW and winning. The attempt may only be made once per week. Nose-biter likes its current Feet and would not be interested in a change.

(9) In Nose-biter's pommel a magic crystal stores 20 points of POW for Nose-biter's use. This is an old trophy of the axe and was not an original part.

(10) Nose-biter can cast spells, but cannot attack physically in the same round in which it casts a spell. Often, in such rounds, it will command the Feet to throw a spell as well, thus getting two spells off.

(11) Nose-biter can cast Mindspeech at will, without actually knowing the spell, though it does cost normal POW to throw.

Nose-biter will pay a ransom if captured, but may seek vengeance on the captor. The ransom is 2000 L. Nose-biter currently wants enough money to equip an entire regiment of trollkin under its command, so it needs money badly. Nose-biter has had trouble with elves and distrusts them strongly. If any player is an elf, Nose-biter will get its Feet to stay away from him. Though it won't act treacherously towards an elf, Nose-biter will not cast spells (such as Healing) to aid an elf. Nose-biter is mildly afraid of dwarves.

NOSE-BITER, Magical Living Axe

STR n/a	CON 25	SIZ as per axe
INT 10	POW 18	DEX 20

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Self	3+	100%	2D8+4	100%	25

SPELLS: Bladesharp 2, Countermagic 4, Demoralize, Disrupt, Heal 2

RUNE MAGIC: Absorption 2, Earthpower, Extension I, Multispell I, Multispell II, Seal Spirit, Shield 4, Spirit Block 1, Summon Small Gnome, Summon Medium Gnome

SKILLS: none

LANGUAGES: Darktongue 50%, Earthtongue 90%, Spiritspeech 90%, Stormtongue 50%, Trade 50%

NOSE-BITER'S FEET

STR 13	CON 18	SIZ 12	01-04	R LEG	6/6
INT 6	POW 9	DEX 14	05-08	L LEG	6/6
CHA 2			09-11	ABDOM	7/6
Move 6			12	CHEST	8/7
Hit Points 18			13-15	R ARM	6/5
Defense 00%			16-18	L ARM	6/5
			19-20	HEAD	6/6

Weapon — only wields Nose-biter (SR 5)

SPELLS: Xenohealing 6

SKILLS: Scan 90%

LANGUAGES: Darktongue 30/05%, Spiritspeech 50%

The Rituals of the Pit

Deep within the caverns a pit leads into the bowels of the earth. The trollkin know that horrific demons and monsters sometimes emerge from this pit and prey upon them, and the trollkin wish to learn how to utilize these forces in their own defense. Lhankor Mhy's Boldhome temple has a ritual entitled ***Binding the Outer Dark***. They will sell a copy of this spell to the trollkin for 1500 Lunars, in addition to their choice of any ten magical mushrooms to come from the caverns next year.

If this ritual is read aloud beside the Pit, a monster will be summoned from it. The ritual takes a full turn to intone, and 1D3 points of POW are lost permanently in the process. The trollkin won't insist that the characters perform this POW loss, but will pay a player five magic mushrooms if he will do so. The trollkin won't sacrifice their own power.

Roll 1D20 on the following chart to determine what comes from the Pit:

Roll	*Result*
1-3	Small Shade
4-5	Medium Shade
6	Large Shade
7-8	Peripatus
9	Praying Mantis
10-12	Small Friendly Demon
13	Medium Friendly Demon
14-15	Medium Hostile Demon
16	Large Hostile Demon
17-20	Watch Beetle

Friendly Demons will aid the summoners, and Hostile ones will attack everyone in sight, beginning with the summoners. Shades, insects, and peripati will always aid the summoners.

Demons have the following characteristics: All have INT 3D6 and a variable POW. In every case, current POW = current Hit Points = current points of armor.

For example, if a demon has a POW of 10, he will also have 10 points of armor, and 10 hit points. If this demon were to be hit for 12 points of damage, 2 would get through the armor, and he would have 8 hit points left — which would also reduce his armor and POW to 8! If a demon casts spells, it will reduce its hit points and armor, so they are reluctant to do so.

Demons know all battle magic spells. They usually also have Rune magic. Demons all have a DEX of 20 and may engage in physical combat at will.

Small Demon	**Medium Demon**	**Large Demon**
STR 20	STR 25	STR 30
CON depends upon POW for all demons — see description		
SIZ 20	SIZ 25	SIZ 30
INT 3D6	INT 3D6	INT 3D6
POW 1D6+6	POW 2D6+6	POW 3D6+6
DEX 20	DEX 20	DEX 20
Move 12	Move 12	Move 12
Defense 20%	Defense 20%	Defense 20%
Weapon: all demons fight with claws		
SR 5	SR 4	SR 4
Attk 50%	Attk 75%	Attk 100%
Damage 2D6	Damage 3D6	Damage 4D6
Rune Magic 1D6*	Rune magic 2D6*	Rune magic 3D6*

* The die roll given indicates the total number of Rune magic points that the demon has available. Roll 1D6 on the following chart to see what each point consists of:

Roll	*Spell*
1	Dismiss Elemental I
2	Extension I
3	Multispell I
4	Reflection I
5	Fear
6	Shattering

It is possible to use the magical ritual in a second way and thus avoid the POW loss. The trollkin may make a sentient sacrifice to the beings in the Pit. The trollkin will never consent to allow one of themselves to be sacrificed, but if a troll is taken alive, or other slaves or prisoners are provided, they will allow it. If this is done, the prisoner is slain in a ceremony lasting one full turn, then the chart is checked as if POW had been expended, but there is a 25% chance with anything coming that it will be hostile. Hostile demons will still be hostile all the time.

Digging Tools

Digging tools are used by the trollkin bands to excavate pits and new tunnels, and to fill old tunnels with earth. For every ten trollkin who are equipped with tools, a 3 meter cube of soil may be moved about, either to dig a new tunnel or to fill up an old one. Note that the trollkin cannot win their combat merely by filling up all the entrances with soil, as the dark trolls would burrow through to them — this would result in a prolonged siege, but not materially alter the outcome. However, the trollkin can block off certain corridors, create little pockets for ambush parties, and so on.

Dark Elves

The dark elves who live deeper in the caverns may consent to aid the trollkin if they pay well enough. If 3000 L is paid, the elves will put forth a large effort to aid the trollkin — five elves will come to fight and provide 5 healing potions, each of POT 5. Also, the elves will bring up to ten self bows with 20 arrows each, but they want the bows returned after the fight, if they are broken. Finally, they will provide a magical Fighting Fungus to fight for the trollkin — if it happens to survive the battle, they want it to be returned, but they would not be disturbed if it were destroyed.

BLACKSPORE, dark elf

STR 8	CON 13	SIZ 4	01-04	R LEG	4/4
INT 17	POW 19	DEX 16	05-08	L LEG	4/4
CHA 11			09-11	ABDOM	4/4
Move 7			12	CHEST	4/5
Hit Points 12			13-15	R ARM	4/3
Defense 35%			16-18	L ARM	4/3
			19-20	HEAD	4/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bow	1	65%	1D8+1	50%	10

SPELLS: Disrupt, Food Song, Heal 6, Speedart, Xenoheal 6

SKILLS: Hide in Cover 95%, Move Quietly 60%, Spot Hidden 45%

SPECIAL FEATURES: Bow stores 12 points of POW.

