

EARTHDAWN[®]

Crystal Raiders[™]

OF BARSALVE[™]



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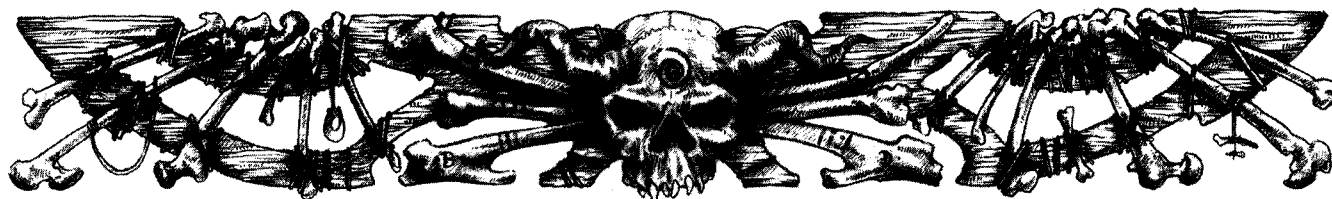
AN EARTHDAWN SOURCEBOOK BY STEVE KENSON



CRYSTAL RAIDERS

OF BARSABAI VE™

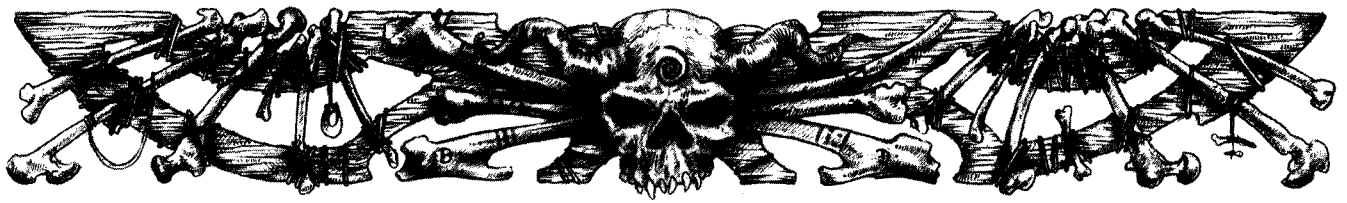
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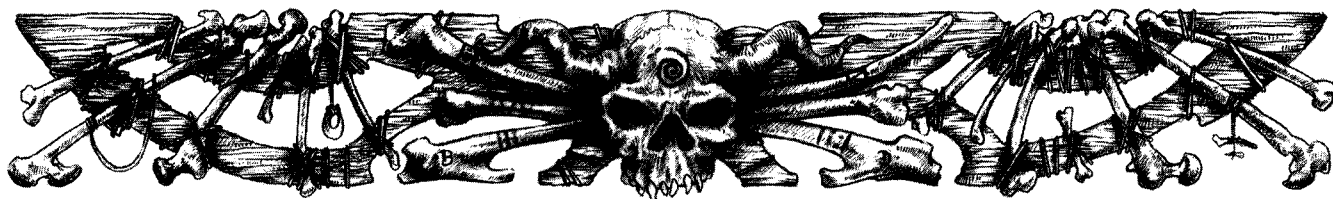
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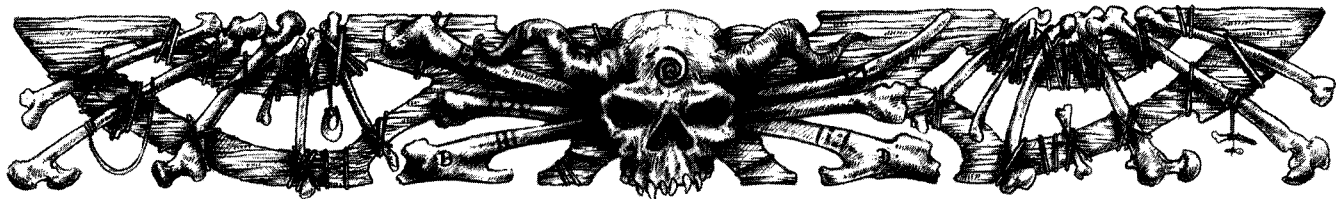
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INTRO?DUCTION

"Return victorious—or draped across your shield."

—Crystal raider farewell before battle



They are the most feared raiders in the land of Barsaive, spoken of in legend and story. The crystal raiders of the high mountains fly their sleek drakkars in search of ripe, rich targets to loot and plunder. With their gleaming crystal armor and weapons they leap from the decks of their ships into battle, bellowing and bashing down their opposition. The dark shadow of their airships is known and feared all across Barsaive. The crystal raiders are one of the most formidable naval forces in the province; not even the Therans are safe from the trolls and their thirst for revenge. They have played a role in every great battle of Barsaive's history, and may do so again as dark clouds of war gather on the horizon.

MY FRIEND AND KING,

Things are not good in Barsaive. The Therans continue to amass resources and troops at both the fortress of Triumph and at Sky Point. Their airships fly the southern skies almost unopposed. Meanwhile, the Denairastas snakes in lops are tightening their coils around everything they can grasp. I hope things fare better in the halls of Throal. All things considered, I still prefer being here on airship duty. I would rather face a Theran kila or an assassin from the Holders of Trust than the courtiers of the Royal Court. The Therans and the Denairastas, at least, I can kill.

You ask me what I think of the crystal raiders of the high mountains. I say they are the fiercest damn warriors I have ever fought in all my time in the navy. When I said the Theran ships are almost unopposed, I meant unopposed by us. The crystal raiders still attack every Theran merchant or supply ship they can take, and the Theran captains steer well clear of the Twilight Peaks when they can, for all the good it does them. The crystal raiders have not forgotten the debt of blood the Therans owe them and they mean to collect with interest.

I've read the copy of General Ilmorian's report you sent me. Ilmorian is a great general, and I respect his opinion, but you've asked me for mine and I fail in my duty to you as a friend and a subject not to give it.

You know how I was raised. As a dwarf living among ork scorcherers, you learn some hard lessons. One of them is that Name-givers are not always what they appear. Most of the people in Throal would call my ork brothers and sisters who roam the plains uncivilized or barbarians. (I should know, I've been called

both often enough!) But you have met my adopted family, eaten at our fire, drunk hurlg and swapped tales of battle and glory. You know the scorcher tribes have honor, traditions and ways of our own, just as Throal does.

So it is with the crystal raiders. Lowlanders see the trolls of the high mountain peaks as savage warriors in crystal armor, swooping down in their sleek airships to raid and plunder. People fear them, calling them bandits and thieves. I say the merchant who tried to sell me his so-called "love potion" (remember that?) was more a thief than any crystal raider, and the Therans are worse bandits—leveling towns to drag the people away in chains to feed their Empire's hunger for slaves. The crystal raiders do what they must to survive. Would we do anything different if we had been raised in the barren mountain peaks? Would you not take up a sword and grab what you could from the fattened merchants to put bread into the mouths of your children?

The crystal raiders have something the Therans, the Denairastas and all of their ilk do not: honor. Not the prissy politeness the Therans or the elves like to call honor. Crystal raider honor is a powerful thing. It is the lifeblood of a troll raider, more important than life itself. Insult a troll's honor and you have made a serious enemy. Treat a troll with honor and you could make a good friend.

Their honor is what makes trolls such fierce warriors; it gives them courage. A crystal raider will gladly gut you with one of the huge stone swords or axes they use, but he will do it to your face. The crystal raiders fight a straight-up battle. They do not strike from the shadows or use words as weapons. If a raider wants something you have, and you can fight well enough to keep it, he respects you. If you're too weak to stop them, then you don't deserve to have all those fine things in the first place. Now, there's an idea I'd like to apply to some of the courtiers in Throal!

Honor drove the crystal raiders to fight against the Therans in the Battle of Sky Point, even though they must have known it was hopeless. Outmatched against a Theran behemoth, the raiders still fought to the last to protect their homes and their clans from Theran retribution. Only when the Therans began slaughtering their families did the raiders surrender, giving themselves into Theran slavery in distant lands to protect their people. That is honor as great as any I have ever seen.

The question to my mind is not whether or not the crystal raiders would make fit allies for Throal. They are the strongest naval power in Barsaive other than Throal or Thera. I have no doubt they could aid us against the Theran Navy. The real question is: will the crystal raiders find Throal a fit ally for them? The trolls of the mountains are independent and do not trust outsiders. They hardly have allies among their own kind, so why would they cooperate with a kingdom of lowlanders too weak to defend themselves?





Do those words make you angry? They made my blood boil. I heard those exact words not five days ago, just before I plastered the tusked face of the crystal raider who said them to me with a mug of ale. After the fight was over, the raider glared at me, then broke into laughter so hard he nearly fell over. He clapped me on the back and bought me a drink. I learned later that he'd never intended what he said as an insult. To him, it was a simple statement of fact. If someone asks someone else for help, they must be incapable of handling things on their own. Therefore, if Throal comes begging to the crystal raiders, Throal is weak.

Pretty words and diplomats will never win the crystal raiders over, Neden. They don't understand any Name-giver who can't speak plainly. To get the crystal raiders on our side, you need to learn to think like a crystal raider. I know your father and I had our disagreements, but it was something he knew how to do well enough when he wanted to. I think you can do it, too. Learn about the crystal raiders as people; don't think of them as just more ships to add to Throal's navy. If you can do it, I think the trolls will respect you as an equal and you can win their allegiance. Remember, the crystal raiders hate the Therans more than anything in this world. They'll fight the Empire whether they're our allies or not. The trick will be convincing them that we can fight the Therans more effectively together than apart.

Listen to Ilmorian, listen to me, listen to Merrox and your other advisors, but act from your heart, brother. It will be your first lesson in thinking like a crystal raider.

*Passions guard you,
Rozko (still the Unruly)*

HOW TO USE THIS BOOK

Crystal Raiders of Barsaive is a sourcebook for **Earthdawn** players and gamemasters. The book offers a look at the legends, history, customs and abilities of the troll clans living high in the mountains of Barsaive, the legendary crystal raiders, with their magical armor and weapons and their daring airship raids. Players can use the material in this book to enhance the backgrounds of troll and sky raider characters who have ties to the crystal raiders, as well as to expand their knowledge of the world of **Earthdawn**. In addition, gamemasters can use the wealth of material and information presented in this book to create new adventures, flesh out the game world and open up new areas for players to explore in their campaigns.

In addition to the **Earthdawn Rulebook (ED)**, players and gamemasters who wish to use material from **Crystal Raiders of Barsaive** may find **Denizens of Earthdawn, Volume 2** and the **Earthdawn Companion** useful. The former provides considerable information on trolls and the customs, history and rituals touched upon in this book. The latter provides additional information on the sky raider Discipline so common among the trolls, along with some crystal thread items and information on airships.

Gamemasters may also find the material in **Prelude to War: An Earthdawn Epic** of use. **Crystal Raiders of Barsaive** takes the events of **Prelude to War** into account and looks at some of the possible ways the crystal raider trollmoots may become involved in the conflict brewing in Barsaive.

Each section of this book opens with an excerpt from a report on the crystal raiders and the possibility of an alliance between the trolls and the Kingdom of Throal. This report has been compiled by General Ilmorian, the commander of the Throalic navy, for King Neden, Throal's newly crowned ruler. Since the arrival of the Theran behemoth and the other events described in **Prelude to War**, Throal has looked at increasing the strength of its air navy, realizing that any aerial conflict in Barsaive must take the presence of the crystal raiders—one of the most powerful aerial forces in the province—into account. The general's report provides insights into the Throalic view of the crystal raiders and how they might fit into the larger story begun in **Prelude to War**.

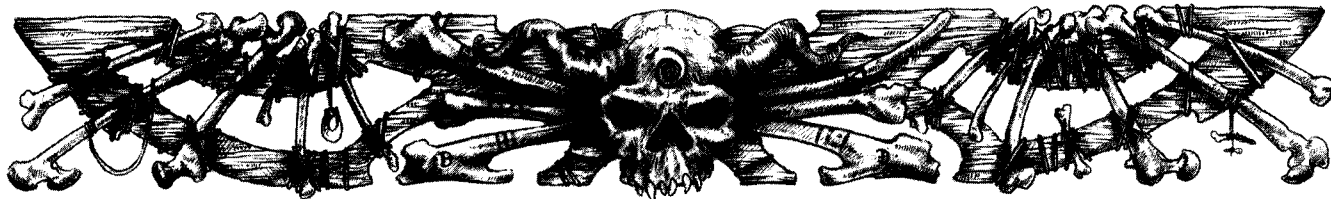
This sourcebook begins with an overview of the crystal raiders and the different crystal raider trollmoots in Barsaive. It also describes some of the most important customs and beliefs of the highland trolls who make up the crystal raider trollmoots. Ensuing chapters cover the history and legends of the crystal raiders in Barsaive and their involvement in many of the conflicts of the past, life as a crystal raider, the construction of their swift airships and their raiding techniques against targets throughout Barsaive. Following these chapters are sections devoted to specific trollmoots, with a focus on those who make their homes in the Twilight Peaks. Each section provides information about the trollmoots, their history and important characters, and what role the trollmoot might play in the ongoing drama unfolding in Barsaive. Each section also offers information on the unique features of the crystal raiders' home territory, places gamemasters can use as settings for players to explore or adventure in.

Scattered throughout the book are short adventure ideas, offering various scenarios for using the material presented in this book in your own **Earthdawn** game. Gamemasters can use these ideas as ready-to-go adventures or adapt them for their own campaigns.

The final two chapters of the book provide game information based on the material in the previous chapters. The first includes detailed information on airships and airship combat, while the second features guidelines for running adventures and campaigns involving the crystal raiders and their mountain homes, a number of unique treasures and magical items associated with the crystal raiders and the Twilight Peaks and various creatures from Barsaive's western mountain ranges and nearby Death's Sea.

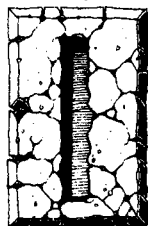
The statistics for most of the gamemaster characters described in this product are presented in an abbreviated format, especially those characters not intended as combatants. Statistics for these characters include only the step numbers for their Attributes.





DRINK LIFE TO THE DREGS

—From a report by General Ilmorian
Teayu, 1509 TH



have encountered the crystal raiders many times in my years in the Throalic Navy. They are a danger of which everyone who sails the skies of Barsaive is aware, and many of the people of the lowlands near the peaks where the raiders dwell regularly suffer the raiders' swift predations. Despite repeated contact with these fierce trolls, however, few know them as well as those who have encountered them in battle, as I have.

The crystal raiders personify the idea of trolls as a savage and violent people. They fly their drakkars on raids against low-lying settlements and against other airships to loot and plunder what they need, and bring it back to their homes in the distant peaks. Their attacks are swift, sudden and without mercy. I know many fine air sailors who have died fighting to keep the crystal raiders from a prize they desired.

I learned of the crystal raiders in my training as an air sailor. No air sailor in Barsaive can consider his career complete without running afoul of a troll drakkar at least once, and every one of us is taught about the raiders, their ways and their tactics. How their mountain homes were too barren and lifeless to support them, driving them to raid for the necessities they required to survive. I learned of the important trollmoots of the Twilight Peaks and of the lesser raider moots living in ranges like the Delaris and Scol Mountains. I believed I knew everything I needed to about these legendary raiders, but nothing prepared me for the day I actually encountered them.

My first encounter with the crystal raiders was as a youth, on my first voyage away from home on an airship of the Throalic navy. We traveled to Travar, escorting a merchant ship to protect it against the crystal raiders, who had been active along the air routes between Throal and Travar. They had already taken two ships, looted their cargo and killed many of their crew. We were assigned to guard this shipment and to warn the raiders against attacking any other airships belonging to Throal or her allies.

They came near sunset, as we passed over the Servos Jungle. Two crystal raider drakkars flew out of the west, using the setting sun to blind us to their approach until they were almost upon us. Their battle cries sent a wave of fear over our ship as the drakkars angled in toward the merchant galley. One tried to slip between us and the galley to occupy our attention while the other cut around for a boarding maneuver. The captain of our ship, Captain Harlech, called battle stations and we rushed to bring our fire cannon to bear on the troll drakkar, but they were between us and the galley and any stray shot threatened to hit the ship we were protecting.

The drakkar drew close to us and the crystal raiders clustered on its deck, their armor and weapons glittering in the fading sunlight. With great leaps, the trolls spanned the distance between our ships, landing on the deck to attack with shouts of fury. I drew my sword and fought for my life.

The raiders fought without finesse, relying instead on the power of their fearsome battle cries and the strength of their troll muscles coupled with their massive crystal swords, axes and spears. I myself held off two of the raiders, my sword weaving a web of steel to hold them at bay as they pressed me back toward the mast. When they rushed me, I made a leap over their horned heads to land behind them, allowing me to turn the tables and dispatch one of them.

His compatriot struck me with his crystal sword, the edge razor-sharp, giving me a scar on my arm I bear to this very day. His attack pushed me back toward the rail of the ship and I feigned weakness to draw him in, exaggerating the effect of my minor wound. When the troll charged in for the kill, I sent him flying over the rail into the clouds. The troll's cry of rage echoed back to me as his sky raider magic caught the wind to bring him safely to the ground. I am sure the denizens of the Servos Jungle found him a welcome guest.

The tide of battle on the deck of our ship began to turn against the crystal raiders. The deck ran red with Throalic and raider blood, but we rallied and forced the trolls back. At a shout from the crew on their drakkar, the trolls began to fall back, leaping across to their ship. We could see the other drakkar just beginning to pull away from the merchant ship. Most of the crew lay dead or wounded on its decks and the hatches were open. No doubt some of its cargo was already aboard the drakkar.

As the last of the trolls leapt from our ship to their own, I rushed to the rail, caught up in the fury of battle and fully intent on leaping after them. Captain Harlech himself grabbed my elbow and held me back.

"Man the fire cannon," he said. I bit back a harsh retort and did as he ordered, but by the time we could bring the cannon to bear, the drakkars were moving swiftly away. Our first few shots went wide, then the raider ships were out of range. The merchant galley was in need of our aid and Captain Harlech believed we had lost too many of our own sailors to pursue the drakkars with any hope of overcoming them before they reached the safety of the Twilight Peaks. We limped with our charge the rest of the way to Travar and were met by the city's patrol ships.

That day taught me to respect the crystal raiders as the most dangerous enemies in the sky. Although I have fought Theran kilas and enraged wyverns since, I still remember the swift and savage attacks of the crystal raiders.





This chapter provides an overview of the various crystal raider moots of Barsaive, the main population of which is concentrated in the Twilight Peaks, and information on the important cultural aspects of the trolls of Barsaive who make up the crystal raider clans.

THE CRYSTAL RAIDERS

The crystal raiders are clans of trolls who live in the mountains of Barsaive, primarily in the Twilight Peaks. The crystal raiders pilot small, agile wooden airships called drakkars on daring raids against lowland targets and against other airships in the skies over Barsaive.

These raids represent a way of life for the trolls, the only way they have to support themselves in the isolated and rough terrain of the mountains where they make their homes. One of the most powerful aerial forces in Barsaive, the crystal raiders may be the deciding factor in any airship conflict that arises between the Theran Empire and the Kingdom of Throal.

The crystal raiders gained their Name from their use of weapons and armor carved from living crystal mined from the high mountain peaks they call home. These dazzling weapons and armor of solid crystal weigh far too much to be wielded by anyone with less strength than a troll, and the raiders use their unique crystal armaments with great skill. The sight of a ship full of trolls waving crystal-edged axes, spears and swords, clad in crystal armor and protected by crystal shields gleaming in the reddish light of the Twilight Peaks can strike fear into the heart of the most seasoned soldier or veteran air sailor.

The principle unit of organization among the crystal raiders is the clan, a single extended family of trolls. Because mountain trolls practice line marriage, a single clan can consist of many different married partners and their relations, numbering from a few trolls to dozens. Each troll clan has its own Name and a long history; many troll clans can trace their heritage back for centuries before the Scourge.

Many troll clans belong to a *trollmoot* (or simply a moot). Trolls call this structure *altrua'agoral*, literally "clan of the people of one mountain." Since the time when the

Skytoucher moot was first founded under the guidance of Thystonius, the crystal raider clans have joined together to form moots. A trollmoot is an alliance of many clans under the leadership of a single chief, joined together by ties of honor, sworn oaths and the mutual need for defense and prosperity. In many ways, a trollmoot resembles a line marriage on a larger scale, with each individual clan enduring to ensure the overall survival and continuation of the moot.

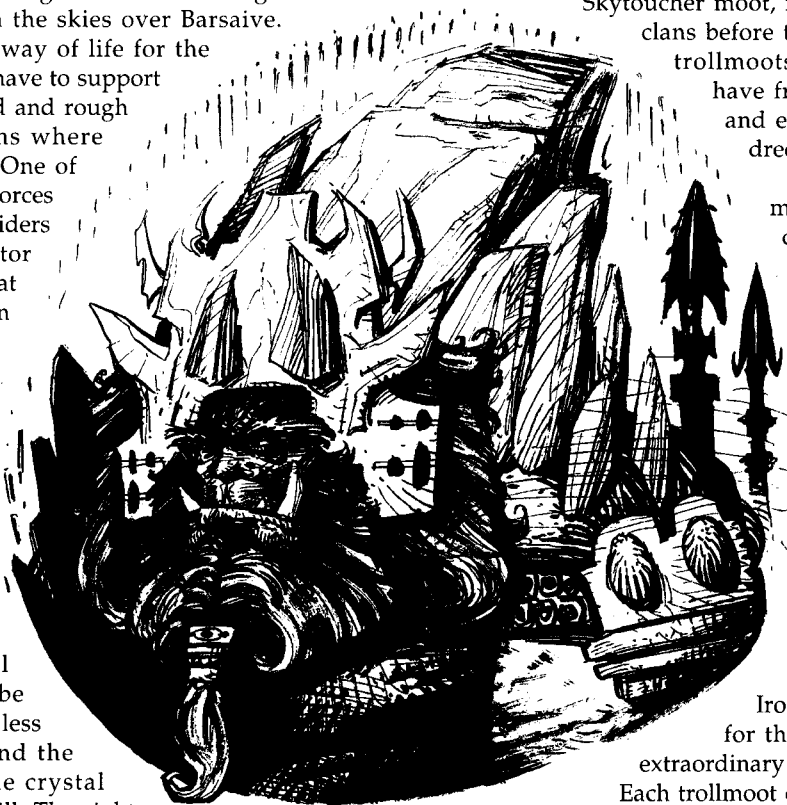
A trollmoot is made up of many clans. The largest trollmoot in the history of the Twilight Peaks, the Skytoucher moot, included more than fifty clans before the Scourge. Most of the trollmoots of the Twilight Peaks have from ten to twenty clans, and each moot numbers hundreds of members.

Traditionally, a trollmoot is Named for the clan of the chief who rules it, thus the Stoneclaws moot is dominated by the Stoneclaws clan. Some moots have developed Names that honor certain achievements or qualities of the moot rather than its leader. The Skytoucher moot, for example, was Named for Skytoucher Mountain, which they took as their moot home. The

Ironmonger moot is Named for the moot's interest in and extraordinary skill at metalworking.

Each trollmoot controls a large region of territory centered around its *alheim*, or moothome, which is used for meetings between the chiefs of the clans, as well as for meetings between different moots. Meeting another trollmoot at their moothome, however, acknowledges that moot's superiority and power, and so most meetings between trollmoots convene in a neutral place.

Traditionally, all trollmoots treat each other as rivals, constantly raiding and fighting over both territory and wealth. Some trollmoots choose to focus their efforts on targets other than their trollmoot neighbors, but the long-standing tradition of interclan raiding still continues. Despite this apparent lack of interest in cooperation, a complex system of alliances, oaths and debts of honor bind the trollmoots together in a firmly tangled web that makes it all but impossible to consider one trollmoot separately from the others.





CRYSTAL RAIDER TROLLMOOTS

There are six main crystal raider trollmoots in the Twilight Peaks, with two others in the neighboring Delaris Mountains and one major trollmoot in the Scol Mountains to the distant north. Other, smaller trollmoots exist in Barsaive but generally are dominated by the more powerful and prosperous ones, making them minor players in the grand drama of conflict between the different moots.

Blackfang

The Blackfang moot lives in the southern ridge of the western part of the Twilight Peaks, near the ork nation of Cara Fahd. Blackfang territory is dominated by the twin volcanoes known as Death's Eyes. Most likely because they live in one of the most inhospitable regions in the mountain range, the Blackfang moot has not prospered there. It is also said that the moot suffers under a curse cast upon them before the Scourge. Traditionally, they have raided south into Cara Fahd and the surrounding area, but the recent formation of the new ork nation has cut off the Blackfangs from this lucrative source of raiding. With the orks now organized and concerned about protecting their communities and trade from the crystal raiders, the Blackfangs are being forced to choose between seeking some kind of legitimate trade with Cara Fahd, going to war with them or striking out into the territory controlled by another trollmoot, probably the Thundersky moot or the Bloodlores.

For more information on the Blackfang moot, see page 92 of **Trollmoots of the Western Twilight Peaks**.

Bloodlore

The most savage trollmoot in the Twilight Peaks, the Bloodlore moot boasts a long history of conflict. They raid indiscriminately into all the surrounding territories and make war against all of the other moots of the peaks, refusing to cultivate any serious allies among the other trollmoots. They particularly hate the Stoneclaws, who the Bloodlores consider weak and unworthy of even being considered trolls, and the Therans, who the moot view as blood-enemies since the Battle of Sky Point. The Bloodlore moot is also beset with internal conflicts that have kept them from fulfilling their desire to take the whole of the Twilight Peaks for themselves. If the Bloodlore moot was sufficiently united, it would become a fearsome fighting force that might be capable of achieving its goals of conquest.

For more information on the Bloodlore moot, see page 88 of **Trollmoots of the Western Twilight Peaks**.

Firescale

The Firescale moot dwells in the mid-reaches of the Scol Mountains, far to the north of the Twilight Peaks. The

name of the mountains means "ancient" in the troll tongue, and this range is believed to be the original home of the trolls who founded the Kingdom of Ustrect. The Firescale moot consists of diverse clans from the Scol Mountains who have joined together to raid lowland targets. Unlike the raiders of the Twilight Peaks and the Delaris Mountains, the raiders of the Scol Mountains do not rely only on airships for their raids. They also ride massive beasts similar to thundra beasts, but larger and even more fierce. They wear distinctive scaled armor and wield weapons of stone, bone and crystal. The Firescales are allied with the Denairastas of Iopos, who have been known to direct the trolls' raids in ways that benefit their plans. All efforts on the part of other Name-givers, including the other trolls of Barsaive, to make peaceful contact with the trolls of the Scol Mountains have ended in bloodshed.

For more information on the Firescale moot and the trolls of the Scol Mountains, see page 111 of **Distant Trollmoots**.

Ironmonger

Workers in metal as well as stone, the Ironmonger moot lives closest to the ruins of the ancient Kingdom of Ustrect and remembers much of the lore and history of that lost nation. Yorvak Bronzeclaw and his people are fascinated by the legends and tales of Ustrect and style themselves somewhat after those bygone trolls. The Ironmongers greatly value metal artifacts and weapons, and plan their raids to steal such items. They possess the finest metal-working skills of all the trollmoots in the Twilight Peaks, and their characteristic metallic weapons and armor sets them apart from other crystal raider tribes.

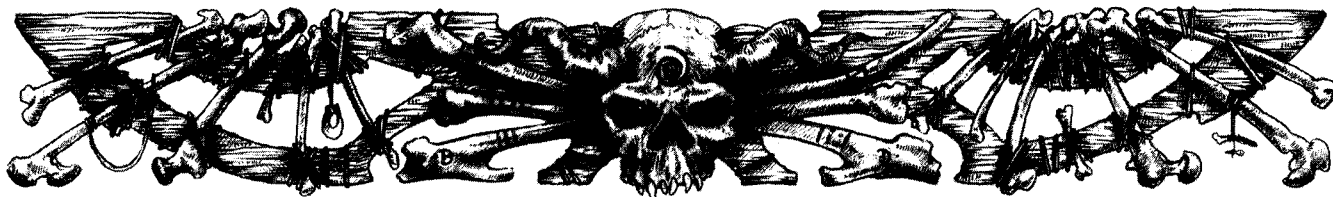
For more information on the Ironmongers moot, see page 74 of **Trollmoots of the Central Twilight Peaks**.

Rockhorn

The Rockhorn moot makes its home in the eastern portion of the Delaris Mountains near the territory of the Bloodlore moot and the newly formed nation of Cara Fahd. Skilled mountain dwellers, the Rockhorn raiders take advantage of their control over several important mountain passes between the Delaris Mountains and the Twilight Peaks to efficiently raid caravans and other travelers passing through these areas. They own and use airships for raiding as well, but have increasingly devoted their efforts to raiding land-bound targets. The Rockhorns are also the allies of a small Brotherhood of obsidimen who live in the Delaris Mountains. The trolls respect their "rock brothers" and look to them for spiritual leadership, and the obsidimen count on the trolls for early warning against the dangers of the mountains.

For more information on the Rockhorn moot, see page 105 of **Distant Trollmoots**.





Skyseeker

The Skyseeker moot inhabits the western Delaris Mountains, some distance from the conflicts of the Twilight Peaks. The Skyseekers support their moot by flying on raids against settlements near Jerris and the region surrounding their domain, but they also follow another purpose. The trolls of the moot seek to find the lost monastery of Elianar Messias, the Martyr Scholar, in order to learn more about his discovery and translation of the Books of Harrow. To this end, the Skyseekers are loosely allied with the Fellowship of Night, an order of nethermancers living in the Delaris Mountains. The leader of the Skyseeker moot, Cho'arras Brightstone, believes knowledge of the Books of Harrow belongs to all the people of Barsaive and that further knowledge about the Scourge may help find a way to heal the damage done by the Horrors to the land and its people. All the members of his moot do not share his views, however, and Cho'arras faces dissent from other Skyseekers who believe their chief is leading the moot down the wrong path.

For more information on the Skyseekers, see page 108 of **Distant Trollmoots**.

Stoneclaws

The most likely potential allies of Throal, the Stoneclaws moot has adopted many Throalic ways, customs and manners, including clothing patterned on dwarf styles. Other trollmoots consider the Stoneclaws weak for their desire to be like the dwarves, and raid and attack the Stoneclaws more often than any other trollmoot. The Stoneclaws maintain a particularly bitter blood-feud with the Bloodlore moot. The Bloodlores believe the Stoneclaws dishonor all trolls by adopting lowland ways, while the Stoneclaws consider the Bloodlores savages unable to see a greater future for all trolls.

For more information on the Stoneclaws Moot, see page 60 of **Trollmoots of the Eastern Twilight Peaks**.

Swiftwind

The Swiftwind trollmoot makes its home in the western portion of the eastern Twilight Peaks, and boasts the finest ship-builders in the entire range of mountains. Throal currently seeks to grasp the advantages to be had in gaining this moot as allies in the coming conflict, but the Swiftwinds remain carefully neutral for the most part. They are loosely allied with the Stoneclaws and so direct their raids to the plains north of the mountains, but feel uneasy about tying their moot's fortunes too closely to those of the Stoneclaws. The Swiftwind Moot also keeps an uneasy peace with their other neighbors to the west, the Ironmongers, in order to focus on creating wonders of airship design.

For more information on the Swiftwind moot, see page 64 of **Trollmoots of the Eastern Twilight Peaks**.

Thundersky

The Thundersky moot is the most centrally located trollmoot of the Twilight Peaks and controls the spur of the peaks jutting into the Ashen Hills and the Gray Forest. They are well known as the "loftiest" of all of the trollmoots, because they literally dwell at the greatest altitudes. This extreme isolation and unmatched vantage point has forged the Thundersky moot into fierce and fearless raiders, as well as accomplished miners of True air. They suffer uneasy relations with the Bloodlore and Blackfang moots, engaging in skirmishes and conflicts with those two moots as well as with the Ironmongers. The Thundersky moot tends to raid the other trollmoots as much as they raid in areas beyond the Twilight Peaks, but disdain raiding targets in the lowlands as unworthy of their skills. Their expertise in the daring ship-to-ship aerial raids for which the crystal raiders are most feared accounts for the greatest share of the legendary prowess of the crystal raiders—both Theran and other merchant airship cargoes regularly fall prey to Thundersky raids.

For more information on the Thundersky moot, see page 78 of **Trollmoots of the Central Twilight Peaks**.

RAIDS AND CONFLICT

Originally, the crystal raider trollmoots raided each other almost exclusively. The wealth offered by the Orichalcum Wars, however, was enough to draw the trolls out of their peaks to attack non-raider airships. This led the crystal raiders to abandon some of their traditional conflicts and look to the world outside the mountains for the materials and foodstuffs they needed to survive. The modern trollmoots fight among themselves in equal measure with raiding areas all over Barsaive.

The conflicts between trollmoots are as ancient as the mountains themselves, dating back to when the moots were first formed. Though tradition proclaims no troll should hate another who raids against him, the crystal raider moots developed deeply felt rivalries and bitter enemies over their centuries of strife. The desire to end these conflicts or seriously hurt their enemies allowed some troll clans and moots to forge alliances with others from time to time, though such alliances always remain temporary. Inevitably, the spirit of cooperation between the moots dissolves as soon as the situation which gave rise to the cooperation changes or the reason fades away, and the trolls revert to their old ways of raiding and attacking each other at will.

This life of ongoing intermoot conflict may be coming to an end in some ways. Some of the trollmoots of the Twilight Peaks are beginning to look for other ways of life to satisfy their needs for conflict and sustenance. The Stoneclaws, for example, quite admire Throalic ways and ideas, while the Ironmongers find immense gratification in the arts of metalworking and legends of the past glory of





Ustrect. The Blackfangs are faced with the need to trade with the new Kingdom of Cara Fahd or else seek new, potentially more distant or difficult places to raid. The Swiftwind moot has used years of relative peace to improve their art of building airships, allowing them to see the possible advantages of a new way of life. The Bloodlores remain hard-liners, clinging to the old ways of life and becoming more and more savage as they feel increased pressure from all sides.

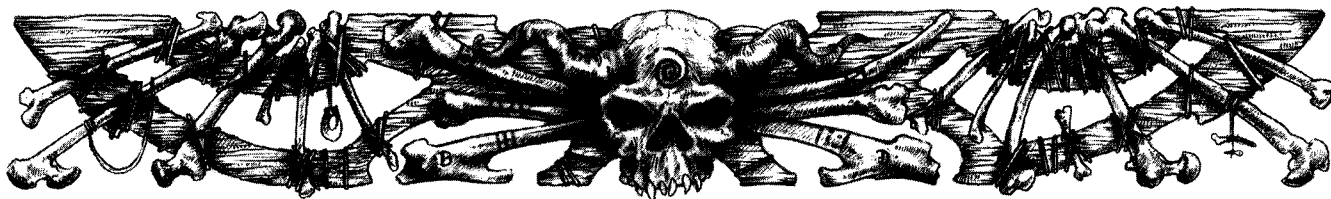
The more distant trollmoots of the Delaris and Scol Mountains are also finding new roles in the political tapestry of Barsaive. The Delaris trollmoots are less dangerous than those of the Twilight Peaks, but they are also less numerous by comparison. The Firescales of the Scol Mountains are entwined with the Denairastas clan of Iopos, and may become instrumental in that family's plans to conquer Barsaive.

For the time being, the crystal raiders remain scattered and factionalized. Most are not formally allied with any of the other nations of Barsaive, but the time is coming when they will be forced to choose sides in Barsaive's conflicts. Iopos' alliance with the Firescales and Throal's overtures to the Stoneclaws have already begun the process of change that will shape the future of the trollmoots, and possibly decide the fate of Barsaive as well.

THE DUAL PEOPLE

Lowland-dwelling trolls in Barsaive have adopted many of the customs and mannerisms of the Name-givers they reside among, a practice that more easily allows them to exist in harmony with other races. In contrast, the mountain trolls of the crystal raider trollmoots strongly maintain their people's ancient traditions and actively seek ways to





practice the virtues of honor, courage, daring and skill in battle. This puzzles other Name-givers who see these virtues as directly opposite to the crystal raider practice of attacking and raiding settlements, ships and caravans to steal their goods and take prisoners for slaves. They cannot understand how the crystal raiders can consider themselves honorable and civilized when they appear to be nothing more than thieves, pirates and slavers. The crystal raiders embrace this duality and believe that they live their lives as the true embodiment of the troll race's heritage: people of both rage and peace, souls both fierce and artistic, proud clans with a complex and rigid sense of honor complemented by a deep and abiding spirituality.

HONOR

"Ka'al'abor," say the crystal raiders. "Honor is the brother of life." The trolls take this expression very seriously. A troll who is without honor is *kava*, literally "mud." He is less than nothing and may as well be dead in the eyes of other trolls.

Troll honor is a complex concept that is quite difficult to explain to other Name-givers. It consists of three parts: *katorr*, or personal honor, *kat'ral*, clan honor and *katera*, which is roughly translated as racial honor. All three forms of honor are closely interrelated; it is difficult to separate one from another. It is, in fact, likely that an insult will affect different levels of a troll's honor at the same time. What another Name-giver might consider a minor slight could affect a troll's *katera*, and thus be seen as an insult to the entire troll race.

The complexity of troll honor makes it difficult for other Name-givers to interact with trolls without giving them offense in some way. This is especially true of the isolated crystal raiders, who rarely encounter other races except in battle. The crystal raiders, and trolls in general, have a reputation as hot-headed because their complex code of honor requires them to take appropriate action when they are insulted, or else lose honor in the sight of other trolls.

—Letter from the merchant Dollwan to his son
My son,

Your mother and the Passions know I am pleased that you have survived your travels all these years—even when you have chosen your guide unwisely, as you did in choosing Welis on your journey to Lake Vors. I still shudder to think of the fate that might have befallen you if not for the stalwart guards I sent to accompany you!

I have learned that your latest venture is to make a journey into the Twilight Peaks to establish trade with the Stoneclaws trollmoot. As I always seem to do, I must caution you against this expedition (though at least you have chosen to focus your efforts on the most reasonable of the crystal raiders!). I fear that your inexperience will betray you and your company, leading to your death or worse.

I know by now, however, that you never take my advice, so I must find solace in giving you instruction instead. There are many who will tell you that, as a race, trolls cannot be spoken to without giving offense—there are simply too many topics of conversation that lead to slights against their honor. You must not comment on their ships, for a crystal raider's ship embodies all that is fine and honorable about his clan; you must not comment on their art, for art is a private matter that should not be discussed by non-trolls; you must not speak of their customs, for their traditions make it dishonorable for trolls to speak of their ways to outsiders; the list seems never-ending. The crystal raiders rarely encounter other Name-givers outside of savage battle and so, unlike many lowland trolls, will show no tolerance for inadvertent insults.

This, then, is my advice to you (and I hope you will listen this time): if you can, find an honorable lowland troll to accompany you; even if the crystal raiders do not respect him, he will be able to guide you successfully through the worst pitfalls of troll conversation. If you cannot (or will not) find a troll guide, then spend time observing trolls in various environments before you travel; if you can learn how they avoid insulting each other, you will stand a better chance of not insulting them yourself. Finally, use the good sense you were born with; if you approach the crystal raiders with respect for their traditions and honorable intentions, your sincerity might serve to keep you out of trouble. You must have learned by now that traveling to the far reaches of Barsaive requires a flexible mind and pure heart—only those qualities will allow you to approach each new situation with a healthy respect for the differences between Name-givers all over the province. And as long as you acknowledge the worth of others' ways and traditions and treat your potential customers with dignity and honesty, you will always close the deal. (It also never hurts to find out what your potential customer takes greatest pride in and learn a few complementary phrases on the subject.)

May Chorrolis guide you in your paths.

"Abor'a'kaf," is another crystal raider saying. "Life is struggle." The mountain trolls long ago rejected the easy life offered by Jaspre in the once-lush and fertile Twilight Peaks. Instead, they chose a life of conflict, a way of struggling for survival and striving for victory over the forces of Death trapped in the nearby Death's Sea, always challenging themselves to press further and harder than ever before.

This ideal of the mountain trolls shapes every aspect of crystal raider existence. Life in the high mountains is harsh and desolate. The only way the clans can survive in their home environment is by being hardened warriors and using their ability to raid others for the supplies they need. If forced to rely on the resources of their mountain homes alone, the trollmoots would not survive for long.

These trolls see no dishonor in raiding. It is not theft, because those who are raided always receive the opportunity to defend what is theirs. Crystal raiders do not strike like thieves, seizing goods and stealing away quietly into





the night. They come like a raging storm, full of battle shouts and clashing weapons to challenge their opponents for the privilege of keeping the goods they possess. In fact, the crystal raiders' name for themselves, *tro'o'astia*, translates roughly as "thunderhead" or "omen of doom."

The crystal raiders view their raids as an opportunity for the raided to prove they are worthy of the wealth and prosperity they enjoy. If they cannot fight to defend it, then it is only proper the raiders take it away from them. If the raiders are defeated, then their opponents are worthy and honored in the trolls' eyes. The crystal raiders believe the rest of Barsaive should thank them for the opportunities they provide for the other Name-givers to prove themselves worthy of the bounty of the Passions, just as they thank Jaspre and Thystonius for granting them the opportunity to live life to the fullest.