PUFFBALL, dark elf

STR 9	CON 8	SIZ 3	01-04	R LEG	5/3
INT 18	POW 17	DEX 18	05-08	L LEG	5/3
CHA 5			09-11	ABDOM	5/3
Move 7			12	CHEST	5/4
Hit Points 7			13-15	R ARM	5/2
Defense 30%			16-18	L ARM	5/2
			19-20	HEAD	5/3

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bow	1	65%	1D8+1	55%	10

SPELLS: Darkwall (2), Food Song, Heal 6

SKILLS: Hide in Cover 70%, Move Quietly 60%, Spot Hidden 55%

SPECIAL FEATURES: Bow stores 10 points of POW

TRUFFLE, dark elf

STR 5	CON 11	SIZ 6	01-04	R LEG	3/4
INT 14	POW 12	DEX 11	05-08	L LEG	3/4
CHA 15			09-11	ABDOM	3/4
Move 7			12	CHEST	3/5
Hit Points 10			13-15	R ARM	3/3
Defense 10%			16-18	L ARM	3/3
			19-20	HEAD	3/4

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bow	3	60%	1D8+1	30%	10

SPELLS: Demoralize, Food Song, Heal 6, Multimissile 3, Xenoheal 2

SKILLS: Hide in Cover 55%

SPECIAL FEATURES: Bow stores 12 points of POW.

MOREL, dark elf

STR 8	CON 15	SIZ 7	01-04	R LEG	4/5
INT 18	POW 12	DEX 19	05-08	L LEG	4/5
CHA 12			09-11	ABDOM	4/5
Move 7			12	CHEST	4/6
Hit Points 14			13-15	R ARM	4/4
Defense 40%			16-18	L ARM	4/4
			19-20	HEAD	4/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bow	1	70%	1D8+1	50%	10

SPELLS: Darkwall (2), Disrupt, Food Song, Heal 6, Xenoheal 4

SKILLS: Hide in Cover 95%, Move Silently 70%, Spot Hidden 85%

SPECIAL FEATURES: Bow stores 10 points of POW.

ASCOCARP, dark elf

STR 6	CON 10	SIZ 7	01-04	R LEG	3/3
INT 17	POW 16	DEX 17	05-08	L LEG	3/3
CHA 9			09-11	ABDOM	3/3
Move 7			12	CHEST	3/4
Hit Points 9			13-15	R ARM	3/2
Defense 20%			16-18	L ARM	3/2
			19-20	HEAD	3/3

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Bow	1	90%	1D8+1	50%	10

SPELLS: Food Song, Heal 6, Shimmer 3, Speedart, Xenoheal 2

SKILLS: Hide in Cover 60%, Move Silently 65%, Spot Hidden 55%

SPECIAL FEATURES: Bow stores 13 points of POW.

The dark elves will never engage in melee if at all possible. If they are so engaged, they will parry until they can escape. They will not spend POW to heal any being but another dark elf. Their Xenohealing spells are for their elf bows. All the dark elves in this party are initiates of the goddess Mee Vorala, goddess of fungus.

ELVEN FIGHTING FUNGUS

The fighting fungus must be hacked to pieces to cause it to cease action. If its head is destroyed, it will continue to fight for 2D6 melee rounds, then die. If the head is destroyed, it can no longer emit its spore cloud. If the stalk is severed, both the upper arms are deactivated, and it will die in 2D6 melee rounds. If the trunk is severed, it will die in 2D6 melee rounds, and all the arms will be deactivated.

In any round that the fungus has been injured, it will release a spore cloud. This covers a 3 meter diameter area and acts as poison gas POT 14. All damage done is directly to the victim's chest. The cloud is obvious, looking like a translucent fog, and anyone can attempt to hold his breath while inside the cloud. The spore cloud only lasts a single round, unless the fungus is struck again. If the trunk or stalk (not the head) have been destroyed, the fungus will emit its spore cloud each round until death.

STR 12 CON 25

STR 12 CON 25 SIZ 41
POW 14 DEX 3
Move 4
Hit Points 33 – reducing the fungus to 0 Hit Points will not kill it

01-02	BASE	0/33
03-05	TRUNK	0/33
06-07	RL ARM	0/11
08-09	LL ARM	0/11
10-12	STALK	0/22
13-14	RU ARM	0/11
15-16	LU ARM	0/11
17-18	HEAD	0/22
19-20	TIP ARM	12/11

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Claw*	9	40%	2D6	–	–
Tip Claw*	9	40%	1D6+2D6	80%	arm
Spore Cloud	5	Auto.	Special	–	–

*** Each round, the fungus attacks with all five arms, and parries with the tip arm. It will normally parry the enemy who hit it last, or the largest enemy if it has not been hit. It may attack up to five separate targets.**

THE TROLLKIN AS ENEMIES

If the players do not help the trollkin, or help the trolls, they will need to know how the trollkin defend themselves.

The trollkin will hire the Four Friends, Ugly Kaz, Nose-biter's Feet, the dark elves, and Darna Farneeba. In addition, they will purchase cuirboilli arm and leg armor for the ten trained warrior trollkin, thus giving them 6 points of armor on all limbs.

They will defend by putting the Four Friends and Ugly Kaz together with ten untrained trollkin to guard the Sidedoor. If enemies attack there, the trollkin will fall back as slowly as possible, trying to keep their losses down until they reach the fork in the tunnels, where they will send for help if hard-pressed.

The dark elves and the ten warrior trollkin will guard the Back Door. The trollkin plan to evacuate the entire section of the caves east of the river. If an attack comes there, it will be met by missile fire from across the river to hold off their foes.

Darna Farneeba, the Barbags, and the thirty remaining untrained trollkin will guard the Front Door along with Nose-biter.

The dark elves will also serve as a mobile reserve. If the trollkin are defeated anywhere, the elves will come from behind to shore them up. The Barbags are unsure of the courage of their untrained trollkin, so they will be likely to call them at the first signs of a defeat at the main entrance. They may also send a messenger for one or more of the Four Friends to come and help.

One surprise that the trollkin will have for the invaders is that twenty of the thirty untrained trollkin at the main gate will have self bows (gotten from the dark elves). In the time that they had before the troll attack, these trollkin trained in the use of the self bow. Their bow attack is now 25%. They were able to do this partly because they did not spend any money or time in Dragon Pass hiring human mercenaries, and if the players had helped the trollkin, they would not have been able to duplicate this feat.

When trolls attack the main entrance, the trollkin will release a volley of arrows at them. The trollkin will stay inside the tunnels, and can stand five abreast, with five more in the second rank. They will keep firing until the trolls close to melee distance, when the stronger Barbags and Nose-biter will move in to fight as well. Darna Farneeba and her aides will stay in the background healing all who need it. She will send one of her aides to get the dark elves' help if needed.

A FINAL NOTE: The trollkin are not especially clever, but the Barbags are cunning and treacherous, and very skilled in the indirect approach. They may fake a rout, only to have more trollkin fall upon the foe from behind. If one of the Barbags is slain, the others may well withdraw from the fight – if they were all slain, the trollkin would be leaderless, and the Barbags know it. They will prefer to engage in missile combat when at all possible, figuring that the dark trolls' greater strength and size helps them little in such a conflict. Also, remember that the Barbags are not averse to sampling their own mushrooms to help in the battle, or to forcing some of their followers to do so.

MAGICAL MUSHROOMS

The Munchrooms produce several types of magical mushrooms. There are also a number of edible types here, mainly morels and common edible mushrooms. The magical types are detailed below:

Rundown Toadstool

This black slender mushroom is eaten fresh or dried, though dried ones have only half the effect. They increase the eater's DEX by 1D6 per mushroom eaten (1D3 for a dried mushroom) and this may take the character over species maximum. The effect lasts for one hour and begins 1D10 rounds after eating the mushrooms. At the hour's end, half the total DEX added to the user's DEX is matched against his CON as poison.

Example: Nesretep eats three mushrooms and his DEX goes up by 12 points. After the effect wears off, he suffers a poison attack against his CON of a Potency of 12/2 = 6.

Mad Dog Mushrooms

These mushrooms must be fermented and strained before usable – if eaten whole, they merely act as an exposure to Soul Waste disease. If properly brewed into a potion and

drunk, the mushroom will cause the drinker to become frenzied, as if in Battle Rage.

The battle rage will last for a number of rounds equal to the user's CON. After the time is up, he loses two points of battle magic POW, and must try to roll current POW or less on D100. If he succeeds, the potion's effects end. If he fails his roll, the rage continues. He may automatically continue the rage if he wishes, and need not roll. It is possible to become completely drained of POW and killed by one of these potions.

Once the rage is over, the user must rest for a time equal to that he spent in the battle frenzy. When he has finished resting he will then weep for an identical period, and then fall into a deep slumber for the rage's duration x 5.

The battlemagic spell Fanaticism and the Rune magic spell Berserker are both similar to this spell. If a character under the effects of a spell later on drinks a Mad Dog Mushroom potion, he uses the potion's abilities rather than the spell's effects. The duration of the potion is counted from the time of its drinking.

The frenzied person will ignore the pain of all damage unless his total hit points have been exceeded, then he falls over dead. He will not become Functionally Incapacitated if his limbs are severed (though he will fall through the loss of a leg or drop his weapon if his arm is severed). The frenzied character will not go unconcious if his head, chest, or abdomen hit points are exceeded by 6 points.

The drinker gains all effects of a Vigor spell, though it is not actually cast upon him. This adds half-again to his CON, but will not take him above species maximum.

The drinker is unaffected by mind-affecting spells. It is impossible to Befuddle, Demoralize, or Harmonize him with battlemagic, or to Fear, Morale, or cause Madness on him through Rune magic.

The skin of the frenzied individual will act as if it were two points stronger at absorbing damage when enraged. This is cumulative with armor and Protection spells.

The drinker will fight at half-again greater skill. If the attack percentage is greater than 100%, then several foes may be attacked in a single melee round, as long as the attack on each is no less than 50%.

The drinker of the potion may not cast defensive spells nor parry while under the effects. His Defense ability will function at one-half (round up) ability.

The enraged person will fight for the entire duration of the potion's effects. If enemies are about he will attack them. If none are he will attack the nearest friend instead. If no living things are around, he will attack trees, walls, the dirt, etc. until the potion's effect wears off.

One single Mad Dog Mushroom provides enough base for a single dose of potion.

Eurmal's Crumbs

A toadstool which causes the eater's player to roll 1D10 on the following chart:

Roll	*Effects*
1-2	lose 2D10 hit points
3-6	lose 1D10 hit points
7	no effect
8	add 1 point to characteristic POW
9	add 2 points to characteristic POW
10	add 3 points to characteristic POW

Eurmal's Crumbs will affect an eater, for good or bad, only once in their life. Any damage done by this mushroom may be healed by magic.

Spirit Moss

This dry, wispy fungus must be brewed into a potion for effective use – merely eating the dried or fresh fungus causes an effect like 1D6 rounds of spirit combat against a ghost of POW 10. POW lost in this conflict may be regained normally. If brewed properly and refined, it will cause the drinker to Discorporate (as the Rune magic spell). Further refining creates effects pertinent only in the forthcoming HeroQuest game. Normal brewing (causing Discorporation) requires one fungus per dose. Doubly brewing the potion for HeroQuest requires 3 fungi, and triply refining requires 7 fungi per dose. The duration of the effects are indefinite. The user may stay away from his body as long as he wishes, unless he is afraid that some evil being will possess it while he is gone. This is best handled by the referee.

Chaos Curse Mushroom

This distorted, blotchy mushroom is tainted with chaos. The trolls threw them away whenever they were found, but the trollkin are willing to sell or give them to the player-characters if desired. The taste of a Chaos Curse mushroom is strong and foul, and even the dullest taste could tell that something was wrong with a meal in which it was included. If a Chaos Curse is eaten whole, either fresh or dried, the eater will lose a point off of his STR, CON, POW, DEX, and CHA, and will gain a random chaotic feature. There is a 50% chance that the chaos feature will be a reverse chaos feature instead, taken from the Reverse Chaos spell in Cults of Terror.

CAVERN LAYOUT

All the rooms except the main passageway leading from the main passageway leading from the main entrance and the community room are filled with mushrooms. The main passageway has no mushrooms in it at all, possibly because dim sunlight will reach in here during the day, though it is still dark enough to keep the trollkin from being demoralized. The community room has only scanty mushrooms growing about it, because this is where the trollkin sleep, and they eat anything found here.

The stream flows out of the caves, and there is a series of small rapids just outside the entrance. It serves as water for the trollkin, and to moisten the mushrooms' humus.

The Pit room also has a small pool in it. The Pit itself has rock walls and goes straight down. Anything dropped down it will never be heard to hit bottom. Anyone going into it can go down forever without seemingly coming to an end, for it leads straight to the Underworld. One would have to climb down it for kilometers to get there.

The dark elves usually stay in the section of rooms containing their name, where they have their own water source. The mushrooms here are larger and better than usual.

All the rest of the rooms have compost and humus covering the floor, but the smell is not unpleasant. There are mushrooms growing everywhere, mainly of the edible variety. The magical mushrooms are grown among the edible ones in small quantities. There are currently no magical mushrooms growing in the caverns, as they have all been harvested, but they are available to be eaten or given in pay to the players.