SPIRITUALITY

The other side of the troll coin is known as *jar'arak*, which can roughly be translated as "spirituality." The concept of *jar'arak* is even more difficult for other Name-givers to understand than troll honor. The complexities of *katorr*, *kat'ral* and *katera* make some sense once they are explained, but *jar'arak* includes concepts of thought, philosophy, art, religion and all of the other aspects of life that are not honor or the daily struggle to survive. It can best be described as a transcendent "oneness" a troll feels when truly fulfilling his or her place in the universe. A troll might experience *jar'arak* in the midst of a raging battle or when flying an airship through a howling storm. *Jar'arak* can also be found while quietly contemplating a mountain stream, working on a fine piece of art, anything that fills the troll with a strongly felt passion.

The experience of *jar'arak* is considered highly personal among trolls. It is not casually discussed or questioned. To do so would insult the *katorr* of the troll as well as the personal honor of any unwilling listeners. Trolls do not force their beliefs on others, which is one of the reasons most other Name-givers know so little about the spiritual life of trolls. In keeping with the greater savagery with which they defend their honor, the crystal raiders also possess an extremely rich, deeply felt spirituality—a part of their life that no outsider is likely to even suspect exists, let alone ever see.

Adventure Idea: Unanswered Questions

The player characters are contacted by Thom Edrull, an archivist from the Library of Throal and compiler of the *Denizens of Barsaive* collection (p. 90, **Throal: The Dwarf Kingdom**). King Neden is looking for information to sup-

plement General Ilmorian's report on the crystal raiders and intends to send an expedition to the Twilight Peaks to learn more about the raider trollmoots, specifically, which of them might be recruited as allies for Throal when conflict breaks out again with Thera forces in Barsaive. The player characters are good candidates for this task if they have worked for the Library of Throal or the Throalic government before and/or have specialized knowledge of the Twilight Peaks.

The adepts travel by airship to the eastern Twilight Peaks, the region controlled by the Stoneclaws moot. Once they arrive, they are to meet with Kerththale, the chief of the Stoneclaws, and present him with a fine-woven dwarf winternight cloak designed to fit a troll. Neden sent this gift as a token of his esteem and goodwill. Unfortunately, the Bloodlore moot wants to disrupt the development of relations between the Stoneclaws and Throal, and so a Bloodlore drakkar attacks the Throalic ship as it nears the Twilight Peaks. The Stoneclaws come to the Throalic airship's aid as soon as they realize what has happened, but the player characters must hold off the Bloodlores until then. Kerththale does not apologize for the action of the Bloodlores, but he does praise the adepts if they defended their ship well.

The player characters and their Throalic entourage are invited to be Kerththale's guests at a meal with their host. The adepts must navigate the difficult waters of a troll social event without offending any of the trolls, while at the same time working on their goal to acquire information about the Twilight Peaks and the crystal raiders that might be of use to Neden. During the meal, one of the trolls suffers a seizure and falls dead in front of the gathered members of the moot. The cause of death is discovered to be poison and, as the only outsiders at the feast, the player characters immediately fall under suspicion of this foul deed.

In truth, one of the members of the Throalic entourage, a human Named Saddu, is secretly an agent of the Holders of Trust of Iopos with orders to disrupt the characters' fact-finding mission and worsen relations between Throal and the crystal raiders. He arranged to leak information about the mission to the Bloodlores so they would attack. After arranging for the poison to be administered, Saddu then sabotages the characters' airship and attempts to escape into the mountains. If the player characters can find him and prove their own innocence, they have a chance of improving relations between the Stoneclaws and Throal and keeping Kerththale from attacking Throalic ships in retribution for the death of his clan-brother.





LEGENDS AND ALLEGIANCES

—From a report by General Ilmorian
Teayu, 1509 TH



King Varulus and I once talked long into the night of the Theran War and other great battles, drinking warm, spiced wine beside the hearth in the Royal Chambers. He told me he believed the study of history and knowledge of the past to be of vital importance. "Ilmorian," he said, "Those who do not learn the lessons offered by the past are doomed to learn them the hard way in the future."

I have never forgotten your father's wisdom, Your Majesty. I, too, believe knowledge of the battles we have fought in the past holds wisdom for the battles we will fight in the future. It is up to us to seek out and interpret this wisdom, learn what it has to offer so we are not condemned to discover the lessons of history too late.

It follows, then, that to understand the crystal raiders one must understand how they came to be. The history of the crystal raiders reveals to us the reasons for their life of raiding and warfare, and may give us the knowledge that will let us discover how the crystal raiders can be of use in our current struggle against the Theran Empire. Many volumes in the Great Library offer the lengthy history and legends of the trolls and the crystal raider trollmoots; these are always available for your perusal and edification. Personally, I am not a scholar, but a soldier. Rather than tell again what others have already written so eloquently, I instead offer you my analysis of the lessons to be learned from the history of the crystal raiders.

The first lesson we learn is that the crystal raiders raid and make war as a way of life. All of their traditions and their legends are filled with respect for those who raid and fight well, and disdain for Name-givers who use words or trickery to gain what they want. Though the harsh environment of the mountain peaks may offer the crystal raider clans few alternatives to their life of raiding, I believe the crystal raiders continue their way of life out of choice rather than necessity. I have seen the ferocious thrill of combat in a crystal raider's eyes, heard it in their battle cries. The highland trolls glory in their raids. No Name-giver is going to convince them otherwise.

The second lesson is that the crystal raiders possess great courage and will gladly fight against overwhelming odds. The raiders field the lightest and least-armed airships of any power in Barsaive, but their drakkars have been able to capture galleys and

overcome warships far larger and better armed. The crystal raiders have fought against Theran kilas and won, and they believe no cause they pursue to be unattainable. This unshakable belief in their own abilities gives the crystal raiders steadfast courage even in the face of unbeatable odds. The trolls who fought at the Battle of Sky Point only surrendered when the Theran forces began to kill their families and destroy their homes. They were willing to fight to the death against a Theran behemoth, even though they knew they could not win. Personally, I have never seen a crystal raider surrender or submit to capture, nor have I heard such tales from any reliable source.

The third lesson is that a crystal raider never forgets a friend, or an enemy. Honor is a complex, deeply felt part of every troll, but honor is a primary driving force for the crystal raiders. If you insult a troll, his honor requires he pay you back in kind. If you respect his honor, he will respect yours. This is a difficult balance to strike; the crystal raiders do not value the same things as other Name-givers, and so dealing with these trollmoots requires a unique understanding of honor. For example, I have fought crystal raiders many times, but I do not think they would consider me an enemy. I simply performed my duty as an officer of the navy, and they honor that dedication to duty.

The crystal raiders might have viewed the Therans as honorable foes rather than bitter enemies except for the devastation the Therans inflicted at the Battle of Sky Point. I believe the crystal raiders would have accepted the destruction of their drakkars by the Theran behemoth, for these are the fortunes of war, and every sky raider is prepared to give his life in battle. If the Therans destroyed the crystal raider warriors, then it proved the Therans were stronger, and the raiders respect strength. But the Therans turned their weapons against non-combatants to force the crystal raiders to surrender. This insult to troll honor forever marked the Theran Empire as blood enemies of the crystal raiders. Even if the raiders do not ally with Throal, they will never join with Thera.

The last, and perhaps most important lesson of crystal raider history is that they make only temporary alliances. Though they aided Throal during the Theran War, the crystal raiders did not become our allies. Once the Therans withdrew to Sky Point, the raiders resumed their attacks on all shipping concerns and lowland settlements of every affiliation. Experience warns that we must handle crystal raider allies as a double-edged sword, always aware that they may turn on us once the battle is done.





HISTORY

The crystal raiders boast a long and illustrious history in Barsaive, having played an important role in many of the pivotal events shaping the province, most notably the Orichalcum Wars. The troll clans maintain a keen sense of the past by telling complex tales of the deeds of the great crystal raiders heroes. These tales, known as *norr* (which translates as "tapestries") form the basis of troll history, an entirely oral tradition passed on from generation to generation of troll troubadours and storytellers in the form of songs, sagas and legends. Though many Name-givers have studied the trolls' oral history and compared their legends and tales to the "truth" of Barsaive's history as defined by scholars of other races, many events in crystal raider history simply cannot be verified.

THE FIRST TROLLS

Legend says the troll people were created by the Spirit of All Things, whom the trolls call Griahek'kan. In the beginning, Griahek'kan gave form to the world and all of the things in it from Her own body. She then brought forth life on the new world. She wished for true children of Her body who would listen to Her and speak to Her. First She created the windlings, then the elves, the humans, the dwarfs, the t'skrang and the orks, but none of these Name-givers heard the words of the Spirit of All Things. After creating six races of children who could not hear Her and would not speak to their Mother, Griahek'kan despaired and cried out twice in rage and sorrow. Her cries were thunder that shook the earth. After each terrible boom, there followed a great, deep silence. From the silence came the obsidimen, and from the thunder came the trolls, also known as the Dual People.

These progeny of the earth heard the Spirit of All Things and she rejoiced in Her true children. As a reward, Griahek'kan granted the children of Her heart their homes in the heart of the world: the mighty rocks and mountain peaks. To this day, the trolls believe they and the obsidimen share a common origin and a common bond as the true children of Griahek'kan. This is why trolls esteem obsidimen above all other non-trolls and call them *ago'al*, meaning "rock

brother." This legend also explains why trolls tend to look down on the other races of Name-givers. Most lowlands trolls have overcome this particular prejudice, but many of the mountain trolls still consider the other Name-giver races inferior to them.

Norr Ge'Ere'Jaspree: A Troll Tale

Long ago, before Thera rose in power to the west, the *tru'a'uli*, the Dual People, dwelled in clans in the mountains of Barsaive. The high mountain peaks provided for the trolls the solitude they desired from other races who lived closer to the ground. The trolls lived high above the farmlands and rolling hills of Barsaive. Born of the Earth, they reached always towards the Sky, and Jaspree, the Passion of Nature, cloaked the mountains the trolls lived on in green. The mountain streams flowed clear and cold through forested glades. The waters teemed with fish and the woods with game. The trees and bushes produced all manner of fruits and the rich soil of the mountains held roots and other vegetables, a great harvest for the trolls. The mountain trolls led a life of ease, blessed by a cool climate, plentiful food and secure shelter.

For all of this bounty, the trolls had Jaspree to thank, only they did not. The trolls took Jaspree's gifts for granted. With no need to struggle to survive, they sought challenges elsewhere. Always a physical people, the trolls embraced Thystonius, the Passion of Physical Conflict, in their hearts. They delighted in contests of strength and endurance, the kind of struggle of muscle and bone in

which Thystonius takes the greatest delight. The Passion looked upon the games and pastimes of the trolls and was proud. Thystonius rewarded the trolls with greater strength and vigor to spur on their hunts, races and contests. Jaspree continued to support the trolls' way of life in the mountains, but still the trolls did not honor the Passion of Nature. They took Jaspree's bounty and used it to honor Thystonius with feasts and artworks.

Jaspree became angry at the mountain trolls for their rudeness. He went to his brother Thystonius.

"Brother," he said, pointing to a clan of trolls engaged in games of wrestling and spear-throwing, "The trolls honor you at every turn. I provide them with food from the forest and





stream, wood to carve, and clean water to drink. But they take my food and prepare feasts in your name. They take my wood and carve it in your likeness. They use my waters as an obstacle in their contests. Why is this so? Why do the trolls love you more than me?" Thystonius pondered his answer for a long time, for the Passion was unused to words.

"Let us ask them," Thystonius said to his brother, meaning the nearby troll clan. So the two Passions cloaked themselves in the forms of trolls and came to the clearing where the clan held their contests. The troll clan greeted the strangers in their midst. Jaspree appeared as a troll in the bloom of youth, carrying a basket laden with succulent fruits and fragrant flowers. Thystonius appeared as a troll of massive proportions, his limbs like tree trunks and his chest like a granite cliff. The gathered trolls felt awe at Thystonius' strength, and clamored for him to join their contests. Jaspree spoke out as his brother Passion prepared to join the trolls.

"What of this?" he said, gesturing to the basket of gifts he carried. "I have brought fine fruits and other gifts of Jaspree."

"They can wait until after the contest," one of the trolls replied. "Nature holds no challenge. It will be there for later."

"You see," Thystonius said to Jaspree. "You offer them gifts for nothing. My rewards come with work and struggle. Plucking a fruit from a tree is nothing compared to besting another in a struggle. The rewards taste all the sweeter when you struggle for them."

With that Jaspree's anger grew a hundred-fold. He cast off his Name-giver guise, appearing as a creature with the upper body of a troll, but with the hindquarters of a lion and the forefeet of a dragon, with a lashing tail like a wyvern and his head crowned with antlers.

"You value struggle in your lives?" the Passion roared with a voice that shook the mountains. "You desire the thrill of victory for your achievements? So be it!" Jaspree struck the ground with a mighty talon and the fruits of the trees withered and died, falling to the ground. He struck again and the streams became angry torrents, capped with froth. Jaspree roared and a cold wind blew through the mountain peaks, burning the leaves and grasses with frost and bringing dark storm clouds. The trolls stood in awe of the anger of the Passion as thunder shook the air and lightning rained down on the peaks.

"This is my Gift to you!" the Passion cried in a voice like the thunder. "No more will the bounty of Nature be given to you freely. You must prove yourselves worthy and struggle to win every crumb, every splinter, every precious drop of life! Struggle all of your lives and fight to keep what is yours, or else you will find it taken from you. Only then will you learn to appreciate what you have and what was once yours!" With that, Jaspree vanished in a storm cloud and a howl of wind, leaving the trolls to fight over the remaining food and supplies. Thystonius looked

on the contest and smiled broadly, knowing the trolls would one day understand the great Gift Jaspree had given them: a life of struggle, hardship and challenge to drive them to greater and greater glory.

Jaspree's pronouncement is not seen as a curse by modern trolls, but as a "Gift" the Passion gave to save the trolls from a life of leisure. Jaspree's Gift forced the first trolls to embrace the ways of Thystonius wholeheartedly and gave them even more reason to struggle and feel the power of the Passion every day of their lives. It also strengthened the troll love of nature because they came to truly appreciate the treasure that is the bounty of the natural world. Only a few trolls believe Jaspree intended any harm with his Gift, and those trolls are persecuted among their own kind as blasphemers.

The First Trollmoot

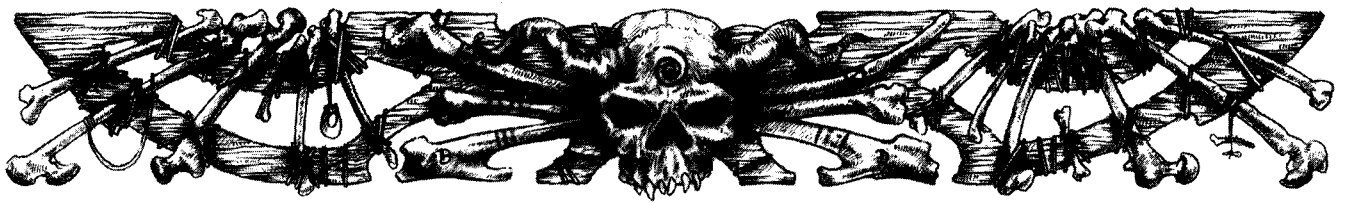
After receiving Jaspree's Gift, the troll life of leisure came to an end. The troll clans struggled for the food and other necessities to sustain them in the harsh and rocky peaks. Their physical contests became true battles as troll clans fought each other for food and territory. These battles began as small skirmishes, but quickly grew into an almost never-ending war between the many troll clans as they raided each other repeatedly, over and over again.

The larger troll clans were almost always victorious over the smaller, weaker ones. The smaller clans came near extinction at the hands of their more powerful neighbors until the Passions again took a hand. Thystonius appeared in disguise to many of the smaller troll clans in the Twilight Peaks and told them to go to Skytoucher Mountain, the highest of all of the Twilight Peaks. There they would meet at Skypoint, the highest plateau of the mountain, and find the means to survive and prosper. When the clans gathered at Skytoucher, Thystonius appeared to them in all his glory.

"A small foe cannot always overcome a larger one," the Passion said. "But there is strength in numbers. Rather than raid each other, you must band together and become of one body, one family. Then you will be strong enough to fight those who challenge you and you too will prosper." The Passion vanished in an echoing boom of thunder, and the clan chieftains gathered at Skypoint considered his words. They agreed that the Passion's words were true; if they could band together, they could resist the might of the great troll clans and keep what they had, perhaps even raid the more powerful clans and take from them. But how would they choose a leader for their new alliance?

"We will follow the way of Thystonius!" cried Torak Thundersky, chief of the Thundersky clan and a questor of the Passion of Physical Conflict. With that, the chieftains of the troll clans who desired leadership of the trollmoot drew their weapons and met in battle. This was the first Rite of Succession known among the trolls, where a physi-





cal contest in the Name of Thystonius decided the leadership of the first trollmoot. Torak Thundersky, filled with the power of his Passion, emerged victorious and became the first chieftain of the Skytoucher moot.

With the force of many clans behind his banner, Torak Thundersky led the Skytoucher moot to victory against many other clans. The other troll clans quickly realized the value of alliances in their conflicts, and other trollmoots sprang into existence. Over the years, the membership and composition of the trollmoots changed, but the moot remains a cornerstone of troll and crystal raider society, just as Thystonius intended, allowing the clans to continue their conflict in a permanent state of balance.

The First Drakkar

The troll clans who would become the crystal raiders originally possessed no airships of their own. The trolls lived in the caves and canyons of the mountains, creating buildings of stone and remaining isolated from the other Name-givers. They fought among themselves and occasionally left the mountains to stage raids against nearby settlements of other Name-givers.

Life for the first crystal raider clans was especially difficult because many areas of the mountains were nearly impassable on foot, limiting the places where the trolls could dwell and requiring trails and passes to and from their homes—which their enemies could use to attack the

trolls. Though few non-troll Name-givers wished to meet the trolls on their own ground, the clans remained vulnerable to each other, and their prospects were limited.

Ironically, the discovery that transformed the crystal raiders into the people they are today came from an outcast from troll society. A troll crystalsmith Named Nemar belonged to the Rockfall clan in the eastern Twilight Peaks. A crafter in living crystal who made weapons and armor of great quality, Nemar was also a questor of Upandal, and greatly devoted to his Passion. While most trolls followed Thystonius, Nemar had room for no other Passion in his heart. He repeatedly told others that Upandal was greater than any other Passion, including the mighty Thystonius. This angered the chief of the Rockfall clan, who ordered Nemar to recant his words. The crystalsmith refused, saying, "I cannot say Upandal is not the greatest of Passions any more than I can say Death's Sea is filled with water instead of fire." The chieftain of the clan banished Nemar for his slight to the katorr of Thystonius, sending him over the mountains to the Ashen Hills of the Southern Face, along the shores of Death's Sea.

Nemar, stripped of his honor, wandered the shores of Death's Sea, praying to Upandal for guidance and aid in his time of need. For many days, the Passion was silent, and did not answer Nemar's prayers. But the questor remained steadfast in his faith and kept the fire of Upandal burning in his heart as strongly as the fires of Death's Sea. Though the heat of Death's Sea weakened his body and the ash of the desolate hills choked his lungs, the crystalsmith did not waver in his petitions.

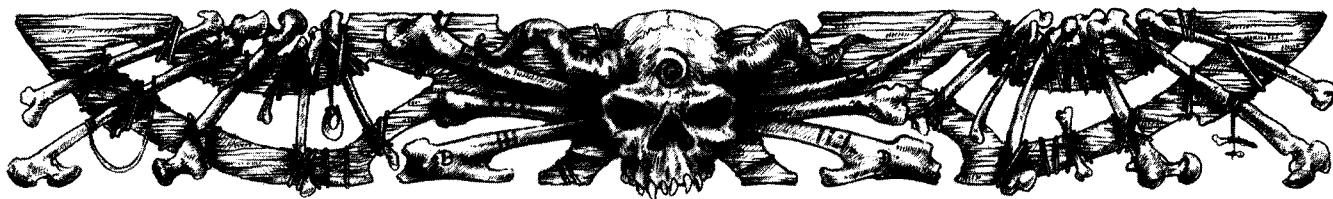
After a full turn of the moon in the desolation of the Ashen Hills, Nemar was visited by Upandal, who appeared in the form of a pillar of flame bursting forth from the black ground.

"My loyal questor," the Passion said in a roar like a forge fire. "Your love for me is strong, and your faith will be rewarded. I will give you a gift to bring to your people, so that they will know Thystonius is not the only Passion worthy of their devotion."

So saying, a mighty tremor shook the Ashen Hills and Mount An'grak belched black smoke and hot stones into the sky. The great hill where Nemar stood split apart, revealing the ruins of ancient buildings, long buried in the ash. The pillar of flame flickered and leapt through the air, filling the troll crystalsmith's heart near to bursting with the inspiration of Upandal. Nemar fell upon his knees in the ash in gratitude to his Passion, then scrambled through the ruins to seek the source of the inspiration Upandal placed within him.

Beneath the ruins, Nemar found an ancient tomb, long sealed against the ash and heat from above by magical seals and orichalcum runes. Within the tomb was a ship of most fantastic construction. Carved of wood and slim of prow, the ship floated in the confines of the tomb above





the stone floor, laden with grave-goods. Among them were ancient tablets showing Name-givers at work creating the ship, which could sail on the air as other ships sailed on the water.

Nemar cleared away the dust that lay heavy on the airship, gathered the tablets and labored to bring the ship out of the tomb. Filled with the power of Upandal, he used the ruins themselves to create a clever device to haul the airship to the surface. With a cry of glory to his Passion, Nemar flew the airship home to the mountain of his clan. The people of the Rockfall clan looked up in wonder as the crystalsmith arrived, flying the fantastic ship. Even the chief was struck speechless by the sight.

"Behold," the crystalsmith declared, standing at the prow of the ship. "A gift from Upandal! With this magical ship, no more must we travel over the trails and passes of the mountains. Our people will take the sky as our sea and sail through the air itself!" Nemar proved Upandal's greatness, and was brought back into his clan. The clan chief himself became a questor of Upandal, and the devotion to that Passion grew among the trolls of the mountains as word of the wondrous new airship spread. Nemar and his students learned the secrets of the airship and how to construct others, and soon the knowledge spread throughout the mountains to the other trollmoots.

Nemar Shipbuilder Firewalker lived to a great age. He created many other wonders in the Name of Upandal, including the magical shield Bloodwall. All the trolls of the Twilight Peaks mourned his death. Nemar's body was placed on an airship of his own creation and launched out over Death's Sea, where Nemar's body was claimed by the fires of Upandal's forge.

Adventure Idea: Nemar's Path

The ruins Nemar discovered in the Ashen Hills have never been seen by any other Name-giver. The crystal raiders generally believe the ruins are hidden by Upandal and not meant to be found, so they don't bother looking. However, the members of the living legend cult called the Followers of Nemar (page 100) believe that, like Nemar, the restoration of their honor lies in finding the ruins Upandal revealed to Nemar and bringing the gifts they will find there back to their clans.

The player characters come into possession of an ancient map of unknown origin showing the Twilight Peaks, which is marked with the site of Nemar's ruins. The adventurers might find the map anywhere in their travels: in a treasure hoard, in the possession of an enemy or while digging through the archives of the Library of Throal on some other mission. The Followers also hear about the map and try to acquire it from the player characters through whatever means they can. Other factions in Barsaive, like the Eye of Throal, the Holders of Trust and the Therans also take an interest in the map. If genuine, it holds the

potential for altering the balance of power in the Twilight Peaks, which could have far-reaching repercussions for all of Barsaive and beyond.

The adepts must decide if they plan to follow the map themselves or turn it over to one of the interested factions. If they brave the hazards of the Twilight Peaks and the Ashen Hills to follow the map, the player characters indeed discover ruins similar to those described in the tales of Nemar and the First Drakkar. These are not actually the same ruins, but the player characters have no way of knowing this. The real ruins remain hidden, and will only be discovered when the Passions themselves deem the time to be right.

The gamemaster decides whether or not the ruins conceal any treasure or dangers for the adepts to discover or overcome, but the player characters must smuggle anything they find out of the Twilight Peaks, past the Followers and the crystal raider trollmoots. Perhaps the ruins hide other airships that could be used to strengthen the navy of Throal, or even secrets of airship design that could improve existing ships.

THE ORICHALCUM WARS

Now equipped with airships, the crystal raiders quickly expanded the range of their raids and became known and feared throughout Barsaive. The trollmoots of the Twilight Peaks continued to consolidate as more powerful moots absorbed the less powerful moots and clans, until the moots became similar to those known in present-day Barsaive. For many years, the raider moots maintained their marginal lifestyle of fighting among themselves and raiding outlying areas for supplies and other goods. As a society, the crystal raiders made little impact on the history of Barsaive until the beginning of what is now known as the Orichalcum Wars.

The island-nation of Thera, built around the Eternal Library founded by Kearos Navarim, discovered the coming Scourge from translations of the Books of Harrow. As part of their plan to protect themselves and their provinces from the Horrors, the Therans required vast amounts of orichalcum, and began trading with nations everywhere for supplies of the magical metal. The trade agreements the Therans offered in exchange for the orichalcum were favorable enough for many areas to benefit greatly, despite protests from deprived local magicians. Soon, plentiful shipments of the precious element were flowing to the island of Thera.

In Barsaive, some of the largest known orichalcum deposits lie in the Twilight Peaks. For years, the nations of Cara Fahd and Ustrect tried to bargain with the trollmoots, offering trade deals to supply the trolls with the necessities for which they raided in return for orichalcum. The troll kingdom of Ustrect remained particularly persistent in its attempts to persuade its highland cousins to barter for the





orichalcum supplies of the mountains. The trollmoots adamantly rejected all trade offers as temptations designed to lead them into the same kind of soft life enjoyed by the lowlanders. If the people of the kingdoms wanted something from the troll clans, then they had to earn it through honest combat. The few forays attempted by Ustrect, Landis and Cara Fahd into the Twilight Peaks failed; the crystal raiders easily repelled the invaders into their territory.

In response to these efforts by the lowland kingdoms, F'Wella Swiftwind, one of the wives of the chief of the Swiftwind moot, proposed an extraordinary idea. Because the nearby kingdoms and the Therans valued orichalcum enough to be willing to try and take it from the trolls by force, then it seemed reasonable to suppose this metal was something of great value that the crystal raiders could take from *them*. The idea was startling at first, given the crystal raiders' tradition of raiding only for what they needed. Materials such as gold or orichalcum couldn't be eaten, only used for ornamentation. But if the Therans placed such great importance on orichalcum, then it seemed likely the trolls could *ransom* the captured shipments for other, more useful goods.

Some sixty years after the Therans first began trading for orichalcum in Barsaive, a small fleet of Swiftwind drakkars struck north in a daring raid against Shosaran orichalcum supplies being prepared for shipment to Thera. In a lightning raid, the crystal raiders seized the orichalcum shipment, taking it with them and leaving a message telling the elves of Shosara they could get their orichalcum back only by paying handsomely for it—which would prove the superiority of the crystal raiders.

The Shosaran Raid became the stuff of legend among the trollmoots of the Twilight Peaks and other crystal raiders quickly followed the lead of the Swiftwinds. Crystal raiders struck at shipments of orichalcum earmarked for Thera all across Barsaive, seizing and then ransoming the cargo in exchange for whatever the trollmoot needed. Each moot strove to outdo the daring raids of the others and so claim the greatest measure of glory along with the richest haul of orichalcum.

The crystal raider attacks inspired the leaders of the kingdoms of Barsaive—though not in the way one might suppose. Rather than banding together to put a stop to these damaging raids, each nation realized the potential wealth to be had by controlling the orichalcum supply and being the sole power to trade with Thera. Nation turned against nation as each tried to seize control of all of the orichalcum in Barsaive. Landis went to war with Cara Fahd and Ustrect. Throal struggled against ork scorcher tribes, and the Elven Court of Wyrn Wood fought against the dwarf kingdom of Scythia while the t'skrang arpagoi forged alliances with one or more of the warring factions, striking against other shipments and mining operations along the Serpent River.

The battles between the nations of Barsaive became increasingly vicious and bloody. In the confusion, the crystal raiders continued to strike and raid at will, but their raids against mining vessels and orichalcum shipments became less frequent. With the nations of Barsaive focused on gaining control of the orichalcum trade, the trolls were able to refocus their efforts on raiding for supplies and useful goods from caravans and war stockpiles along with seizing the occasional orichalcum shipment. They had little interest in fighting for the heavily-contested orichalcum deposits and mines, which required the extra step of ransoming them for necessary goods, when ripe and vulnerable targets that would yield exactly what the raiders wanted were already available.

Theran Involvement

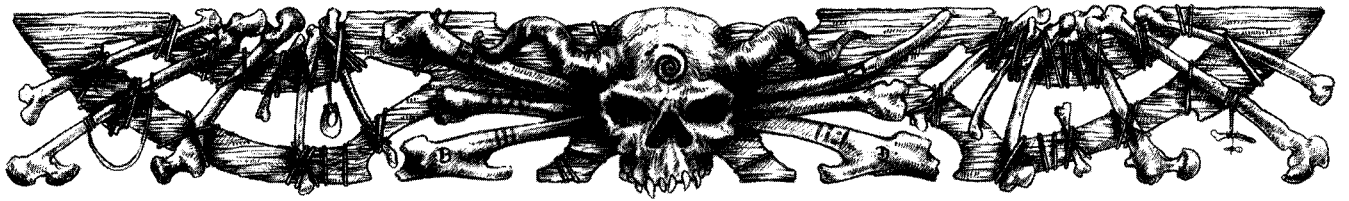
As the Orichalcum Wars raged on, increasing numbers of Theran mining vessels flew through the skies over Barsaive, carrying shipments of orichalcum and True elements back to the island nation. Using advanced mining techniques known only to the Therans, these airships captured rich hauls, shipments too tempting for the crystal raiders to resist. Though the crystal raiders attacked fewer orichalcum shipments than ever, they always struck at the Theran ships as their targets of choice.

Drakkars swarmed out of the mountains of Barsaive to repeatedly attack and capture Theran ships, ransoming off their cargo to the warring nations of Barsaive, who sold it back to the Therans at an inflated cost to support their own treasuries drained by the conflict of the Orichalcum Wars. The Therans responded by sending warnings to the crystal raiders, telling them interference with their mining operations would not be tolerated. They also sent military airships to protect their shipments.

These measures failed to deter the crystal raiders, who simply saw the Theran show of strength as an increase in the stakes of the contest, an opportunity for even more glory in a struggle against a worthy enemy. The Theran vedettes proved incapable of successfully defending the convoys. With their faster and more maneuverable drakkars, the trolls flew rings around the Therans, quickly capturing their shipments and just as quickly retreating to the safety of their mountain homes.

The Therans then began protecting their convoys with kilas, stone-hulled airships equipped with an impressive array of weapons. Despite the superior firepower of the kilas, the crystal raiders continued to raid Theran shipments, striking at will and overwhelming the Theran kilas with superior numbers and daring tactics. These were the glory days of the Orichalcum Wars for the crystal raiders; many troll songs and legends extol the virtues of the heroic raiders who led attacks against the *Thera'in* and their stone ships.







The final straw for the Therans came when a Skytoucher raid captured an entire convoy of Theran mining ships, including a number of vedettes and two kilas, along with a king's ransom in orichalcum and True elements. The Therans ordered the Skytoucher moot to return what they stole, but the moot's honor required the Therans to acknowledge the trolls' superior skills and offer appropriate ransom in exchange for the goods taken. The Therans refused to negotiate. The Therans demanded that the Skytoucher moot obey them or face the consequences. The trolls, their honor offended by the Theran rebuff, refused to surrender what they had rightfully taken.

The Battle of Sky Point

Two months after the Skytoucher raid, the Therans sent their final response. Early one morning, a Theran behemoth Named *Victory* appeared in the skies over south-eastern Barsaive near Vivane, set on a direct course for the Twilight Peaks. The colossal vessel was like no airship ever seen in Barsaive, a floating city held aloft by the power of Theran magic and escorted by a small fleet of vedettes.

Though stunned by the appearance of the behemoth, the trollmoots of the Twilight Peaks responded in the only way their honor allowed: they launched their drakkars and flew out to meet the Theran city-ship. The commander of the *Victory* offered the trolls one final ultimatum: surrender all they had stolen from Thera and sign pacts to leave Theran shipments alone, or face the consequences. The offer alone was a grave insult to the crystal raiders' honor. The trolls destroyed the Theran commander's spirit messenger and attacked.

The behemoth countered the troll assault with a devastating rain of weapons fire: fire cannon and other engines of destruction roared along the city-ship's length, striking drakkars from the sky. Arcane energies flashed as Theran magicians hurled spells against the crystal raider ships. The trolls, ill-suited for long-range battles, tried to close with the behemoth, to board and strike against its crew, only to be repelled by the defenses of the city-ship and the vedettes. The battle raged for hours, with the trolls slowly forced to fall back before the Theran onslaught.

When the *Victory* reached the Twilight Peaks themselves, the Therans unleashed their most terrible assault yet—not against the crystal raider ships, but against the moothomes of the mountains, the helpless families and undefended homes lining the Great Sword Valley. Magical fire and lightning rained down from the behemoth, obliterating the homesteads and reducing the trolls living there to twisted and blackened skeletons. This cowardly assault drove the crystal raider warriors into a rage, and they redoubled their assault against the behemoth, throwing themselves in waves against the unbreakable walls of the Theran ship.

But nothing the crystal raiders did could stop the behemoth's wave of destruction and devastation. The moothomes of many trollmoots were devastated. The *Victory* flew along the length of the Great Sword Valley until it reached Skytoucher Mountain itself, where it leveled the moothome of the first trollmoot and slaughtered its people. Stunned by the enormity of the destruction they witnessed, the remaining trollmoots surrendered to the Therans.

The Theran commander accepted the crystal raiders' surrender on the plateau of Sky Point, a blow to the trolls' honor almost as significant as the surrender itself. The crystal raiders were taken prisoner on board the *Victory*, hauled to Thera in chains as slaves. The Therans burned the troll drakkars on the plateau, but allowed the remaining troll clans to live. The behemoth departed for Thera, leaving the shattered and smoking ruin of the moothomes behind as a reminder to all who chose to defy the power of Thera.

The Therans drove home their victory even further by Naming the conflict the Battle of Sky Point and giving that same Name to the military fortress they built soon after near the Twilight Peaks. Though it served as a legitimate and much-needed military outpost, Sky Point also served as a constant reminder to the crystal raiders that the Therans were indeed the masters of Barsaive.

THE SCOURGE AND THE SEVERANCE

In some ways, the Theran devastation of the troll populace of the Twilight Peaks helped to save the survivors from the coming Scourge. With their drakkars destroyed and the newly Named Theran Empire having established a powerful military presence at Sky Point, the remaining troll clans sought refuge in the crystal caves and orichalcum mines of the peaks.

Because they would never accept the Theran Rites of Protection and Passage, the crystal raiders created kaers of their own. The troll kaers were enhanced by the veins of living crystal, True earth and orichalcum running throughout the Twilight Peaks, which allowed the clans to create kaers more easily than the other people of Barsaive, who had to build them entirely from scratch. Once the trollmoots completed their shelters, they took a final look at the skies they once flew before sealing themselves inside the mountains for the rest of their lives, to wait out the Long Night of the Scourge. The Scourge was hard on the trolls, and the Horrors wiped out many clans and drove others mad.

The centuries of the Scourge and the isolation of the kaer communities in the peaks finished the work of the Therans in breaking down the trolls' once-unified culture. Cut off from all contact with the outside world and even their nearest neighbors, the various troll clans and moots developed unique histories, customs and practices during





what became known as the Severance. Some customs, however, did not change or fade. The trolls refused to forget the ways of their ancestors who sailed the winds, and the discipline of the sky raider continued to be taught in the troll kaers, even though generations of sky raiders never saw the open sky that was their birthright. The trolls passed on the lore of the discipline in anticipation of the day when the kaers would open. Likewise, the lore of airship building and all of its associated knowledge survived in most crystal raider kaers as the trolls looked forward to the time when they would reclaim the legacy of their birth.

One other tradition remained universal in all of the crystal raider kaers: a burning hatred of the Theran Empire. The story of the Battle of Sky Point was told over and over again in the crystal kaers, keeping the fire of troll vengeance burning. The destruction of the moothomes of the Twilight Peaks by the Therans is considered the single greatest insult in history to troll personal, clan and racial honor. Every trollmoot, clan and raider to the present day learns of the Therans as their blood-enemies, foes owed a great debt of vengeance that the crystal raiders plan one day to repay. The Therans attempted to wipe out the crystal raiders, but the trolls did what they do best: struggled to survive and to keep their traditions alive until the day for revenge arrives.

The rich veins of magical ore in the mountains made it easier for the crystal raider clans to build their kaers, and the isolation of the mountains themselves also offered some protection from the Horrors, who preferred the ripe, lush lowlands to the harsh peaks. The magical elements in the peaks provided a strong barrier to Horrors both astrally and physically, sparing the trolls many of the troubles visited on other kaers, but even these advantages did not protect the raiders completely. The crystal raider warriors fought savagely to repel the few Horrors that managed to breach their kaers, and no troll kaer fell easily to the Scourge.

More difficult for the crystal raider clans than conflict with the Horrors—which the trolls often welcomed as a blessed relief from decades of forced inactivity, no matter how grim the outcome—was the generations of confinement in their underground shelters. A people who thrive on physical challenge and struggle, trolls are accustomed to riding the winds and rushing headlong into glorious battle. As a result, the first kaer-dwellers faced a particularly difficult time learning to adjust to the demands of being trapped together in a single dwelling. As the years passed, friction between the penned-in trolls lessened and the kaer-dwellers developed elaborate social rituals that allowed the trolls to exercise their need for privacy and solitude even in the constant company of others. The trolls learned how to be “alone” in a room full of people, and crystal raider society adopted the elaborate rituals for greeting, parting and other social situations still in use among the clans today.

Adventure Idea: The Lost Sky Raider Kaer

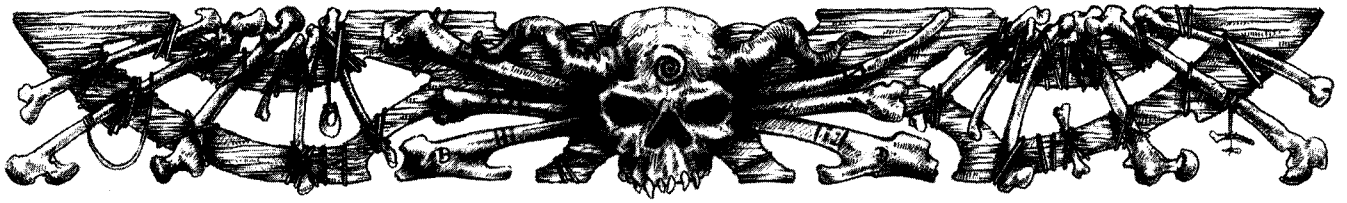
In the isolation of the mountains, a troll kaer remains closed, hidden from outsiders since the Scourge. The rage and grief of the Battle of Sky Point and the trolls’ natural desire to maintain isolated dwellings kept the crystal raiders from creating records of the locations of all the kaers, and so no one knows that this kaer even exists. Without the Theran device for determining if the Scourge has ended, these trolls remain cautious about emerging from their kaer. The last scouting party sent out was killed in a rock slide, not by Horrors, but the people of the kaer assume the outside world still is too dangerous to emerge. The population of the kaer has not fared well over the years, and has dwindled to less than a third of its original number.

Like many others, the culture of these kaer dwellers has changed radically because of the Severance. This kaer, however, is dominated by questors of Dis, who rule with an iron hand and secretly plan to keep the kaer closed indefinitely, so they can maintain the status quo and their own positions of power. They have developed a complex caste system in order to dominate the kaer, with every member of the kaer’s society having a specific role to fulfill. Over the generations, the questors have effectively discouraged their peoples’ desire for individual thought or freedom, and the kaer-dwellers accept this for the greater good and their own survival.

While exploring in the peaks, the player characters discover the rock slide and the remains of the scouting party. They also discover that the rock slide has exposed a narrow crack providing entry into a forgotten part of the kaer long since sealed off from the main living areas. The adepts can use this fissure to enter and explore the kaer, but sooner or later they must deal with the inhabitants, who will believe the characters are Horrors or agents of Horrors. The adepts have to win the trust of the kaer-dwellers in order to convince them the Scourge is over and it is safe for them to emerge into the world. Before they can accomplish this, however, they have to deal with the questors of Dis and their followers, who see any outsiders as a threat to their power and way of life.

A newly opened kaer occupied with crystal raiders unfamiliar with the events of the preceding hundred years presents a ripe target for many factions. If they are so inclined, the player characters may try to forge the troll clan into allies of Throal (or one of the other factions in Barsaive). Weakened from their long confinement, they may also fall as easy prey to raids from one of the other crystal raider clans. The player characters may find themselves protecting the trolls, or helping them contact another moot they might join for their own protection.