TRAINED MILITIA TROLLKIN

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	7	30%	1D8	30%	20
Sling	2	35%	1D8	—	—
1H Spear	6	35%	1D6+1	25%	15
Small Shield	—	—	—	30%	8

SPELLS: Disrupt, Heal 2, Speedart
SKILLS: Hide in Cover 25%, Move Silently 25%, Scan 50%
LANGUAGES: Darktongue 50/10%
TREASURE: 1D6 bolgs

ONE

POW 9	R LEG	01-04	3/4
DEX 14	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 12	CHEST	12	3/5
Move 6	R ARM	13-15	3/3
Club 20	L ARM	16-18	3/3
Spear 15	HEAD	19-20	3/4

TWO

POW 9	R LEG	01-04	3/4
DEX 14	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 12	CHEST	12	3/5
Move 6	R ARM	13-15	3/3
Club 20	L ARM	16-18	3/3
Spear 15	HEAD	19-20	3/4

THREE

POW 9	R LEG	01-04	3/4
DEX 14	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 12	CHEST	12	3/5
Move 6	R ARM	13-15	3/3
Club 20	L ARM	16-18	3/3
Spear 15	HEAD	19-20	3/4

FOUR

POW 9	R LEG	01-04	3/4
DEX 14	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 12	CHEST	12	3/5
Move 6	R ARM	13-15	3/3
Club 20	L ARM	16-18	3/3
Spear 15	HEAD	19-20	3/4

FIVE

POW 9	R LEG	01-04	3/4
DEX 14	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 12	CHEST	12	3/5
Move 6	R ARM	13-15	3/3
Club 20	L ARM	16-18	3/3
Spear 15	HEAD	19-20	3/4

SIX

POW 9	R LEG	01-04	3/4
DEX 14	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 12	CHEST	12	3/5
Move 6	R ARM	13-15	3/3
Club 20	L ARM	16-18	3/3
Spear 15	HEAD	19-20	3/4

SEVEN

POW 9	R LEG	01-04	3/4
DEX 14	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 12	CHEST	12	3/5
Move 6	R ARM	13-15	3/3
Club 20	L ARM	16-18	3/3
Spear 15	HEAD	19-20	3/4

EIGHT

POW 9	R LEG	01-04	3/4
DEX 14	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 12	CHEST	12	3/5
Move 6	R ARM	13-15	3/3
Club 20	L ARM	16-18	3/3
Spear 15	HEAD	19-20	3/4

NINE

POW 9	R LEG	01-04	3/4
DEX 14	L LEG	05-08	3/4
Defense 05%	ABDOM	09-11	3/4
HP 12	CHEST	12	3/5
Move 6	R ARM	13-15	3/3
Club 20	L ARM	16-18	3/3
Spear 15	HEAD	19-20	3/4

UNTRAINED TROLLKIN

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Club	8	30%	1D6	30%	15
Sickle	6	25%	1D6+1	25%	15

SPELLS: Heal 1
SKILLS: Scan 45%
LANGUAGES: Darktongue 50/10%
TREASURE: 1D2 bolgs

ONE

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

TWO

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

THREE

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	05-08	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

FOUR

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

FIVE

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

SIX

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	05-08	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

SEVEN

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

EIGHT

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

NINE

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	05-08	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

TEN

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

ELEVEN

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

TWELVE

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	05-08	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

THIRTEEN

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

SIXTEEN

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

NINETEEN

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

TWENTY-TWO

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

TWENTY-FIVE

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

TWENTY-EIGHT

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

THIRTY-ONE

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

THIRTY-FOUR

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

THIRTY-SEVEN

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

FOURTEEN

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

SEVENTEEN

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

TWENTY

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

TWENTY-THREE

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

TWENTY-SIX

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

TWENTY-NINE

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

THIRTY-TWO

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

THIRTY-FIVE

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

THIRTY-EIGHT

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	09-11	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

FIFTEEN

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	05-08	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

EIGHTEEN

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	05-08	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

TWENTY-ONE

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	05-08	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

TWENTY-FOUR

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	05-08	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

TWENTY-SEVEN

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	05-08	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

THIRTY

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	05-08	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

THIRTY-THREE

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	05-08	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

THIRTY-SIX

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	05-08	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

THIRTY-NINE

POW 7	R LEG	01-04	1/3
DEX 13	L LEG	05-08	1/3
Defense 05%	ABDOM	05-08	1/3
HP 9	CHEST	12	1/4
Move 6	R ARM	13-15	1/2
Club 15	L ARM	16-18	1/2
Sickle 15	HEAD	19-20	1/3

If the Trolls Attack the Dark Elves

The five warriors loaned to the trollkin by the dark elves would not compromise the existance of the elf race in the munchrooms if they died, for the total elven population in these caverns numbers approximately 25. It is entirely possible that the trolls may want to punish the elves for their aid to the trollkin. If so, then all available elves in the caverns will muster to defend their home. The statistics given below are presented for this possibility.

DARK ELF DEFENDERS

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Elf Bow	2	40%	1D8+1	—	10
1H Spear	5	40%	1D6+1	35%	15
Javelin	2	50%	1D10	35%	15
Small Shield	—	—	—	50%	8

SPELLS: Befuddle, Healing 3, Multimissile 3, Protection 2, Shimmer 2.
SKILLS: Hide in Cover 50%, Move Quietly 40%, Spot Hidden 50%
LANGUAGES: Aldryami 70%, Darktongue 30%.
TREASURE: 4 patches Fighting Fungus, misc. mushrooms (same as trollkin), 1D6 clacks each, 27 Guilders family treasure.

ONE

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

TWO

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

THREE

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

FOUR

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

FIVE

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

SIX

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

SEVEN

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

EIGHT

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

NINE

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

TEN

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

ELEVEN

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

TWELVE

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

THIRTEEN

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

FOURTEEN

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

FIFTEEN

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

SIXTEEN

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

SEVENTEEN

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

EIGHTEEN

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

NINETEEN

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

TWENTY

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

TWENTY-ONE

POW 9	R LEG	01-04	1/4
DEX 14	L LEG	05-08	1/4
Defense 15%	ABDOM	09-11	2/4
HP 11	CHEST	12	2/5
Move 9	R ARM	13-15	1/3
Bow 10	L ARM	16-18	1/3
Spear 15	HEAD	19-20	1/4

BATTLE PLANS AND OTHER NOTES

Munchrooms - B

If the player-characters include trolls, or are troll-friends, they may wish to help the dark trolls instead of the trollkin. This offers less reward, but also is less risky. They will be able to find out about the planned attack by hearing of the 'big bash' planned among the clan-leaders for the rebelling Munchroom kin.

Since this attack is taking place in Darkseason, the trolls are shorthanded – many of the better warriors are off in the wilds. Olag Stonecrusher, warlord and Karrg's Son of the Gudrun clan, will interview and sign up the characters for the attack. Trolls are expected to participate for free; they will have fun, food, and a chance to gain prestige, all by merely smashing a few trollkin. Humans naturally will demand more. Olag will offer each human 100 bolgs per point of SIZ that the human possesses. Take it or leave it. If the human successfully bargains with Olag, he will throw in a pair of live ham beetles for that human.

Olag is definitely running the show. He plans a no-trollkin expedition, for fear of mutiny among trollkin warriors. Olag views the humans as a way to keep too many trolls from being killed or injured, and this should be plain to the characters.

Helping the Trolls

Olag has prepared two plans of assault, which he will present to the humans. He will use the one they like best.