THE EMERGENCE

The crystal raiders chose the most expedient method to determining if the outside world was safe: they went out and looked. The crystal raiders waited impatiently for the centuries to pass, based on Thera's predictions of how long the Scourge would last. As soon as the first possible date for the Scourge's end arrived, each kaer sent scouting parties into the outside world to see if it was safe to emerge. From then on, every generation of kaer-raised crystal raiders sought the honor of the opportunity to be the ones to emerge for their kaer and return with news of the end of the Horrors' reign, and they competed fiercely for the position in contests of strength and courage. For many years, the scouting parties sent out into the peaks failed to return; the trolls honored the brave fallen, but knew the time to leave the kaers was still to come.

Sometime around 1410 TH, the troll scouting parties returned to their kaers to tell their people the mountains were mostly free of Horrors. Those Horrors that remained were concentrated in the lowlands and the most remote crags and caves of the mountains. One of the first groups of Name-givers to open to their kaers to the outside world after the Scourge, the crystal raiders emerged from their long isolation with great joy and celebration—but what they saw outside their refuge shocked and dismayed them.

The Horrors had devastated the mountains of Barsaive. The peaks were stripped of all life: animals, grasses, trees, even the clinging mosses and lichens were torn away by the ravenous Horrors, leaving only bare rock. The Horrors even tore and scarred the stone of the mountains, creating treacherous new gullies, rockslides and other hazards. As harsh as the mountains were before the Scourge, they were now nearly lifeless, like skeletons of rock picked clean of all flesh.

The trolls began rebuilding what was lost during the Battle of Sky Point and the Scourge. They gathered materials to build new ships and launched the few precious drakkars they had sheltered through the long years of the Scourge to sail the skies again. For the first few years after leaving their kaers, the trolls survived on the remaining supplies they had stored against the long isolation and gave all their efforts to rebuilding their lives on the surface, but they quickly grew restive. After such a long time of waiting, the trolls could not stand idle. They sent drakkars to explore the regions around the Twilight Peaks, looking for signs that others had survived the Scourge—and targets the trollmoots could raid for supplies to sustain themselves.

At first, the trolls had to be content scavenging from ruins left by the Scourge, fighting the Horrors and other twisted creatures inhabiting them. As other kaers began to emerge and other Name-givers worked to rebuild their villages and renew ties with their neighbors, the trollmoots began to raid in earnest. They first raided lowland towns and villages. When the airship fleets of Barsaive began to

sail the skies again, the crystal raiders launched raids on them as well, attacking merchant ships from Jerris, Travar and Throal. Within a single generation, the fearsome reputation of the crystal raiders far exceeded the tales of their exploits in the days before the Scourge. If the Name-givers of Barsaive thought the Therans had destroyed the crystal raiders in the Battle of Sky Point, they were sadly mistaken.

Then, some fifty years after the Emergence, the Therans returned.

THE THERAN WAR

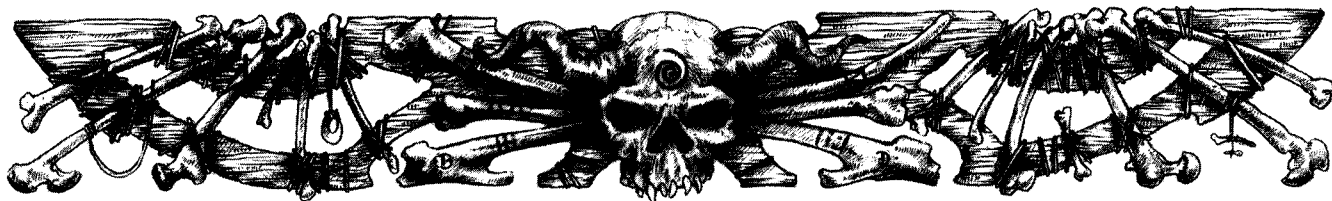
The crystal raider clans spent the generations underground stoking the fires of hatred for the Therans, and they waited eagerly for their blood-enemies to return to Barsaive after the Emergence. They knew the rumors of Thera falling to the Horrors held no truth. When the first Thera ships arrived in the air over Barsaive, the crystal raiders fanned their smoldering enmity into a roaring blaze. The cry resounded throughout the mountains like the troll drums and trumpets of war: "Death! Death to the Thera'in!" But the first Thera ships fell not to the rage of the crystal raiders, but to other Barsavians, who rejected Thera's claim to their lands and people. When the Thera emissary threatened violence in return, the Barsavians destroyed the Thera airships anchored at Sky Point and put their crews to the sword.

Thera's First Governor quickly responded to this act of defiance by appointing Fallan Pavelis as Overgovernor of Barsaive. Thera soldiers and airships began a campaign of violence and intimidation against the people of Barsaive, staging slaving raids, seizing property and disrupting trade. While many other Name-givers and nations of Barsaive were cowed by the Thera show of force, the crystal raiders took Thera aggression as a signal to attack. Troll drakkars engaged any Thera ship attempting to pass over their mountains and staged long-range strikes against Thera targets to seize military supplies and other goods. The trolls took no Therans as hostages or *newots*, killing their Thera foes where they stood; for they considered all Therans unworthy of the honor of capture by the crystal raiders. The crystal raiders were determined to make the Therans pay for the Battle of Sky Point in blood.

Despite their ferocity, the trolls' righteous rage was no match for the Therans' stone airships and powerful magic. As Throal worked to rally the factions of Barsaive around its banner, the crystal raiders fought a losing battle alone against the Thera forces. Some of the trollmoots believed it was only a matter of time before the Therans repeated their actions of the Battle of Sky Point and used their concentrated might to wipe out the troll clans once and for all. If that was to be their fate, the trolls chose to go out fighting, as they had always done.

Fortunately for the crystal raiders, the Thera forces sent to Barsaive were scattered all across the province in an





attempt to bring to heel the other kingdoms, particularly Throal. Before Overgovernor Pavelis could devote forces to eliminating the crystal raiders, the peoples of Barsaive began to unite against Thera. The First Governor's command to Pavelis—to destroy the great cities of Barsaive, beginning with Throal—galvanized the Barsavians into working together to fight the Therans. Inspired by the example of their fellow provincials, the crystal raiders stopped attacking the Therans from individual trollmoots and instead united the trolls of both the Twilight Peaks and the Delaris Mountains under Verrik Stoneclaws to fight against the Therans.

Now with the advantage of superior numbers, troll drakkars successfully harassed and attacked Theran ships: freeing slaves, disrupting supply lines and capturing Theran supplies and equipment. Though outmatched individually by the Theran stone ships, the crystal raiders won their battles by using daring and innovative tactics. Pressured by the combined forces of the crystal raiders and stymied at every turn by the other factions of Barsaive working together, the forces of the Theran Empire were forced to withdraw to the fortress of Sky Point.

DARK CLOUDS GATHER

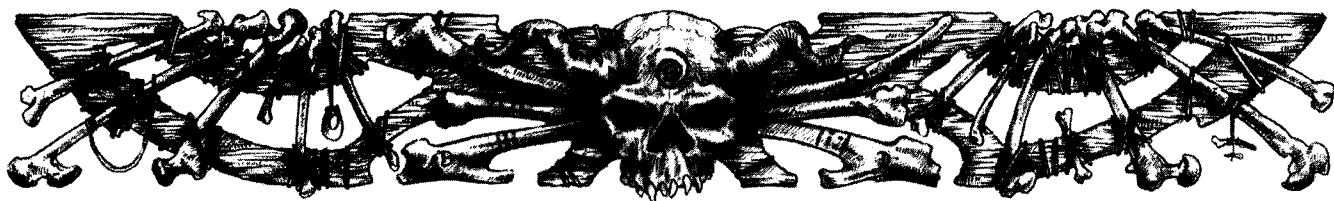
In the years following the Theran War, the crystal raiders returned to their old ways of raiding to support their life in the mountains. The frequency of their raids has

increased; the devastation of the Scourge has forced the trollmoots to find even more basic necessities elsewhere to sustain their families in the harsh environment of the Twilight Peaks. For the most part, the merchant fleets and lowland communities of Barsaive consider the crystal raiders to be a hazard of daily life. Merchants and governments take every precaution to protect settlements and shipments from raids, but the crystal raiders like a good challenge more than almost anything. The harder other Name-givers struggle to protect their goods, the more honor it earns them in the eyes of the crystal raiders who struggle to take those goods.

None of the nations or city-states of Barsaive have bothered to raise a force against the crystal raiders. No single city or merchant house can muster a large enough force to match that of the troll drakkars, and the high mountains are unassailable except by air. The truth of the situation is that the crystal raiders represent little more than a nuisance to the larger merchant houses and companies of Travar, Jerris and Throal, and so the rulers of those places remain content with their current arrangements.

Although the Therans kept their presence and activities in Barsaive at a very low level for many years following the Theran War, the crystal raiders continued to plague them. Caravans and shipments belonging to Theran merchants were frequently raided, and the Therans resisted these attacks, but the conflict between the trollmoots and





the Therans settled to a low ebb for a generation—until the Therans took aggressive action in Barsaive once again.

The Second Behemoth

The arrival of the behemoth *Triumph* and the establishment of a second Theran fortress near Lake Ban (described in **Prelude to War**) greatly angered the crystal raider trollmoots. The Therans' boldness in moving another behemoth through the skies over Barsaive served as a painful reminder to the raiders of the Battle of Sky Point and the crimes of the Therans against troll honor. A second permanent Theran base in Barsaive also increased Theran airship and overland traffic between Triumph and Vivane and Sky Point—which prompted the trollmoots to increase their attacks against Theran targets.

It soon became clear that the Therans had learned certain lessons from the Theran War. Rather than attacking Throal or the other nations of Barsaive in an attempt to force them into submission, they have established a nearly unassailable base in the heartland of the province and have begun strengthening ties with their old allies, in particular the t'skrang House K'tenshin. The fortress itself is surrounded by a magical dome of True air to repel aerial assaults while allowing Theran airships and griffin-riders to come and go freely. The crystal raiders have inflicted some satisfying damage to Theran ships traveling near the Twilight Peaks, but they lack the forces necessary to directly attack either Triumph or Sky Point with any hope of doing significant damage. For now, the crystal raiders and the Theran aerial forces exist in an uneasy stalemate.

Following the death of his father, King Varulus III (also described in **Prelude to War**), King Neden of Throal led a disastrous attack against the Therans at Triumph. The failed attack forced Neden to acknowledge the futility of attacking Thera alone, and so he is now working to consolidate his control over his kingdom and cultivating allies to move against the Theran Empire. He is particularly interested in gaining the crystal raiders as allies, as they embody all the qualities Neden seeks in an armed ally: they are fierce and unyielding warriors, they hate the Therans more than anything else—and they possess an unmatched fleet of air power and the experience and expertise to make every ship count.

ALLEGIANCES AND ALLIANCES

The crystal raiders have no real allies, even among other trollmoots. The trollmoots raid each other when no better targets are available, and they maintain no formal relations with any of the other factions or city-states of Barsaive. Some say the trollmoots allied with Throal during the Theran War, but it is more accurate to say they were fighting against Thera than with Throal. The only immutable truth is that all the trollmoots hate all Therans with an undying passion.

The trollmoots can cooperate when it suits them, and many oaths and bonds of honor exist between the various clans and moots. Beyond such oaths and bonds, certain trollmoots simply get along better with some moots than with others, while some moots regard each other with open hostility. Other Name-givers might consider crystal raider behavior to be treacherous, but the trolls acknowledge their struggle for survival as a way of life, and do not think of alliances as permanent arrangements.

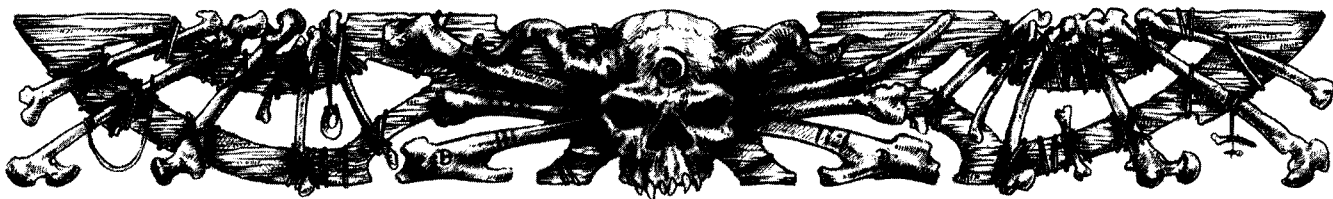
The Stoneclaws moot is the closest Throal has to an ally in the Twilight Peaks. The leader of the Stoneclaws is fascinated by Throalic ways and many of his clansmen have adopted Throalic mannerisms and other habits. By laying their groundwork carefully, Throal might be able to arrange some sort of treaty or alliance with the Stoneclaws, but such an arrangement offers its own pitfalls. Primarily, the Stoneclaws are blood-enemies of the Bloodlore moot, and any alliance with Throal would likely trigger another war between the two moots into which Throal would most likely be dragged; the last thing King Neden wants to worry about at the moment is a conflict with someone other than Thera.

The other trollmoots of the Twilight Peaks view Throal and the current events in Barsaive as issues unrelated to the everyday business of survival. Though the moots are united by their hatred of the Therans, they do not agree on what should be done to end the Theran threat once and for all. Ironically, the moots most opposed to the Theran incursion into Barsaive are also the most isolated and opposed to allying themselves with anyone, even to rid Barsaive of the Therans. Other moots, like the Stoneclaws, take a more moderate view (perhaps because they see the possible advantages in establishing peaceful relations with other Name-givers) and caution against an all-out assault against Triumph or Sky Point.

The Rockhorn trollmoot is extremely supportive of the Brotherhood of the Greenstone Liferock, and view themselves as protectors of all obsidimen, everywhere. Upon hearing of what the Therans have done to the Ayodhya Liferock with the behemoth *Triumph*, they have now made it a point to target Therans. Because of this support, the Liferock Rebellion is seeking to contact the Rockhorns and enlist their aid.

The Firescale moot in the Scol Mountains appears to be loosely allied with the Denairastas clan of Iopos, but no proof exists of a formal relationship between the two parties. The Eye of Throal believes Uhl Denairastas is using the Firescale moot as part of his plan to dominate Barsaive, but such speculation will only become useful if and when the Eye gains verifiable information about the trollmoot and their contact with Iopos.





Adventure Idea: A Ship In Need

During the troll raids against Theroan ships in and around the fortress of Triumph, an opportunity arises to improve Throalic relations with the crystal raiders. A Swiftwind drakkar engages a Theroan vedette not far from Lake Ban. The drakkar is badly damaged and forced to retreat from the Theroans. It sets down along the shore of Lake Ban, but there is little hope of repairing the drakkar without the proper materials and resources. The player characters are asked, either by the Kingdom of Throal or the t'skrang House V'strimon, to carry the needed supplies to the Swiftwind drakkar to get it in the air again, then guide it to a Throalic airship yard where it can be repaired for the journey home to the Twilight Peaks. King Neden hopes this show of goodwill toward the crystal raiders will improve Throal's standing with them while at the same time serving as a challenge to Theroan authority.

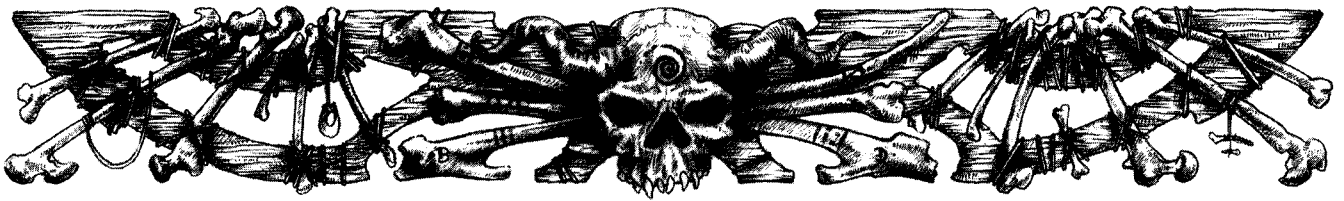
The adepts board a small Throalic airship and fly to the area where the Swiftwind drakkar set down. They find the troll crew justifiably suspicious of their presence and intentions, and must find a way to convince them of Throal's goodwill. Fortunately for the player characters, the raiders have little choice but to trust them if they ever

wish to make it back home, but the adventurers must take great care not to offend the trolls' honor in the process of helping them.

Once the drakkar is air-worthy again, the player characters can escort it back to the Throalic airship yards. Unfortunately, the quickest and smoothest route lies perilously close to the fortress of Triumph, and the Theroans send a vedette and some griffin riders to challenge the troll and Throalic ships. The adepts and their troll allies must evade the Theroan aerial forces long enough to reach the safety of the Throal Mountains, where ships from the Throalic Navy can protect them from the pursuing Theroans and escort the ships to the shipyard.

If the mission is successful, the trolls owe a debt of honor to the player characters and to Throal. They might invite the player characters to visit their trollmoot, in which case Neden appoints them as special emissaries for Throal and sends them to the Twilight Peaks—a prime opportunity for the player characters to find additional adventures with the trolls and foster a positive relationship with the fierce crystal raiders.





LIFE AMONG THE RAIDERS

—From a report by General Ilmorian
Borrur, 1509 TH



Not all of a crystal raider's life is spent in battle against Name-giver foes, only most of it. The day-to-day business of living occupies as much of a crystal raider's time as it consumes of ours, though the raiders are more concerned with the struggle to meet their needs for survival than are the residents of a prosperous land such as Throal. As has been explained in many sources available to you, the reason that the mountain trolls constantly raid is the harsh environment of their homelands and the difficulty of sustaining life.

This unending struggle does not, however, mean that the crystal raiders are an uncivilized people. The trolls enjoy a culture as rich in its own way as the elaborate society of the blood elves or the traditions of the t'skrang. They adhere to many traditions and rituals, some established in the long-forgotten time before the Scourge, others designed to make bearable their generations of confinement during the Scourge. Unlike other cultures, however, the most important aspect of the crystal raiders' culture is the trolls' three kinds of honor, and every rite and custom offers a way to give honor or avoid dishonor. This alone makes dealing with the crystal raiders a tricky proposition at best, and a vast field of potential mistakes and pitfalls at worst.

Years ago, I ventured to the Twilight Peaks as a member of a party sent by King Varulus III to meet with the chief of the Stoneclaws trollmoot. This journey took place shortly after the Theran War, and our goal was to offer Throal's hand in friendship while the memory of our cooperation in defeating the Therans was still fresh in the minds and legends of all Name-givers. Even then, your father believed the trolls could be cultivated successfully as potential allies against future Theran incursion. I held my own misgivings, but when the king speaks, it is my duty to obey, just as I am doing now in writing this report. So I found myself commanding the airship escorting a small party of Throalic scholars and emissaries into the very heart of crystal raider territory, a place where no sane merchant captain or Theran air sailor would ever set their course.

Our airship flew under a flag of peace, but we followed the directions given to us by the trolls precisely to avoid passing through territory controlled by other trollmoots. Only one trollmoot had given its assurances that we would be allowed to pass unmolested, and so there was nothing to keep the other crystal raiders from attacking us except the reputation of the Stoneclaws moot. I am pleased to say that none of the other moots tested that reputation on this occasion.

We were greeted upon our arrival at the mountain stronghold of the Stoneclaws moot by the chief, Kerththale, and several

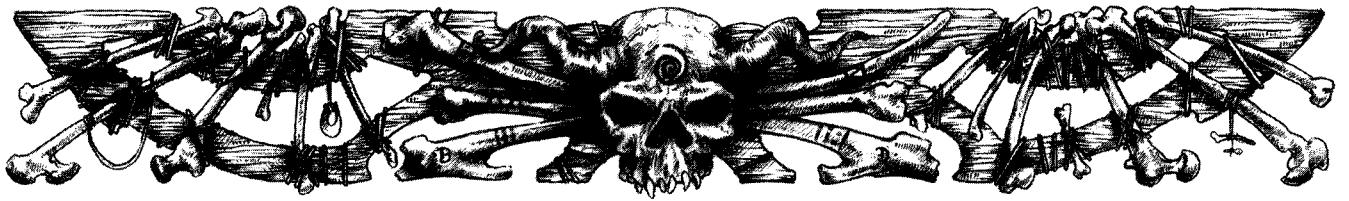
members of his clan. They welcomed us to their home and invited us to a meal. I was quite taken aback by the appearance of the trolls, who were all dressed in modified versions of last season's fashions in Throal. The styles, designed as they were for dwarfs, looked rather foolish on the trolls' large, broad frames, and I and others of my party found it difficult to restrain chuckles at the odd picture they made. A further surprise was that the trolls had successfully picked up many of the most superficial levels of Throalic manners, and made a great effort to greet us according to what they perceived as proper etiquette. Those first moments were quite awkward, and the situation had plenty of potential for becoming dangerous: between the king's ambassadors trying to greet the trolls according to what they had learned of crystal raider customs, and the raiders attempting to mimic the dwarf style of introductions, it would have been easy enough for both sides to decide that they were being mocked by the other. Somehow we successfully navigated those stormy airs, but I know we would face greater challenges as the evening wore on.

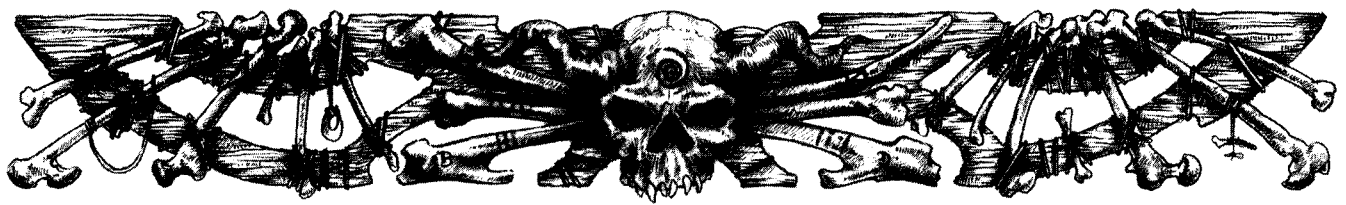
One challenge we met immediately appeared in the form of the dwarfs living among the Stoneclaws. We knew that the crystal raiders often captured defeated enemies and made them servants in their households, but it still came as a surprise to find some dwarfs, apparently having gained their freedom from servitude, living on an equal status with the troll warriors. Though our first impulse was to embrace these men and women as we might have in the streets of Throal, their comparatively brutish and primitive manners served as a vivid reminder that these brothers and sisters belonged to the crystal raiders now—with all the necessary changes in attitude and traditions such a merging of cultures required. (We later learned that all our assumptions about the presence of these dwarfs were quite wrong.)

The situation became progressively harder for the party from Throal. As we were escorted through the moothome, I learned that the troll men and women who greeted us were not only members of Kerththale's clan, but direct members of his family. The troll women were all Kerththale's wives and the men were Kerththale's co-husbands, part of what they called a "line marriage." I'm sure the question of how such arrangements worked rose simultaneously to all our lips, but we had been instructed not to ask the trolls questions, because they considered such behavior impolite. Personally, I had little desire to learn the inner workings of troll marriage, but I could see my dwarf compatriots, even Ambassador Vartol, fighting to restrain their natural tendency to inquire into the trolls' business.

After a tour and a chance to refresh ourselves, we attended a feast given in our honor. The meal was served in a great hall of the moothome filled with trolls gathered around huge wood-and-stone tables. As honored guests, we sat with Kerththale and his immediate family at the head table. The fare left something to be







desired compared to the feasts to which I was accustomed, consisting mostly of meat roasted in thick sauces and round loaves the trolls called shield-bread. I admit, it was certainly tough enough to use for a shield. There were few vegetables, most of them cooked with the meat, and nothing to drink but a strong troll brew made from honey and grain. I later learned the Stoneclaws moot depleted their supplies dramatically to provide a feast they considered lavish. By troll standards, we ate like kings.

During the meal, the trolls talked at length on their favorite topic: raiding. Every crystal raider told boastful tales of their raids and battles against all manner of different airships, caravans, villages and even monsters from the mountains and the depths of the Servos Jungle. Ambassador Vartol cringed when some of the trolls began to talk about their raids against Throalic ships, describing in great detail how they fought and killed the ships' crews to seize their cargo. Kerththale made no move to censure or reprimand the trolls, and some members of our party were clearly angered by the boasts. If the trolls noticed our reaction, they showed no sign of it.

Finally, Roggar, one of the youngest of my crew, spoke loudly to the troll nearest him.

"I have seen troll drakkars flee from Throalic ships," he said with some heat. "Captain Ilmorian himself has overcome them."

The table fell silent as if struck by a thunderbolt. Whispers spread among the Stoneclaws farthest from us, while those who heard Roggar's words looked at him as if he had thrust a dagger into the heart of the troll to which he had spoken. Even the dwarf members of the Stoneclaws moot seemed shocked. Ambassador Vartol rose from his seat and stood on it in order to speak quietly to Kerththale. The two of them spoke seriously for several exceedingly long moments while I considered the possibility of our mission ending in bloodshed. I contemplated the difficulty of making it back to our airship with several clans of angry crystal raiders at our heels. After what seemed a lifetime, Ambassador Vartol turned to me with a steely glint in his eye.

"Roggar merely wished to remind Captain Ilmorian to tell the tale of one of his exploits protecting Throalic ships. Please tell us how you first fought the crystal raiders, Captain." I had no doubt our very lives rested on how I related the tale, so I made it a good one—much as I have told it to you, my king. The trolls graciously accepted Vartol's explanation. Further, they apparently forgave Roggar's unintentional slight of raising the stakes of what was clearly a personal boasting game with a comment about the crystal raiders as a people. By returning the focus of the discussion to a personal level by asking for my story, Vartol neatly defused a potentially deadly situation. It's a pity Vartol was lost on a later journey to the Twilight Peaks, for his skills would be useful in navigating the murky waters of troll honor now.

THE HEART OF THE WORLD

The crystal raider clans dwell in the high mountain peaks of Barsaive, primarily the Twilight Peaks. Crystal raider clans also live in the Delaris Mountains and to the north in the Scol Mountains, but the Twilight Peaks remain

permanently associated with the crystal raiders in the minds and legends of the people of Barsaive.

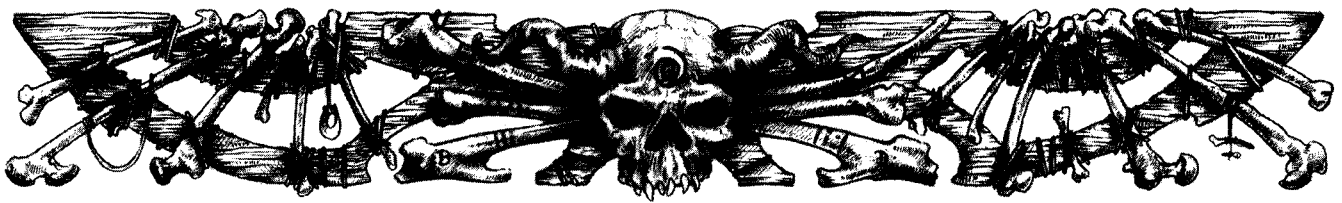
The Twilight Peaks stretch along the northern shores of the Death's Sea and the Scarlet Sea, running from the edge of the Servos Jungle and the Mist Swamps to meet the Delaris Mountains as they rise off to the west. The peaks shelter the ruins of many pre-Scourge settlements and kingdoms, including the troll kingdom of Ustrect to the north and the newly reclaimed ork nation of Cara Fahd to the south. The tallest of the peaks loom high over the earth, affording a spectacular view of the lands of Barsaive, particularly the Servos Jungle and the plains of the heartland to the north.

Dwarf merchants from Throal Named the Twilight Peaks during the Orichalcum Wars, as they traveled overland and by airship to Vivane. The combined effect of the ever-burning Death's Sea to the south of the peaks and the large deposits of living crystal in the rocks of the mountains is to create a perpetual warm glow over the peaks that is visible for hundreds of miles at night and twilight, appearing like a constant false dawn over the tops of the mountains. The heat of the Death's Sea also warms the snow from all but the highest mountain peaks, a startling contrast to the permanent snow line found in the Throal Mountains and other ranges in Barsaive.

The Twilight Peaks contain several active volcanoes, including Mount An'grak and the twin peaks known as Death's Eyes. The volcanoes of the Twilight Peaks rarely erupt, about once every seventy years, and have done so only once since the Scourge, spewing ash and some lava. Recently the sporadic lava flows have become more frequent, and some elementalists are warning that an eruption is imminent. The volcanoes offer a rich source of True fire and a type of living crystal the trolls call fire crystal, a resource mined and fought over by many of the crystal raider moots. In fact, the Twilight Peaks generally represent a treasure trove of mineral and magical wealth. The high mountains are rich in True earth and veins of orichalcum. Though the trolls and others tapped out many of these veins during the Orichalcum Wars, many others remain hidden in the depths of the mountain caves awaiting discovery. True air swirls around the highest peaks in a glittering cloud and True water sparkles in the depths of the cold, clear mountain streams. The rarest of the True elements in the mountains, True wood grows only in the depths of the Gray Forest and a few other places. The trolls hoard these sources carefully to use in building drakkars and for a few other purposes.

In addition to True elements, the Twilight Peaks contain liberal veins of silver, gold, copper, iron and other minerals, along with the living crystal for which the mountains are so famous. More forms of living crystal appear in the Twilight Peaks than any other place in Barsaive, and the crystal raiders use this plentiful supply and variety to





great advantage when making their weapons, armor and other magical items.

One of the reasons the crystal raiders guard the sources of living crystal so jealously is that they believe they have a unique, perhaps even sacred relationship with the mountains and the crystal they contain. In troll legend, living crystal comes from the tears of the Spirit of All Things who birthed all Name-givers, tears She shed because of Her loneliness, and then in Her joy at the creation of the trolls and obsidimen, Her true children. Her tears fell to the earth and seeped into the stone of the mountains, becoming as hard as stone themselves. Because the Spirit of All Things wept these tears for the trolls, the crystal raiders consider living crystal to be part of their birthright. The crystal raiders have a saying, "We wear the tears of our Mother to honor Her; *no'a'ul* wear the crystal only by making their Mother weep." A crystal raider who sees another Name-giver wearing or carrying an item of living crystal always takes the time to learn how that person came to possess such an item, for they consider the use of all living crystal to be a matter of *katera*. They rarely believe other Name-givers to be worthy of owning or using living crystal.

The Twilight Peaks themselves are steep-sided and rocky. The terrain rises sharply from the lowlands and quickly gives way to high vistas of barren rock and stone. Very little grows above the foothills of the peaks without cultivation. Only small, hardy shrubs, scrub trees and grasses survive, all of which are twisted into strangely compelling shapes by the constant winds. Lichen and mosses cling to the multitude of rocks that cover the mountains, and the stones range in color from rust-red to pale gray-white to blue-black, all mixed with crystals of many different colors.

Most of the terrain, like the inhabitants, was shaped by violence. The Twilight Peaks still suffer tremors from the volcanoes and many of the valleys, cliffs and ravines of the peaks appear to have been created by powerful earthquakes and volcanic eruptions. As the trolls tell the story, many features of the Twilight Peaks were formed when the Passions first imprisoned Death. As Death raged against the bonds created by the Passions to keep him beneath Death's Sea, his anger shook the earth and altered the Twilight Peaks like a child smashing a sand castle.

Thousands of crystal raiders and their families make their homes in the Twilight Peaks. Old volcanic vents, lava tunnels, worked-out mine shafts and natural caves of all kinds criss-cross the mountains. The trolls originally lived in the caves, which they converted into *kaers* to face the Scourge. Most trollmoots still use some part of the complex network of caverns to this day, though they are careful not to dig or travel too deep into the mountainsides for fear of disturbing or angering the elemental creatures dwelling in the depths. The trolls also believe the Twilight Peaks serve

as a kind of capstone to Death's prison. By digging too deep into the mountains, they could break through into Death's Domain and perhaps even create an avenue for Death's escape.

Throalic map makers divide the peaks themselves into four major regions. The eastern Twilight Peaks, dominated by the volcano Mount An'grak, consist of a single range north of the Serpent River, the Mist Swamps and the Scarlet Sea. The plains north of the eastern peaks offer very rich farmland which continues to attract settlers to the area despite the constant threat of raids from the crystal raiders.

The central peaks form a gentle arch encompassing the Gray Forest and Ashen Hills to the south and ending near the ruins of the Kingdom of Ustrect in the west. The central peaks suffer the least amount of volcanic activity of any part of the mountain range, but feature the most inhospitable terrain, consisting primarily of rough, broken ground, high peaks and deep valleys. Skytoucher, the highest mountain in the Twilight Peaks, is in the southern portion of the central peaks.

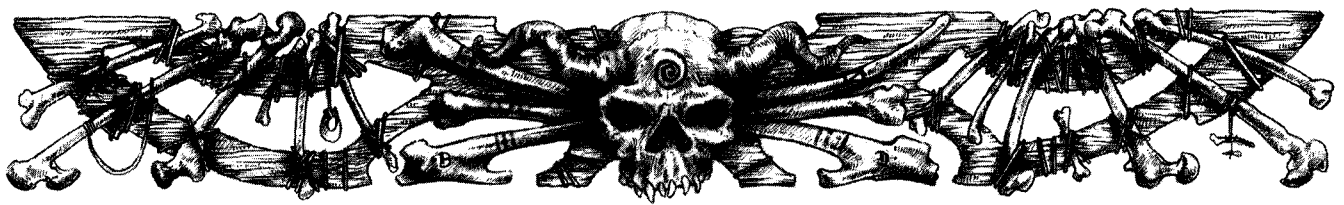
A deep valley splits the two ranges of the western Twilight Peaks. The trolls say Thystonius himself cut the valley with his sword, and the slight shelter the valley offers from the most extreme elements of the Twilight Peaks makes it a popular place for clans to establish their homes. The surrounding mountains are steep, rough and prone to volcanic activity, which is centered on a pair of volcanoes known as Death's Eyes, located in the central southern range of mountains.

The southern face of the Twilight Peaks covers the shores of Death's Sea and the Scarlet Sea. The region is inhabited only by outcasts from crystal raider society, banished into the harsh, burning wasteland to live with the Death's Sea pirates and other brigands who consider the area a safe haven from the raiders. Mysterious stone formations jut from the ash-covered hills and plains, perhaps the result of natural lava flows or maybe signs of buried ruins waiting under centuries of ash and lava. The southern face is the source of some of the purest living crystal in all the Twilight Peaks, and so it is somewhat ironic that the crystal raiders banish their outcasts to this part of the range. In order to mine these prime deposits, the trollmoots must essentially raid trolls whom they consider to be the most honorless Name-givers of all.

MOUNTAIN TRAVEL

Travel into and through the Twilight Peaks is difficult under the best of circumstances—most travelers choose to avoid the mountain range altogether rather than risk its dangers and hardships. The presence of the crystal raiders and other dangerous creatures living in the mountains dissuades most caravans and lone travelers from passing too close, and the barren terrain and difficulty of foraging encourages most traffic to cross the Twilight Peaks via air-





ship. Anyone brave or foolish enough to cross the Twilight Peaks on foot generally travels through the western passes near the Delaris Mountains, skirting around the mountains themselves. Despite the hazards, however, adepts, adventurers and treasure-seekers still journey into the Twilight Peaks in search of precious metals, living crystal and True elements.

Most areas of the Twilight Peaks feature sheer drops, high cliffs and narrow ledges, and travelers on foot simply cannot pass through many parts of the mountains. The most secure strongholds of the crystal raiders must be reached by airship, which is just as they like it. The few passes that lead deeper into the mountains are narrow and easily defended, subject to rockslides and other, similar hazards. The near impossibility of successfully traversing the peaks, combined with the barren and hostile landscape, offers an excellent first line of defense for the crystal raider moothomes. Few Name-givers would attempt any kind of land-based incursion into crystal raider territory and fewer still could find anything in the barren peaks to sustain them during such an assault. Only attacks by air, such as the devastating Theran assault in the Battle of Sky Point, have any chance of succeeding against the crystal raiders.

Travelers who do make their way into the mountains must climb almost constantly from the moment they reach the foothills. The stark slopes offer few hand- and footholds, and what little vegetation exists is rooted too shallowly to provide a sturdy anchor for climbing. In addition to the mountains' natural hazards, the trolls often deliberately make travel more difficult along those few routes that do approach their homes. Because they rely almost entirely on their airships to cross their territory, the crystal raiders often bury or trap certain passes and routes through the mountains to further protect their moothomes from intruders.

The fact that few mounts can successfully navigate beyond the foothills adds to the difficulty of traveling on foot through the mountains. The sturdy mountain ponies native to the area can climb all but the most difficult trails and thundra beasts can make their way through some of the rocky lowlands, but many ledges and passes are so narrow that even a party of dwarfs would be forced to move in single file. As a result, Name-givers traveling through the Twilight Peaks must do so without the advantages of pack or riding animals—and the problem of their size is nothing compared to the problems of feeding them on the journey.

There do exist a few established trails that make some regions of the Twilight Peaks more accessible. While they do open up one or two areas that would otherwise be impassable, they are still tough to travel and dangerous in their own right. The road that climbs up the eastern end of the range into Stoneclaw territory, facilitating the moot's trade with lowlanders, features a breathtaking gorge-span-

ning stone bridge crafted by Rocktapper dwarfs. A mere twenty yards in length, it looks down upon a deep, deep chasm, and unwary crossers have fallen prey to high winds or been picked off by ice flyers. Another trail leads from the north through a pass contested by the Ironmongers and the Swiftwinds into the Gray Forest, skirting Skytoucher Mountain, and winding eventually into the Southern Face. The trollmoots are careful to watch and guard all such trails, and will not hesitate to harass intruders. Travellers can expect to be challenged and "taxed" if they are lucky and stopped by a clan like the Stoneclaws, or face sudden death at the hands of Bloodlores or similar ilk if they are not.

Though the crystal raiders obviously revel in the challenge of surviving in the Twilight Peaks, few other Name-givers find such joy in the results of Jaspree's Gift to the mountains. While mostly barren of edible plant-life, the mountains offer plenty of brambles, thorny bushes and small trees as obstacles, as well as slippery lichens and mosses that seem specially placed to send a climber plummeting down a mountainside. Game animals consist mostly of mountain goats, rock lizards and other small, swift creatures that hide in cracks and crevasses or under piles of tumbled stone. While it is possible to travel through the mountains and survive by hunting and foraging, the majority of successful expeditions carry adequate supplies of food and water for the journey. Even this preparedness has its disadvantages, however: food tends to attract mountain scavengers that will fight fiercely to carry off precious supplies, and sometimes even decide to make a fresh meal out of a Name-giver or his mount.

Water is easier to find in the peaks than food; plentiful mountain streams flow clear and cold down the mountainsides, fed by the snows high atop the peaks. Refilling waterskins in these rivers is the tricky part: as the water flows unimpeded down the steep slopes, the rough terrain whips it into white waters, cataracts, waterfalls and rapids. In the wet season, the situation is even worse, as the streams overflow and even narrow ravines become makeshift riverbeds to channel the flash floods that come roaring down the mountains.

The sharp angles of the Twilight Peaks make rock slides (and occasionally mud slides) a constant danger. An unwary step can trigger these natural catastrophes and send tons of earth tumbling down the mountains. A traveler's best hope in this situation is to get out of the path of the rocks. While a handy overhang or cave might provide shelter from the slide, the torrent of rocks can easily bury such shelter—and cave trolls and other creatures unwilling to share their territory often inhabit the caves in these mountains. In the higher mountain peaks, avalanches of snow pose an equal danger.

A few volcanoes remain active in the Twilight Peaks, occasionally belching thick clouds of black smoke, scorching hot stones and streams of molten stone. Legends tell of





truly massive volcanic blasts that certain elves and dragons might actually remember, but since the Scourge volcanic activity has been limited to minor eruptions that send the occasional river of lava cascading to the foothills. Again, travelers' best hope for survival is to seek shelter and hope their refuge is not buried by the lava.

Adventure Idea: The Lost Orichalcum Mine

The player characters are contacted by a prospector who recently came into possession of an old map dating back to the years of the Orichalcum Wars. The map shows the location of a lost orichalcum mine belonging to the Kingdom of Ustrect, now in the territory of the Ironmonger moot in the Twilight Peaks. The prospector needs help to guide him through the hazards of the mountains to the location of the mine. In exchange, he is prepared to offer the adepts a share of the profits of the mine.

The party must make their way into the Twilight Peaks, up steep slopes, through narrow passes and over dangerous chasms to reach the location on the map. They also have to fight off attacks from griffins, ice flyers, gargoyles and other mountain creatures, as well as attempt to escape the notice of the Ironmonger moot. The adepts find themselves troubled by strange, foreboding dreams as they near the end of the trip, dreams that make it difficult for them to sleep.

When they finally reach the mine, the party finds a deep shaft sunk into the side of a cliff at the bottom of a deep gorge. The entrance to the shaft is covered by a rockslide. Unfortunately, the mine is not what the map claims. It was a mine shaft, but the orichalcum it contained was mined out during the Orichalcum Wars. The crystal raiders converted the mine into a kaer, which was breached by a despairthought Horror (p. 301, ED) during the height of the Scourge. The collapse of the entrance to the mine-kaer trapped the Horror, but did not diminish its ability to use its Thought-Worm power to affect the outside world. The Horror prodded the prospector into finding the old map and coming to its prison to help free it. It will show its "gratitude" by attempting to control the members of the party and turn them against each other while tempting them with promises of great wealth and power. The

despairthought has also re-animated the bodies of many of the kaer's original inhabitants as cadaver men (p. 288, ED).