PLAN ONE: Olag Stonecrusher: "I don't really know how to use humans in battle, so I'm asking you guys for advice as to how to use you best. I don't want any more trolls to get killed than have to be.

"Here are my plans; first, I know you guys can't do much in the dark, so you can't run around much in the caverns. I think that what we ought to do is send you guys deep into the caverns with torches or glow spells. You kill anyone in your way and station yourselves by the dark elf room. That way, if any elves come from there, or if any trollkin flee that way, you can off them. You guys will move in about an hour before nightfall, when the trollkin won't expect an attack. Then we'll attack at all the openings at the same time, and we'll push through to you as fast as we can. Once we have cut the caverns into two or three pieces, we'll just go through them one by one, cleaning up. With this plan you guys would only need to sit still in one place, and you wouldn't have to run around holding torches and stuff. Like it?

Oh yeah, if you don't think you're tough enough to make it clear to the dark elves' room by yourselves, I can send three or four uzko with you. OK?

PLAN TWO' "If you don't like that plan, I got an alternate idea. See, in this one, you and me and some of the great trolls would all push in the back door to the Munchrooms. We'd attack after all the rest of the uz had engaged the enlo at the main entrance, so that the enlo would be off fighting there, and maybe not watching the side entrance too well. We'd rush in from the back and ice any kin in our path until we came up to the main battle. Then, with us behind and the boys in front, we'd have them between us like a bean in a grinder. They'd be burned so bad it wouldn't be worth a song afterwards.

"Well? Which plan do you like? I don't care, I think either of them would work."

Whichever plan the humans choose, Olag will adopt it. So long as the players treat Olag fairly, the troll and his forces will be good employers. If the characters double-cross him, the referee assumes command of Olag's forces.

Olag does not clearly remember the caverns unless the referee plays him; a second (accurate) caverns map is available among the hand-outs if the referee runs the troll side.

Olag Stonecrusher

Olag is a Karrg's Son who is experienced and powerful enough to head this important mission. He is strict with his trolls in wartime or on missions, but quite easygoing and fun-loving at other times. He will not warm to humans at any time, unless they perform some heroic deed saving trolls at the risk of their own life.

OLAG STONECRUSHER, Karrg's Son

STR 22	CON 18	SIZ 20	01-04	R LEG	8/7
INT 17	POW 17	DEX 16	05-08	L LEG	8/7
CHA 18			09-11	ABDOM	8/7
Move 8			12	CHEST	8/8
Hit Points 21			13-15	R ARM	8/6
Defense 30%			16-18	L ARM	8/6
			19-20	HEAD	8/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Mace	5	115%	1D8+2+2D6	90%	25
Staff Sling	1	95%	1D10	35%	10
Large Shield	6	85%	1D8+2D6	105%	16

SPELLS: Bludgeon 4, Darkwall (2), Demoralize, Detect Enemies, Dispel Magic 8, Disrupt; (known by Grim) Coordination (2), Heal 6, Speedart; (known by bound spirit) Extinguish (2), Repair (2), Xenoheal 2; (carried in crystal) Fanaticism 4

RUNE MAGIC: Blinding 2, Counterchaos, Darksee 3 (all one-use), (known by Grim) Shield 2, Summon Small Shade

SKILLS: Camouflage 80%, Climb 95%, Hide in Cover 60%, Jump 100%, Listen 90%, Move Quietly 75%, Scan 110%, Scrutinize 90%, Track 85%

LANGUAGES: Aldryami 50/35%, Darktongue 85/80%, Mostali 50/60%, Sartarite 25/20%, Trade 60%

MAGIC ITEMS: 6-point POW storage crystal (currently holding a bound spirit), 4-point Spell Storing crystal, staff sling is a Multi-missile 3 matrix. Mace is a matrix for Crush (costs points of permanent POW to activate).

TREASURE: carries 125 Lunars and 2 wheels; ransom is 4200 L

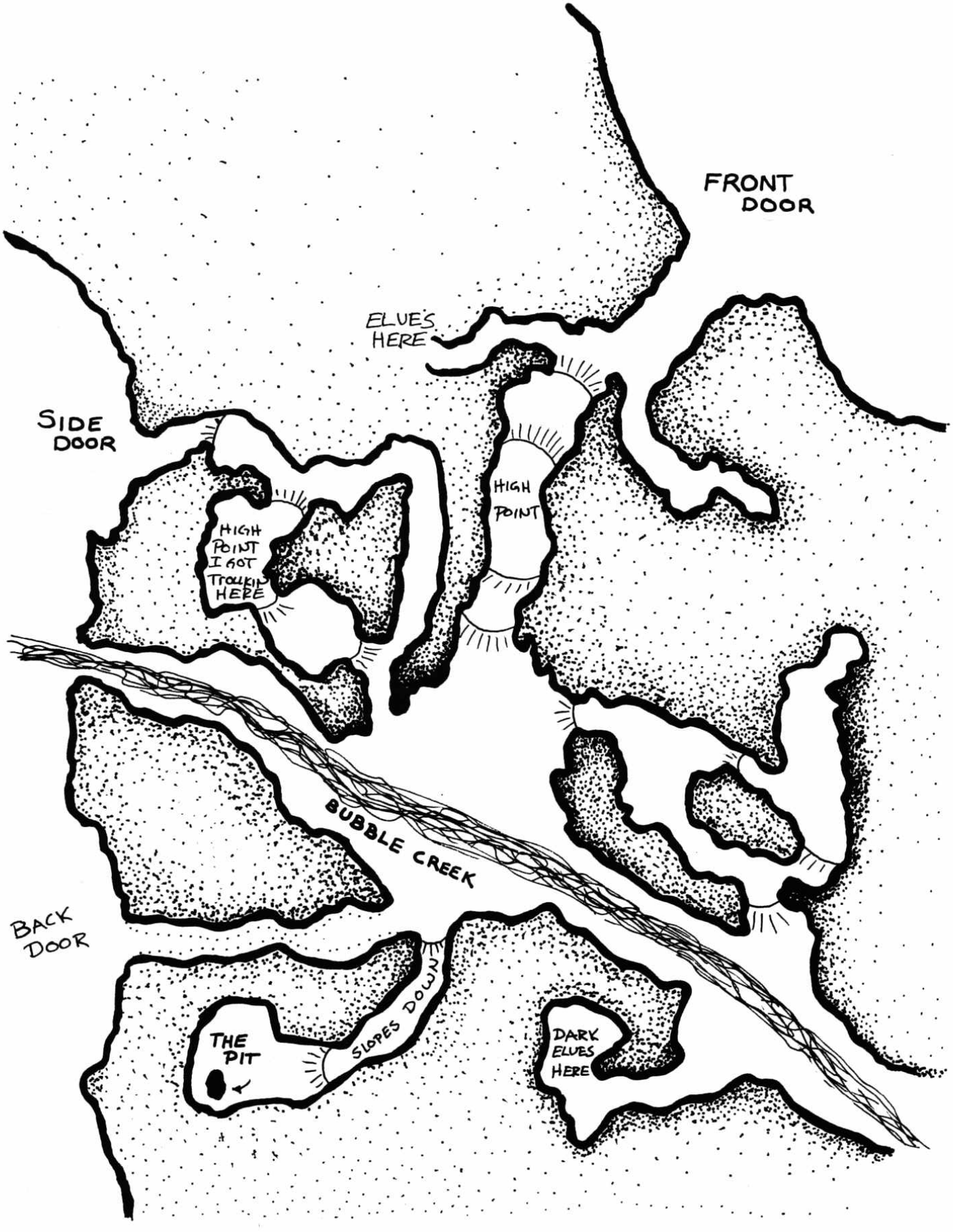
ALLIED SPIRIT: Grim (in mace) INT 9, POW 18.