DAILY LIFE

Though the harsh environment of their home makes troll life a daily struggle for survival, like any other culture the crystal raider clans find time for marriage, family celebrations and recreation. Many clan traditions date from long before the Scourge, while others grew from more recent events.

FOOD AND SHELTER

The staples of the crystal raider diet are meat, cheese and bread. The clans raise mountain goats and rock lizards for their meat, milk and skins, and also harvest rock lizard eggs for food. The mountains also yield the occasional wild deer and more exotic beasts to the hunt, but only in legends do the trolls of the Twilight Peaks feast regularly on creatures such as chimera and wyverns.

The trolls manage to develop a great variety of cheeses from goat's milk, and most meals include cheese as some part of the menu. The trollmoots shape their cheeses into great wheels which they age in the cool darkness of the mountain caves. To other Name-givers, crystal raider cheese gives off a strong, rather unpleasant aroma, though it features a beautiful marbled color and a pleasantly crumbly texture.

Few vegetables grow well in the high mountains. Some troll clans design terraced gardens along the mountain slopes to grow root vegetables and grains, but the crystal raiders are indifferent farmers and such gardens usually offer fairly low yields. Most of the farming efforts are devoted to growing the grains they use for baking and for making the strong honey-based drink the crystal raiders love. Questors of Jasprey do their best to aid the farming efforts; in true troll fashion, they view their struggle to improve the crops as a battle against the elements to prove the strength of their Passion, and a good harvest to be the spoils of that battle. Many trollmoots use the naturally occurring deep caves and old kaers to grow mushrooms and other consumable fungi.

The crystal raiders drink water, goat's milk and an ale-like brew made from various grains fermented with wild





honey. Much like the ork tolerance for hurlg, trolls possess an unmatched capacity for this drink. Because of this, most lowland trolls do not encourage compatriots of other races to try to keep up with them in drinking contests. The highland trolls of the crystal raider clans, on the other hand, thoroughly enjoy their drinking contests and drunken revels, and greatly admire any Name-giver who tries to match them drink for drink. Even crystal raider no'a'g'ral have a prodigious capacity for this alcohol.

The main meal of the day is usually eaten in the early evening, when the warriors return from their day of raiding with tales to be shared around the table. Leftovers from the evening meal are usually eaten cold for breakfast and lunch the following day.

Trolls enjoy a natural affinity for earth and stone, and the crystal raiders are no exception. Most of their homes are built of solid stone: some are built in existing caves, others are carved from the side of a cliff, and some trolls construct their homes from slabs of stone quarried from the mountains. Most crystal raider homes are long, low structures consisting of a single, large room with a hearth at one end and the entrance to the dwelling at the other. A long table set near the hearth is used for cooking and eating meals, and the family sleeps nearer the doorway. Such a building may house a dozen or more trolls, but the crystal raiders never seem to mind the lack of privacy. Generations of living in close quarters, both in kaers and in the few habitable areas of the mountains, have given the crystal raiders the skill of being alone in a roomful of clan-mates.

The heart of the troll home is the hearth, usually a huge, heavy stone fireplace large enough to roast an entire goat. Many clans possess heavy iron cauldrons created by the craftsmen of the Ironmonger moot or stolen from the low-lands during a raid that are used for cooking and cleaning. Newots or younger children are responsible for keeping a fire burning in the hearth at all times because the mountains are uncomfortably cool year-round, and the trolls roast or cook most of their meat slowly throughout the day. Each crystal raider clan reserves a place of honor over the hearth for displaying the clan shield, a trophy or other symbol of honor belonging to the family.

RITUALS

The crystal raiders adhere to many rituals that mark their passage from one stage of life to another. From the Rite of Birth to the Rite of Parting, the trolls celebrate the survival, growth and death of their clan mates. Other rituals, such as the Rite of Severance and the Rite of Challenge, represent the traditions the trolls have established to resolve issues of honor and questions of authority. Each ritual offers an insight into troll honor and spirituality and provides a stable structure to offset their seemingly reckless philosophy of living each day to the fullest.

The Rite of Birth

Giving birth is considered the greatest battle a woman faces, and the one battle she must face alone. When a crystal raider woman goes into labor, she sequesters herself from all the males of her family. Only other females may attend a woman in labor and even they are not allowed to intervene in the birthing process. They can only offer verbal encouragement. To interfere in any way would be considered an insult to the honor of both mother and child. For the crystal raiders, if a woman and infant cannot survive the labor alone, then it is better for them to die.

The males of the family wait outside the birthing room, drinking a unique elixir called mountain hardsage that is brewed from a lichen. This unpalatable brew induces terrible, painful cramps very similar in strength and endurance to the contractions of birth. By suffering the same pain as the female, the males of the family share in the birthing process and so show support for the mother without offending her honor. The experience also gives crystal raider men a deep respect for women, especially those who have had children, that most low-land Name-givers find difficult to understand.

Once the child is born, the father can enter the birthing room. The other females in the room ritually attempt to "bar" him from the room. The father symbolically "fights" his way past them to reach his wife and child, a ritual that demonstrates that the ties of family are the most important relationship in a crystal raider's life, and are what give a crystal raider the strength to overcome any obstacle. The new father can then hold his child in his arms for the first time.

The Rite of Naming

Crystal raiders have three Names; two personal, and one indicating their clan. Among themselves, the raiders give their clan-Name first, followed by their personal Names, for example, "Thundersky Toral Hammerfist." This shows honor to the clan and the importance of family. When dealing with other Name-givers, crystal raiders generally use only their personal Names, identifying their clan only if appropriate for the situation, for example, "Toral Hammerfist of Clan Thundersky."

A child of a crystal raider clan receives his or her Name on the first full moon after birth. The child's family gathers in the clan-home and posts a guard outside, armed with a weapon and carrying a horn. When the sun sets below the mountains, the guard sounds the horn to announce that the g'tarr, the Holding, has begun. The guard is honor-bound to keep all others outside until the ritual is complete. During the g'tarr, the family gives the child two personal Names that the child will use until the Rite of Passage.

The specifics of the ritual vary from clan to clan, and are considered too personal to speak of to outsiders. Questions about a crystal raider's g'tarr, even from another





raider, represent a terrible insult to all three forms of honor. Only members of the same clan will discuss their g'tarr rituals, and then only in order to pass the knowledge on to the next generation for the Naming of their children.

Some crystal raiders who suffer a terrible mark upon their honor choose to undergo the g'tarr again, re-Naming themselves and effectively starting life over as a new person. A raider who chooses to undergo a second Holding to take a new Name is considered reborn by his clan, and old debts and grievances are forgiven. Because re-Naming sacrifices all the Name-giver once was, very few undertake this serious ritual. Many dishonored trolls prefer to become an outcast rather than lose their Names.

The Rite of Passage

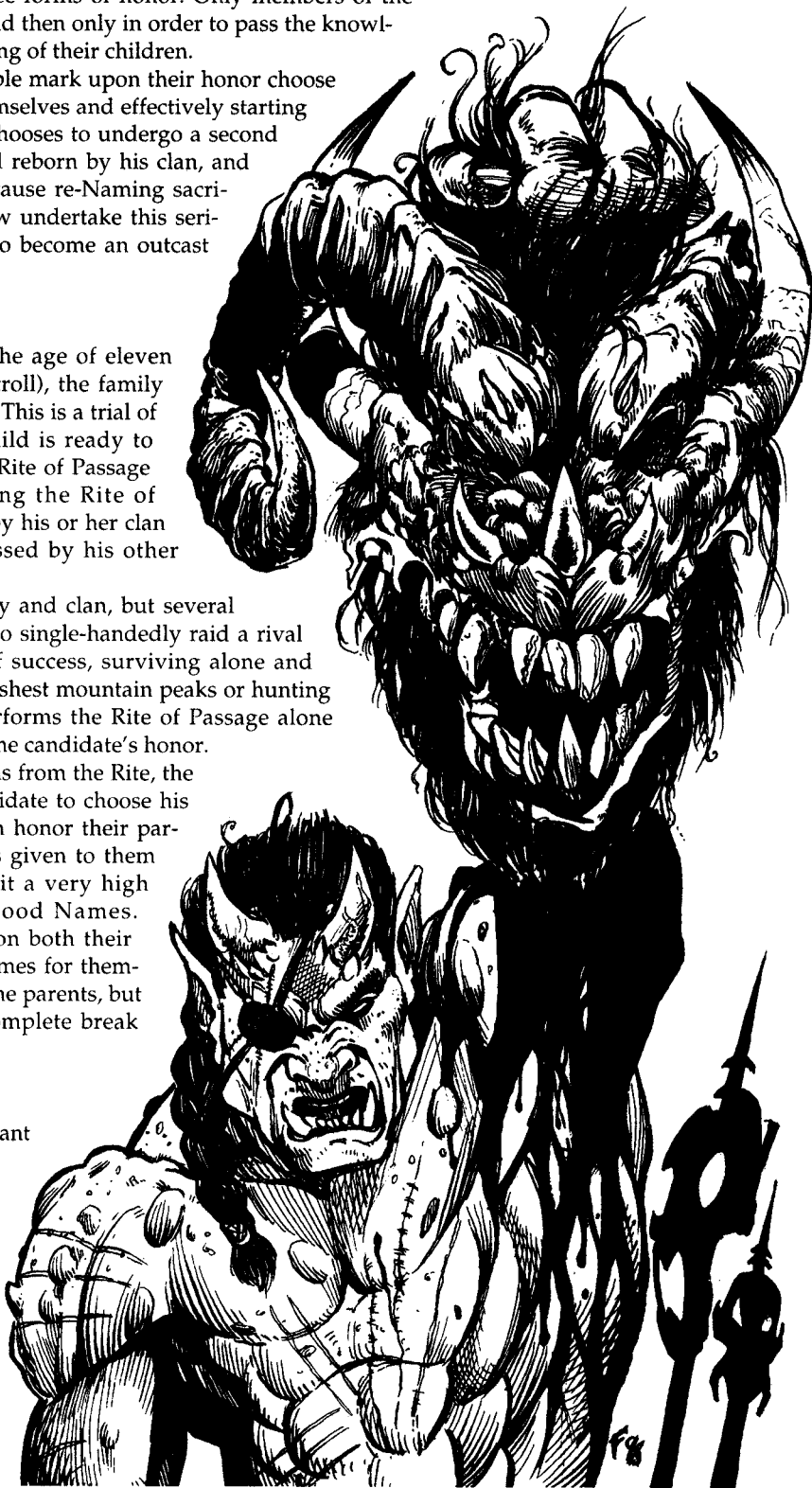
When a crystal raider child reaches the age of eleven years (just before physical maturity for a troll), the family meets to discuss the child's Rite of Passage. This is a trial of body and mind designed to prove the child is ready to become an adult. A child undertaking the Rite of Passage is called a *ro'ona* or "candidate." During the Rite of Passage, the clan refers to the *ro'ona* only by his or her clan Name. The candidate may not be addressed by his other Names during the Rite.

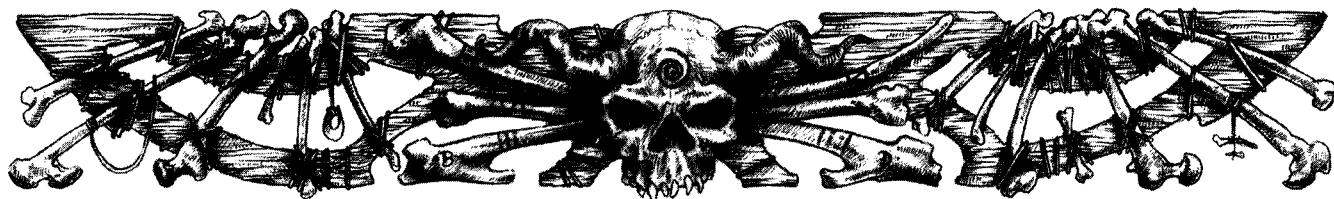
The trial varies according to the family and clan, but several common tests include sending candidates to single-handedly raid a rival village or clan and return with a token of success, surviving alone and without supplies for several days in the harshest mountain peaks or hunting some dangerous creature. Each *ro'ona* performs the Rite of Passage alone because any aid from others would offend the candidate's honor.

When the candidate successfully returns from the Rite, the clan holds another g'tarr to allow the candidate to choose his or her adult Names. Traditionally, children honor their parents by keeping at least one of the Names given to them during the first g'tarr. Parents consider it a very high honor if their child keeps both childhood Names. Children may choose, however, to abandon both their childhood Names and choose two new Names for themselves as adults. This in no way dishonors the parents, but simply shows that the *ro'ona* desires a complete break between childhood and adult life.

The Rite of Challenge

While the females of a clan wield significant power in their role as keepers of the line marriage, clan males wield equal power as the traditional chiefs of the crystal raider clans and moots. Aside from these two exceptions, females and males hold equal status in every other aspect of crystal raider life. A few females have challenged the tradition of a male chief over the years, but none have succeeded in earning the position.





The leadership of a crystal raider clan or moot is determined by the Rite of Challenge. Like any other crystal raider, a clan or moot leader must be strong enough to fight to keep what he has. If a leader cannot hold his position through strength of arms or superior skill, then he is unfit to lead. Any able-bodied member of a clan or moot can challenge the chief for leadership at any time by declaring the Rite of Challenge. The First Wives of the clan or moot, along with the senior questor of Thystonius, choose the details of the challenge and judge the results. The First Wives wield authority in this matter because the result of the challenge may affect the line marriage. The questor of Thystonius helps ensure that the challenge honors the Passion of Physical Combat and Valor.

The Rite of Challenge may have two parts, depending on the choices of the First Wife and Thystonius' questor. The first, and sometimes only, challenge may require the combatants to best each other in a contest of boasting, or *druv'a* ("claims of honor"). If this contest yields no clear winner, the combatants face each other in single combat, using whatever weapons and armor are appropriate. The challenger and the challenged each choose their own weapon for the contest, but the presiding questor may ask both combatants to choose alternate weapons until he or she is satisfied that the fight will be relatively fair. The physical challenge is to the death, and the survivor gains rightful leadership of the clan or moot until another challenger can depose him. If the chief of the ruling clan of a trollmoot is defeated in a challenge, another challenger from the current ruling clan (or any other clan in the moot) may step forward immediately to challenge the victor.

This style of choosing leadership offers several risks. For example, a good chief may be killed by a challenger just when the clan or moot most needs his experience and leadership. The tradition of allowing multiple challenges immediately following one another may effectively cull the best warriors from a clans' ranks. Further, a series of challenges may damage the integrity of a clan's line marriage. These risks explain why the trolls incorporated the *druv'a* into the Rite of Challenge, and also explain another apparently uncharacteristic element to this rite. At any point during the *druv'a* or physical combat, the challenger may cross his arms over his chest and shout, "Thodrak g'ral!" This phrase translates as, "I yield my challenge for the honor of the clan." This is not a surrender or admission of failure or weakness; rather, this allows a challenger to step away from an ill-considered challenge with no loss of personal, clan or troll honor. The Yielding, as it is commonly referred to, allows crystal raiders to demonstrate their respect for their clan by respecting the greater good of the family, and also serves as a warning to the current chief that his reign does not please all members of his clan or moot. A challenger who submits to the Yielding may not challenge the leader of his clan or moot again for a year and a day.

All these factors prompt crystal raiders to invoke the Rite of Challenge less often than might be expected; many crystal raider moots have been ruled by a single clan for nearly their entire history.

The Rite of Parting

The crystal raiders lead a violent life, and the clans welcome death as part of life. Other Name-givers may consider their attitude callous and lacking in respect for what the Passions provide, but the raiders follow the troll saying of *De'abor'abora*, "While we live, let us live!" Crystal raiders strive to experience all life has to offer, but accept that death comes to all things. Because they know death can come at any time, they live each day as if it were their last. A crystal raider does not fear death, only dishonor.

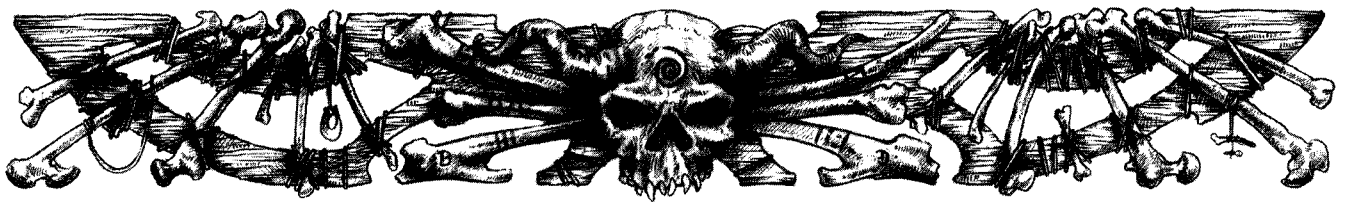
The trolls believe that after death, their spirits pass into the mountains of their home, leaving behind a shell, an empty vessel. Once the spirit has departed, the body no longer has any meaning, and so the crystal raiders do not build tombs or burial cairns like other Name-givers. They lack the space and the resources to waste on housing the dead, preferring instead to burn the bodies of the dead and scatter the ashes over the mountain peaks. The bodies of those who gained particular honor in life receive a special ritual in death; the greatest honor the crystal raiders can pay a dead hero is to carry his body to Death's Sea by airship and ceremoniously drop the body into the molten rock to be consumed, symbolic of the way Death consumes all things.

Though the body has no special significance for the crystal raiders, the possessions and bequests of a deceased raider have great importance. After they have disposed of the body, the deceased's family and friends gather for the *g'alla*, the Parting. More a celebration of the late troll's life than a mourning of his death, the assembled family remembers the troll by telling tales of his life and embroidering on the story of his death. Perhaps the most important function of the *g'alla*, however, is for the remaining members of the clan to receive the deceased's bequests. These bequests may be last words offered to loved ones or material goods, but crystal raiders take the responsibility and honor of these bequests very seriously. Those who refuse a bequest or fail to honor the giver risk challenges from all other members of the clan, often to the death.

The Rite of Severance

Because a crystal raider fears dishonor more than death, the worst fate a raider faces is becoming an outcast. When a crystal raider commits a violation of honor against another troll, the injured party usually challenges the offending party to combat: as long as the contest is fought fairly, both sides feel that honor has been satisfied. If a clan somehow dishonors another clan, again, the dispute is settled in battle. However, if a member of a clan or trollmoot





dishonors his own clan or moot, or commits an insult against troll racial honor, the raider must face the consequences of such a serious violation. When a crystal raider dishonors his race by committing a crime, or when he dishonors his clan or moot by fleeing battle, deliberately damaging or destroying an airship without cause or in some other way seriously violating troll honor, the clan or moot chief determines his fate. The severity of the punishment generally fits the seriousness of the violation, but keep in mind that a society's punishment is closely related to the basic values of its people, and so the troll view of a serious punishment is unique to that society.

The two most severe penalties of crystal raider society are public apology and Severance. If a slight to clan or troll honor is too deeply felt to be resolved with battle, the clan or moot chief might demand that the offending party publicly admit that he was wrong and apologize for the offense. The proud crystal raiders consider an apology to be a slight against personal honor, and so rarely accept this punishment. If a raider refuses to apologize, he will be exiled.

A crystal raider to be exiled undergoes the rite of *Era'ka*, the Severance. So shameful is exile that no one but the clan chief and the clan's questor of Thystonius attend the ritual along with the exile. The questor calls for Thystonius to bless the outcast, who now faces the greatest physical challenge of his life—to live without honor, and separated from his clan. The clan chief then cuts off the exile's horns. Because troll horns never grow back, the exile is marked as such for life. Non-troll crystal raiders who undergo the Severance often have an ear removed in place of horns. The Rite of Severance is finished: the exile is considered *da'a'ka'uli*, "one who has no honor," and no crystal raider or highland troll will speak to or acknowledge the presence of an outcast. If an outcast returns home from exile, members of his clan are bound by honor to slay him on sight.

The crystal raiders have practiced the Rite of Severance for centuries, and many outcasts continue to make their homes in the mountains. Outcasts do not necessarily consider themselves without honor, especially those who chose exile over the personal dishonor of apologizing for something they do not regret. Outcasts call themselves *er'ka'a'kul*, "one who has sacrificed for honor." In the Twilight Peaks, outcasts have formed clans of their own in the harsh area of the Southern Face, even forming their own trollmoot, known as the Kava moot. For more information, see page 99 of **The Southern Exiles**.