Bound Spirit (in crystal) INT 6, POW 12

Rock

Rock is Olag's bodyguard and is unimaginative and loyal – the archetype of the stolid henchman. He will fight forever to aid Olag, but is at a loss as to how to proceed when Olag is not around to tell him what to do. If Olag is slain, Rock is likely to go into a battle rage, fighting until he is slain. Olag is loyal enough to Rock to perform Divine Intervention if he is slain.

OLAG'S MAP OF THE MUNCHROOMS



ROCK, great troll bodyguard of Olag Stonecrusher, Kyger Litor initiate

STR 32	CON 19	SIZ 30	01-04	R LEG	9/8
INT 9	POW 15	DEX 17	05-08	L LEG	9/8
CHA 7			09-11	ABDOM	9/8
Move 7			12	CHEST	10/9
Hit Points 24			13-15	R ARM	9/7
Defense 00%			16-18	L ARM	9/7
			19-20	HEAD	9/8

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Greatsword	2	100%	2D8+3D6	90%	15
Mace	4	85%	1D10+3D6	65%	20
Thrown Rock	1	80%	1D4+3D3	–	–

SPELLS: Countermagic 3, Demoralize, Heal 3, Strength (2) – adds +20% to all attacks and parries, and +1D6 to damage bonus

SKILLS: Climb 60%, Jump 90%, Listen 80%, Scan 75%, Scrutinize 80%, Track 55%

LANGUAGES: Darktongue 55/50%, Trade 30%

MAGIC ITEMS: Five potions of Blade Venom POT 12, each bottle holds enough potion for a single covering of Rock's sword.

TREASURE: carries no money (Olag has it all); ransom is 1300 L and includes Olag's eternal hatred.

BOUND SPIRIT: (in large moth), INT 12, POW 10

Sonook

Sonook is Olag's watchdog and will always accompany the humans, under Olag's orders. He has been ordered to cast his Blinding spell at the human leader in case of treachery. Sonook will throw a Blinding 2 if the human leader does not seem too powerful, and reserve a Blinding 1 for later use, or for use on one of the human followers. If the humans prove false, and he is forced to Blind them, he will try to flee from them as swiftly as possible, and bring Olag and friends to kill the humans while they are helpless.

SONOOK, Kyger Litor initiate

STR 21	CON 14	SIZ 16	01-04	R LEG	6/5
INT 12	POW 16	DEX 12	05-08	L LEG	6/5
CHA 11			09-11	ABDOM	8/5
Move 8			12	CHEST	8/6
Hit Points 15			13-15	R ARM	8/4
Defense 00%			16-18	L ARM	8/4
			19-20	HEAD	6/5

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Mace	7	85%	1D10+1D6	80%	20
Staff Sling	3	70%	1D10	45%	10
Large Shield	8	65%	1D8+1D6	90%	16

SPELLS: Darkwall (2), Dispel Magic 1, Disrupt, Extinguish (2), Heal 4

RUNE MAGIC: Blinding 3 (one-use)

SKILLS: Climb 80%, Jump 60%, Listen 45%, Scan 75%, Scrutinize 50%

LANGUAGES: Aldryami 20%, Darktongue 60/10%, Lunar 30%, Praxian 20%, Sartarite 25%, Trade 50%

MAGIC ITEMS: Ring matrix for Multimissile 2

TREASURE: carries 87 bolgs, 23 clacks, and 57 Lunars; ransom is 900 Lunars

The rest of the troll attack force consists of ten Average Dark Troll Warriors, taken from the standard listings, and ten Good Troll Warriors, taken from the same source. For shock troops, there are also five Average Great Troll Warriors. The trolls have taken along six giant beetles to serve as initial cannon fodder, and to drive the trollkin deeper into the tunnel. The beetles will be used only in the initial assault. All the beetles are identical and listed below.

THE TROLL ASSAULT

The trolls will assault the Munchrooms by sending a force of assault beetles and great trolls against the main entrance, to kill as many trollkin as possible – they are not trying to push into the caverns, just to divert the defenders and slaughter kin. If attacking without player-characters' help, they will send 5 average warriors and 5 good warriors along with Sonook up the Backdoor entrance, to take the caves there. They are ordered to take the large cave leading to the dark elves' hole and hold it until relieved.

The rest of the dark trolls will be in the back, waiting for a signal from the caves. However, if the great trolls are starting to give way, Olag will send himself, Rock, and 5 average warriors to shore them up.

Optional Force

At the referee's option, the dark trolls have a surprise as well. They have reluctantly hired a Storm Kahn to help them in the battle. The Kahn demanded as pay three trolls to accompany him on an anti-chaos mission far from Dagori Inkarth, but they agreed.

The Kahn is bringing five followers. They are the trolls' secret weapon. They will swim up the river, reach the main cavern, emerge dripping from the water and fall upon the trollkin from behind, spreading dismay and destruction. After they begin the attack, the Kahn will break a bottle of green dye and pour its contents into the river, turning the water dark. The dye is the signal for the remaining unengaged trolls to attack en masse; half at the main gate, and half at the Sidedoor.

Remember, Kristan (the Kahn) will throw in the dye as soon as the attack begins in earnest. If the Storm Bulls are opposed by what they consider to be weak forces, Kristan will cast Fanaticism on two of his followers. 'Strong forces' include dark trolls, chaos creatures, and other Storm Bulls. Even if opposed by other Storm Bulls, Kristan will press the attack, warning those Storm Bulls to stand out of his way. He figures that even if he kills the Bull's worshippers, they will merely go to join the Bull in death if they were good followers, and if they were poor followers, then good riddance to them.

KRISTAN FOGKILL, Storm Kahn

STR 15	CON 17	SIZ 15	01-04	R LEG	7/7
INT 14	POW 17	DEX 17	05-08	L LEG	7/7
CHA 16			09-11	ABDOM	7/7
Move 8			12	CHEST	7/8
Hit Points 19			13-15	R ARM	7/6
Defense 30%			16-18	L ARM	7/6
			19-20	HEAD	7/7

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
RH Battle Axe	5	125%	1D8+2+1D4	100%	23
LH Battle Axe	5[10]	80%	1D8+2+1D4	110%	23
Javelin (2)	1	105%	1D10+1D2	50%	10
Shortsword	5	75%	1D6+1+1D4	60%	20

SPELLS: Befuddle, Dispel Magic 2, Disrupt, Heal 6, Protection 4; (known by Killkiss) Bladesharp 4, Fanaticism 2, Repair (2), Spirit Screen 4

RUNE MAGIC: Berserker, Defend against Chaos (both one-use)

SKILLS: Camouflage 80%, Hide in Cover 95%, Listen 80%, Ride 110%, Sense Chaos 90%, Spot Hidden 80%, Spot Traps 80%.

LANGUAGES: Beastspeech 80/35%, Darktongue 55%, Sartarite 70/20%, Tradetalk 60%.

MAGIC ITEMS: Two iron battle axes (one contains allied spirit), 2-point Spell Resisting crystal, 15-point POW storage crystal.

TREASURE: carries 10 gems worth 24L each, ransom is 3000L.

ALLIED SPIRIT: Killkiss (in RH battle axe) INT 12, POW 18.

AVERAGE TROLL WARRIORS

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Mace	7	50%	1D10+1D6	45%	20
Maul	5	30%	2D8+1D6	25%	15
Medium Shield	–	–	–	30%	12

SPELLS: Bludgeon 1, Darkwall (2), Disrupt, Heal 2
SKILLS: Camouflage 25%, Climb 30%, Jump 40%, Listen 40%, Scan 40%, Set Trap 25%
LANGUAGES: Darktongue 60/10%, Trade 15%
TREASURE: 50 bolgs, 10 clacks, 3 Lunars; ransom is 120 Lunars

WARRIOR ONE

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Move 8	CHEST	12	5/6
Mace 20	R ARM	13-15	4/4
Maul 15	L ARM	16-18	4/4
	HEAD	19-20	5/5

WARRIOR TWO

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Move 8	CHEST	12	5/6
Mace 20	R ARM	13-15	4/4
Maul 15	L ARM	16-18	4/4
	HEAD	19-20	5/5

WARRIOR THREE

POW 12	R LEG	01-04	4/5
POW 12	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Move 8	CHEST	12	5/6
Mace 20	R ARM	13-15	4/4
Maul 15	L ARM	16-18	4/4
	HEAD	19-20	5/5

WARRIOR FOUR

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Move 8	CHEST	12	5/6
Mace 20	R ARM	13-15	4/4
Maul 15	L ARM	16-18	4/4
	HEAD	19-20	5/5

WARRIOR FIVE

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Move 8	CHEST	12	5/6
Mace 20	R ARM	13-15	4/4
Maul 15	L ARM	16-18	4/4
	HEAD	19-20	5/5

WARRIOR SIX

POW 12	R LEG	01-04	4/5
POW 12	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Move 8	CHEST	12	5/6
Mace 20	R ARM	13-15	4/4
Maul 15	L ARM	16-18	4/4
	HEAD	19-20	5/5

WARRIOR SEVEN

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Move 8	CHEST	12	5/6
Mace 20	R ARM	13-15	4/4
Maul 15	L ARM	16-18	4/4
	HEAD	19-20	5/5

WARRIOR EIGHT

POW 12	R LEG	01-04	4/5
DEX 10	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Move 8	CHEST	12	5/6
Mace 20	R ARM	13-15	4/4
Maul 15	L ARM	16-18	4/4
	HEAD	19-20	5/5

WARRIOR NINE

POW 12	R LEG	01-04	4/5
POW 12	L LEG	05-08	4/5
HP 13	ABDOM	09-11	5/5
Move 8	CHEST	12	5/6
Mace 20	R ARM	13-15	4/4
Maul 15	L ARM	16-18	4/4
	HEAD	19-20	5/5

GOOD TROLL WARRIORS

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Mace	7	65%	1D10+1D6	50%	20
Maul	5	50%	2D8+1D6	45%	15
Sling	3	30%	1D8	–	–
Large Shield	–	–	–	45%	16

SPELLS: Bludgeon 2, Darkwall (2), Disrupt, Fanaticism, Heal 2
SKILLS: Camouflage 35%, Climb 40%, Jump 50%, Listen 50%, Scan 50%, Set Trap 40%
LANGUAGES: Darktongue 65/15%, Trade 15%
TREASURE: 50 bolgs, 50 clacks, 7 Lunars; ransom is 120 Lunars

WARRIOR ONE

POW 12	R LEG	01-04	6/5
DEX 11	L LEG	05-08	6/5
HP 14	ABDOM	09-11	8/5
Move 8	CHEST	12	8/6
Mace 20	R ARM	13-15	6/4
Maul 15	L ARM	16-18	6/4
	HEAD	19-20	7/5

GOOD WARRIOR TWO

POW 12	R LEG	01-04	6/5
DEX 11	L LEG	05-08	6/5
HP 14	ABDOM	09-11	8/5
Move 8	CHEST	12	8/6
Mace 20	R ARM	13-15	6/4
Maul 15	L ARM	16-18	6/4
	HEAD	19-20	7/5

GOOD WARRIOR THREE

POW 12	R LEG	01-04	6/5
DEX 11	L LEG	05-08	6/5
HP 14	ABDOM	09-11	8/5
Move 8	CHEST	12	8/6
Mace 20	R ARM	13-15	6/4
Maul 15	L ARM	16-18	6/4
	HEAD	19-20	7/5

GOOD WARRIOR FOUR

POW 12	R LEG	01-04	6/5
DEX 11	L LEG	05-08	6/5
HP 14	ABDOM	09-11	8/5
Move 8	CHEST	12	8/6
Mace 20	R ARM	13-15	6/4
Maul 15	L ARM	16-18	6/4
	HEAD	19-20	7/5

GOOD WARRIOR FIVE

POW 12	R LEG	01-04	6/5
DEX 11	L LEG	05-08	6/5
HP 14	ABDOM	09-11	8/5
Move 8	CHEST	12	8/6
Mace 20	R ARM	13-15	6/4
Maul 15	L ARM	16-18	6/4
	HEAD	19-20	7/5

GOOD WARRIOR SIX

POW 12	R LEG	01-04	6/5
DEX 11	L LEG	05-08	6/5
HP 14	ABDOM	09-11	8/5
Move 8	CHEST	12	8/6
Mace 20	R ARM	13-15	6/4
Maul 15	L ARM	16-18	6/4
	HEAD	19-20	7/5

GOOD WARRIOR SEVEN

POW 12	R LEG	01-04	6/5
DEX 11	L LEG	05-08	6/5
HP 14	ABDOM	09-11	8/5
Move 8	CHEST	12	8/6
Mace 20	R ARM	13-15	6/4
Maul 15	L ARM	16-18	6/4
	HEAD	19-20	7/5

GOOD WARRIOR EIGHT

POW 12	R LEG	01-04	6/5
DEX 11	L LEG	05-08	6/5
HP 14	ABDOM	09-11	8/5
Move 8	CHEST	12	8/6
Mace 20	R ARM	13-15	6/4
Maul 15	L ARM	16-18	6/4
	HEAD	19-20	7/5

GOOD WARRIOR NINE

POW 12	R LEG	01-04	6/5
DEX 11	L LEG	05-08	6/5
HP 14	ABDOM	09-11	8/5
Move 8	CHEST	12	8/6
Mace 20	R ARM	13-15	6/4
Maul 15	L ARM	16-18	6/4
	HEAD	19-20	7/5

AVERAGE GREAT TROLL WARRIORS

Weapon	*SR*	*Attk%*	*Damage*	*Parr%*	*Pts*
Greatsword	4	65%	2D8+2D6	50%	15
Mace	6	40%	1D10+2D6	25%	20

SPELLS: Heal 2, Strength (2) – adds +15% to all attacks and parries, and +1D6 to damage bonus
SKILLS: Camouflage 25%, Listen 40%, Scan 25%
LANGUAGES: Darktongue 45/10%
TREASURE: these great trolls are all slaves and carry no treasure, they can be ransomed by their owners for 100 Lunars

GREAT TROLL ONE

POW 11	R LEG	01-04	7/7
DEX 9	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Move 7	CHEST	12	7/8
Mace 20	R ARM	13-15	7/6
Greatsword 15	L ARM	16-18	7/6
	HEAD	19-20	7/7

GREAT TROLL TWO

POW 11	R LEG	01-04	7/7
DEX 9	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Move 7	CHEST	12	7/8
Mace 20	R ARM	13-15	7/6
Greatsword 15	L ARM	16-18	7/6
	HEAD	19-20	7/7

GREAT TROLL THREE

POW 11	R LEG	01-04	7/7
DEX 9	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Move 7	CHEST	12	7/8
Mace 20	R ARM	13-15	7/6
Greatsword 15	L ARM	16-18	7/6
	HEAD	19-20	7/7

GREAT TROLL FOUR

POW 11	R LEG	01-04	7/7
DEX 9	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Move 7	CHEST	12	7/8
Mace 20	R ARM	13-15	7/6
Greatsword 15	L ARM	16-18	7/6
	HEAD	19-20	7/7

GREAT TROLL FIVE

POW 11	R LEG	01-04	7/7
DEX 9	L LEG	05-08	7/7
HP 21	ABDOM	09-11	7/7
Move 7	CHEST	12	7/8
Mace 20	R ARM	13-15	7/6
Greatsword 15	L ARM	16-18	7/6
	HEAD	19-20	7/7

ASSAULT BEETLES

Weapon	*SR*	*Attk%*	*Damage*
Bite	9	50%	1D10+1D6

SKILLS: Dig 60%

ASSAULT BEETLE ONE

POW 10	RH LEG	01	6/3
DEX 7	LH LEG	02	6/3
HP 15	RC LEG	03	6/3
Move 6	LC LEG	04	6/3
	ABDOM	05-08	6/6
	THORX	09-12	6/6
	RF LEG	13-14	6/3
	LF LEG	15-16	6/3
	HEAD	17-20	6/5

ASSAULT BEETLE TWO

POW 10	RH LEG	01	6/3
DEX 7	LH LEG	02	6/3
HP 15	RC LEG	03	6/3
Move 6	LC LEG	04	6/3
	ABDOM	05-08	6/6
	THORX	09-12	6/6
	RF LEG	13-14	6/3
	LF LEG	15-16	6/3
	HEAD	17-20	6/5

ASSAULT BEETLE THREE

POW 10	RH LEG	01	6/3
DEX 7	LH LEG	02	6/3
HP 15	RC LEG	03	6/3
Move 6	LC LEG	04	6/3
	ABDOM	05-08	6/6
	THORX	09-12	6/6
	RF LEG	13-14	6/3
	LF LEG	15-16	6/3
	HEAD	17-20	6/5

ASSAULT BEETLE FOUR

POW 10	RH LEG	01	6/3
DEX 7	LH LEG	02	6/3
HP 15	RC LEG	03	6/3
Move 6	LC LEG	04	6/3
	ABDOM	05-08	6/6
	THORX	09-12	6/6
	RF LEG	13-14	6/3
	LF LEG	15-16	6/3
	HEAD	17-20	6/5

ASSAULT BEETLE FIVE

POW 10	RH LEG	01	6/3
DEX 7	LH LEG	02	6/3
HP 15	RC LEG	03	6/3
Move 6	LC LEG	04	6/3
	ABDOM	05-08	6/6
	THORX	09-12	6/6
	RF LEG	13-14	6/3
	LF LEG	15-16	6/3
	HEAD	17-20	6/5

ASSAULT BEETLE SIX

POW 10	RH LEG	01	6/3
DEX 7	LH LEG	02	6/3
HP 15	RC LEG	03	6/3
Move 6	LC LEG	04	6/3
	ABDOM	05-08	6/6
	THORX	09-12	6/6
	RF LEG	13-14	6/3
	LF LEG	15-16	6/3
	HEAD	17-20	6/5

ASSAULT BEETLE SEVEN

POW 10	RH LEG	01	6/3
DEX 7	LH LEG	02	6/3
HP 15	RC LEG	03	6/3
Move 6	LC LEG	04	6/3
	ABDOM	05-08	6/6
	THORX	09-12	6/6
	RF LEG	13-14	6/3
	LF LEG	15-16	6/3
	HEAD	17-20	6/5

ASSAULT BEETLE EIGHT

POW 10	RH LEG	01	6/3
DEX 7	LH LEG	02	6/3
HP 15	RC LEG	03	6/3
Move 6	LC LEG	04	6/3
	ABDOM	05-08	6/6
	THORX	09-12	6/6
	RF LEG	13-14	6/3
	LF LEG	15-16	6/3
	HEAD	17-20	6/5

ASSAULT BEETLE NINE

POW 10	RH LEG	01	6/3
DEX 7	LH LEG	02	6/3
HP 15	RC LEG	03	6/3
Move 6	LC LEG	04	6/3
	ABDOM	05-08	6/6
	THORX	09-12	6/6
	RF LEG	13-14	6/3
	LF LEG	15-16	6/3
	HEAD	17-20	6/5

ASSAULT BEETLE TEN

POW 10	RH LEG	01	6/3
DEX 7	LH LEG	02	6/3
HP 15	RC LEG	03	6/3
Move 6	LC LEG	04	6/3
	ABDOM	05-08	6/6
	THORX	09-12	6/6
	RF LEG	13-14	6/3
	LF LEG	15-16	6/3
	HEAD	17-20	6/5

ASSAULT BEETLE ELEVEN

POW 10	RH LEG	01	6/3
DEX 7	LH LEG	02	6/3
HP 15	RC LEG	03	6/3
Move 6	LC LEG	04	6/3
	ABDOM	05-08	6/6
	THORX	09-12	6/6
	RF LEG	13-14	6/3
	LF LEG	15-16	6/3
	HEAD	17-20	6/5

ASSAULT BEETLE TWELVE

POW 10	RH LEG	01	6/3
DEX 7	LH LEG	02	6/3
HP 15	RC LEG	03	6/3
Move 6	LC LEG	04	6/3
	ABDOM	05-08	6/6
	THORX	09-12	6/6
	RF LEG	13-14	6/3
	LF LEG	15-16	6/3
	HEAD	17-20	6/5

BATTLE PLANS AND OTHER NOTES