Adventure Idea: Last Request

The player characters receive an unusual visitor, a troll woman from the Thundersky moot. The troll explains that her husband, a crystal raider known to one or more of the player characters, has recently died. Among his bequests was a gift to one of the player characters of a fine suit of crystal ringlet armor and a threaded crystal axe. The only

condition of the bequest is that the characters must find the dead raider's brother, an outcast living on the Southern Face of the Twilight Peaks, and deliver to him a final message. This is a task no crystal raider can undertake, because they refuse all contact with outcasts. The player characters can refuse to accept this part of the bequest, but doing so constitutes a grave insult to the honor of the dead crystal raider and his clan. If they accept the task, the troll woman gives them a sealed scroll-case and offers the characters passage to the Twilight Peaks on the airship that brought her to the meeting.

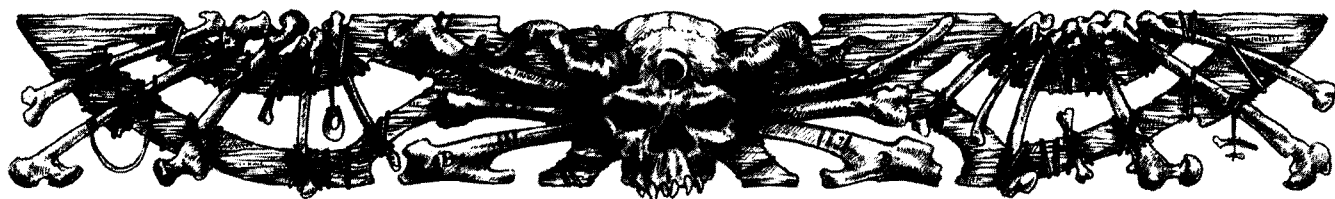
Once in the Twilight Peaks, the adepts must make their way to the hazardous Southern Face near Death's Sea and search for the outcast troll warrior, who is Named Merrak. He dwells with the Kava moot in the Ashen Hills, and the party will have to deal with the harsh conditions of the Southern Face and the suspicions of the outcast moot to reach him. Merrak is a member of the Firedancers, the living legend cult following the ways of Nemar Firewalker (see **Legends and Allegiances**, p. 18). The bequest from his brother is an old scroll describing Nemar's own journey through the Southern Face. The scroll is old and fragile, and so the player characters must take great care to not let it be damaged on their journey. If the gamemaster wishes, the adventure could lead the player characters into further involvement with the Firedancers and their quest to locate the ruins Nemar Firewalker found. The gamemaster may also choose to connect this adventure with **Nemar's Path**, p. 19 of the **Legends** section.

Celebrations

In addition to the celebrations associated with the rites for the various stages of life, the crystal raiders live up to the troll ideal of "drinking life to the dregs" by celebrating their successes in life as often as possible. After a successful raid, the clan welcomes back its raiders by preparing a great feast at which the spoils of the raid are shared with the clan and the raiders tell stories and boast about their exploits.

The crystal raiders send their warriors off to battle and raids with a different type of celebration. Before a raid or a battle, the clans gather together to dance around great bonfires and call on the Passion Thystonius to fill their hearts with courage and strength for the challenge ahead. Such dances often last long into the night, with the warriors being the last to embrace sleep and the first to rise the next morning. Though these celebrations seem, to an outsider, to consist mostly of serious drinking and wild carousing unsuited to warriors who must rise and perform at their peak the following day, for the trolls these celebrations serve simultaneously as a way to honor their families and a life to which they may not return, and a way to stoke their courage and center their spirits on honoring Thystonius.





—From the journals of Hamlin Risingsong, elven troubadour

I was truly honored to spend some time among the troll clans of the Twilight Peaks, an opportunity that allowed me to learn many fine stories and songs of the crystal raiders. The most memorable song I learned during my time in the Twilight Peaks was first performed for me one evening as the raiders of the clan prepared to depart for a battle. The trolls built huge fires in the open plateau between the clan-homes and shared great quantities of food and drink with all members of the clan.

At the end of the feasting, the crews of the drakkars gathered around the fires and began a slow and solemn dance, shuffling their feet and moving in a circle sun-wise around the fire. They honored me for the aid I had given my friend Urtok, a prominent warrior among these raiders, by inviting me to join their dance. As I followed the trolls' lead, the captains of the airships began a low chant in the language of the trolls, deep and sonorous. It began, "Fire sinks in the west/The sun's time is done/Fire rises in the blood/Battle's time is here." The other trolls quickly picked up the chant as they circled around the fires and the guttural song echoed through the valley where the village lay. I joined the repeating melody as soon as I was sure of the words.

Slowly, the chant became louder and faster and we moved more quickly until we were dancing and leaping around the crackling flames. Sweat began to pour off my body despite the coolness of the mountain air. The heat of the fire and the effort of the dance seemed to make the blood boil in my veins. The chant pounded in my ears as we danced, making a counterpoint with the stomping of our feet and the clash of swords against shields as the trolls spun and whirled in mock attacks against their neighbors.

The final chorus of the song went, "Death's light rises in the south/Battle's time is come/Fire in the blood/Thystonius is here!" With a great cry, the raiders called out as one in a mighty battle shout that stirred my blood, and I found myself howling in unison with them. At that moment, I saw the flame-shrouded figure of Thystonius standing in the bonfire and looking down on me with approval.

FAMILY AND CLAN

The clan is the central unit of crystal raider social structure. Because the trolls practice line marriages, crystal raider clans essentially consist of large extended families, often with dozens of members. Line marriages allow many crystal raider clans to trace their bloodlines back hundreds of years without interruption. Crystal raider clans also include two other types of members, newots and no'a'g'al, whose presence in the families is unique to these highland trolls.

LINE MARRIAGE

Long ago, trolls practiced monogamous marriage like most other Name-giver races; one man and one woman would mate and raise a family together. The Orichalcum Wars wiped out many troll families, and the clans became concerned that honorable troll Names would die out and be forgotten. In the face of the devastation created by the

Orichalcum Wars, troll families began to join together for mutual protection and to ensure the continuation of their clan Name, a practice that evolved into the tradition of line marriage.

A line marriage is a marriage made up of more than two participants. All of the participants hold equal status in the marriage, though the elder partners of the marriage receive a higher level of respect and deference. A line marriage generally includes only as many partners as it can support; it is considered shameful for a line marriage to take on more partners than the clan can provide for. As a result, a large line marriage is considered the sign of a successful and prosperous clan. A single line marriage can include more than a dozen partners, with all the resulting children and other relations (possibly including other line marriages) making up a single clan.

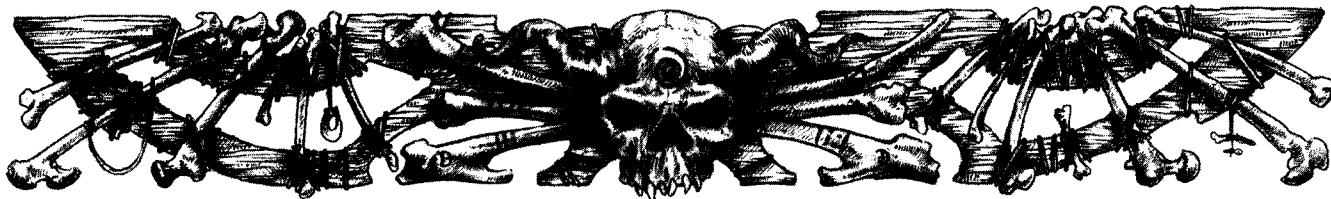
As with all troll line marriages, the wives of the family control the crystal raider line marriages. The females maintain the family home and choose who the family will court as new wives and husbands for the marriage. Any addition to the marriage must be agreed upon by all the co-wives, though the men of the marriage have no say in the matter. If a man seriously objects to an addition to the marriage, his only choice is to leave the clan and divorce himself from the marriage. The eldest co-wife of the line marriage is called the "First Wife" and holds a special position of honor and respect. Many First Wives represent the power behind the chiefs of their family, and they wield great influence in the Rites of Challenge. The First Wife often counsels those warriors who wish to challenge the current chief's rule; in addition to learning the challenger's motivations and strengths, this also gives the First Wife the opportunity to advise the challenger as to whether or not he should consider Yielding.

The chief's primary duties are to lead raids, make agreements for the clan/family, and to represent the clan to its moot. Perhaps more importantly, the chief is personally responsible for the well-being of each and every one of his clan members. It would be extremely dishonorable for a clan chief to allow a member of his clan to starve or go thirsty if he does not do so himself. The chief also serves as the judge in disputes of honor, when an appropriate questor is not available.

When the co-wives of a marriage wish to bring another person into the relationship, they arrange to "pay court," a ritual that is both subtle and intricate. In courtship, the female members of the line marriage meet socially with the prospective partner and attempt to woo him or her into the family, at the same time carefully evaluating the candidate to determine if they indeed will make a worthy co-wife or co-husband.

Because line marriages constantly add new partners, such a marriage can continue virtually forever. In fact, many crystal raider clan line marriages date back to before the





Scourge. A troll who joins a line marriage is considered to have left his or her original clan and become part of the new clan. Many crystal raider trollmoots include clans that have intermarried repeatedly over the years, strengthening the ties between those clans and thereby strengthening the moot.

NEWOTS

The crystal raiders have maintained their pre-Scourge tradition of capturing other Name-givers (even other trolls) on their raids and incorporating them into their clans as servants. As the trolls themselves are quick to point out, the tradition of taking newots is vastly different from the tradition of slavery as practiced by the Therans. Primarily, the trolls do not buy or sell newots, and every newot possesses the opportunity to earn his or her freedom and become a full-fledged member of the troll clan, regardless of race. Many non-trolls who are members of the crystal raider clans initially joined the family as newots.

When a crystal raider defeats an enemy in battle, that enemy's life belongs to the raider. If the raider chooses to end the enemy's life by striking the death-blow, that is his right as the victor. If the raider chooses to spare his enemy's life, then the defeated foe becomes a *newot* (literally, "life-debt"), indebted to his conqueror for his life. In nearly every case, a troll victor will capture a newot and bring him or her home as spoils of the raid to become the servant of the raider's clan. Crystal raiders rarely take other raiders as newots, mostly because a raider would rather die than be so dishonored.

Generally, newots perform domestic tasks for the clan who owns them. They cook, clean and help care for children of the clan. Newots belonging to clans who pursue artistic endeavors or who spend the majority of their time practicing a craft might also be required to help in mining, moving stones, working in shipyards or any other related task the clan sees fit to assign them. Newots receive honorable treatment, as is the right of a defeated enemy. Abusing or mistreating a newot shames the crystal raider committing the abuse, and represents a violation of the unspoken agreement between victor and vanquished.

Newots receive the same food and shelter as every other member of the clan. They may interact freely with other members of their clan and moot, except that newots may not mate with non-newot members of the clan until they earn their freedom. However, such a mating is considered dishonorable on the part of the clan member, not the newot. Newots may mate with each other and even raise families, but any children of such a union are considered newots at birth and remain so until they reach adulthood.

Unlike Theran slaves, newots can earn their freedom. The raider who took a newot can free him or her at any time, often as soon as the raider feels the debt of the newot's life has been paid. Many crystal raiders reward newots who have faithfully performed their duties and

shown loyalty to the clan with their freedom. Crystal raiders also commonly free their newots as one of their final bequests. Troll tradition does not prescribe a standard length of time a newot must serve before gaining his freedom; only in the case in which a newot gains an equal claim on his conqueror's life does tradition require that the newot be freed. For example, newots who save the life of their conqueror or defeat him or her in single combat immediately win their freedom.

Upon gaining his freedom, the newot receives full membership in the crystal raider clan that owned him or her, just as if the newot had been born into the clan as one of its children. If a newot accepts this honor, the clan performs a Naming ritual and the newot chooses the Name by which the clan will know him, most often keeping his or her birth Name. If the newot does not wish to join the clan, he or she is free to leave, but his status as a freed newot will not prevent him from being captured and made a newot again. Nearly every freed newot chooses to join the crystal raider clan he served.

Adventure Idea: A Newot's Life

Gamemasters looking for an offbeat adventure or who are beginning a new campaign can make the player characters newots of a troll crystal raider clan. Existing characters could be captured in battle by crystal raiders and have their lives spared to serve as newots. Keep in mind, however, that this represents a radical change to an existing campaign, even to an existing style of gaming, and such a change should be considered carefully. For example, most player characters will fight to the death rather than allow themselves to be captured and put into slavery, no matter how civilized.

A more workable option may be to begin a new campaign or just a short series of adventures centered on a group of characters who start out as newots of a crystal raider moot. A crisis situation such as the attack of a rival trollmoot gives the newots a chance to prove themselves and win their freedom, becoming full-fledged members of the clan. Once they have won their freedom, what will the newots do? Perhaps they have old scores they wish to settle, or perhaps they want to leave the trollmoot to visit friends and family who believe them dead. Or perhaps they are content to become part of the life of the clan and to seek to become great crystal raiders, crystalsmiths or heroes through their deeds.

NO'A'G'RAL

A no'a'g'ral is a non-troll Name-giver who is a member of the troll clan, either through marriage or by becoming a newot and winning membership in the clan. Some no'a'g'ral also join crystal raider clans through alliance or circumstance. Many non-trolls became no'a'g'ral during the Scourge when they took shelter in the troll kaers in the





mountains, becoming part of the clan and remaining so after the Emergence.

No'a'g'ral are considered the equals of their troll clan-mates in every way. They follow the same rites and have the same privileges. Crystal raiders do not judge each other based on race; only on honor and reputation. It can be physically difficult for other Name-givers to live among the powerful trolls, but many no'a'g'ral have become heroes and champions of their crystal raider clans. No'a'g'ral follow the same customs and traditions as other crystal raiders and have adopted troll ways and manners, with some no'a'g'ral becoming more honor- and tradition-bound than their troll mates, perhaps in an effort to prove themselves to other members of their clan.

THE PASSIONS

As the story of the Jaspree's Gift shows, the most influential Passion among the crystal raiders is Thystonius, the Passion of Physical Conflict and Valor. The trolls honor him as their patron because Thystonius embodies the ongoing struggle of their lives. The crystal raiders stage rituals and make offerings to the Passion both before and after any raid or battle, usually with ecstatic dances, mock combats and physical contests of strength and endurance. Questors of Thystonius hold a privileged position in crystal raider society. Their strong belief in their Passion allows them to guide others to fully embrace the power of Thystonius and to strengthen themselves in the struggle of life. A questor of Thystonius advises every clan chief, and many clan chiefs are themselves questors of Thystonius.

The crystal raiders honor all the other Passions, but they all come after Thystonius in importance. The trollmoots primarily honor the Passions Floranuus, Garlen, Upandal, Lochost and Jaspree.

Floranuus, the Passion of Revelry and Motion, brings the winds that fill the sails of troll drakkars and speed them on their way. Crystal raiders call on him for swift journeys and good sailing, and questors of Floranuus serve on board airships to aid their flight with the power of their Passion. The raiders also frequently honor Floranuus in victory celebrations following a successful raid.

Garlen is the Passion of Home, Hearth and Clan. She serves as the patron of line marriage and is considered to be the feminine counterpart to Thystonius. As wives represent the true strength of the troll clan, Garlen is the true strength of the family. The crystal raiders view Garlen in a more warlike light than most Name-givers; the trolls recognize that no warrior is as deadly as a woman protecting her home and family. Questors of Garlen fiercely protect their moot-homes and aid the raiders returning from battle with their healing skills.

Upandal, the Passion of Building, calls most strongly to crystal raider craftsmen. He is the patron of crystal-smiths and shipbuilders, the Passion who gave airships to

the trolls of the mountains. The trolls honor Upandal for his gift of the airships, and for the weapons and armor created by crystal raider craftsmen, but few raiders apart from crystal-smiths and shipwrights follow the Passion as questors.

Lochost, the Passion of Freedom and Rebellion, appeals to the crystal raider way of life and is considered an ally against the power of the Therans and the slavery they bring. In general, followers and questors of Lochost agitate for change and freedom among the trollmoots; the most radical questors of Lochost have begun advocating the abolishment of the newot tradition.

Jaspree, the Passion of Nature and Growth, played a definitive role in shaping crystal raider culture, as described in the **Legends and Allegiances** section of this book, p. 16. As a punishment for their neglect of him, Jaspree turned the mountain peaks harsh and savage and forced the trolls to struggle for their survival. At first, only Thystonius understood that Jaspree's anger had given the trolls a great gift. But the trolls soon thanked Jaspree for this gift, for they believed the Passion had understood their need to drink life to the dregs and gave them a true, meaningful battle to wage every day of their lives. The crystal raiders honor Jaspree at every meal they wrest from the seemingly barren mountains, and in return for this devotion the Passion once again has sent his questors among the crystal raiders. Jaspree's questors (both troll and otherwise) who believe that Jaspree should restore the mountains to their green, growing bounty find no sympathy for their view among the crystal raiders. The trolls call upon Jaspree to increase the bounty of troll crops, but they do not expect the Passion to eliminate the need for raiding.

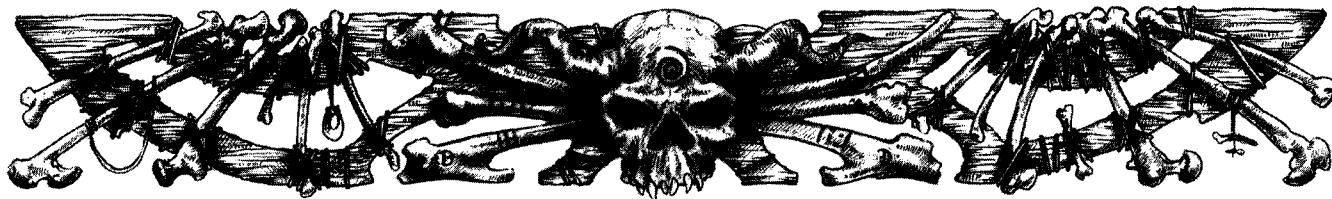
The Passions Astendar, Mynbruje, and Chorrolis rarely manifest in crystal raider life. The trolls call on Astendar in matters of love and art, but call more often on Garlen as the patron Passion of marriage and family life. The way of thoughtful contemplation and offering comfort commonly associated with Mynbruje runs counter to the crystal raider belief in the survival of the strongest. Crystal raiders believe in honorable behavior and justice, but compassion for an enemy can be a fatal weakness.

The crystal raiders have little understanding of Chorrolis, because they conduct little trade not tied to fulfilling their everyday needs. They raid for what is needed to survive, but have little interest in trade for the sake of trade or for profit. The raiders view followers of Chorrolis with suspicion, because such Name-givers usually take from others through trickery and bargaining rather than by force of arms and skill in battle.

THE MAD PASSIONS

The mad Passions Dis, Vestrial and Raggok all have followers among the crystal raiders, though the number of trolls devoted to Raggok far outstrips the other two. The





mad Passions work through their followers to twist the ideals of troll society to rot it from within, which makes them a greater danger than any outside threat.

Followers of Dis are the rarest among the crystal raiders. The troll ideal of freedom and living life to the fullest does not mesh well with the rigid ways of Dis. In addition, the general perception of Dis is that he serves as the Passion of the Therans, the blood-enemies of the trollmoots. The few active questors of Dis work to corrupt the practice of taking newots, trying to turn it into true slavery. Newots taken by such questors cannot hope to ever gain their freedom. The followers of Dis also wish to strengthen the ties of family and honor that hold the trollmoots together, tangling these ties into an unbreakable knot of rules and rituals only they can understand. If they achieve this goal, the followers of Dis will hold power over the crystal raiders.

No one can say how many followers Vestrial, the Passion of Deception, has among the crystal raiders because his followers are masters of deceit and disguise. The Passion certainly enjoys the factionalism among the trollmoots, and his followers work to disrupt any efforts toward greater understanding or cooperation between the moots, in the process countering many of the plots of the followers of Dis. The followers of Vestrial also wish to prevent the crystal raiders from becoming allied with Throal or any of the other factions of Barsaive. They believe it is better to keep the raiders as a force of chaos in the province, so they work against Throal's diplomatic efforts to court the crystal raiders.

Raggok, the Passion of Bitterness and Vengeance, is the most powerful of the mad Passions among the crystal raiders, for obvious reasons. Raggok is the dark side of the ideal of Thystonius; mad battle-rage and cold-blooded murder, war without honor and killing without purpose. Followers and questors of Raggok are becoming increasingly common among the crystal raider clans, particularly the clans of the western Twilight Peaks who were worst hit by the tragedy of the Battle of Sky Point.

The questors of those clans maintain Raggok is not insane, only angry, outraged by the events of the Battle of Sky Point and the injustices done by the Therans to the clans of the Twilight Peaks. Raggok cries out for vengeance against the *Thera'in* and all others who would destroy the honor and homes of the crystal raiders. The mad Passion's followers have great power they can use in battle, an ability that proves very attractive to the crystal raiders of moots such as the Bloodlores and the Blackfangs. They work to stir up others to attack Theran ships and to take greater and greater risks to avenge the deaths of their ancestors. The cooler heads among the crystal raiders fear the followers of Raggok will demand an all-out war against the Therans stationed at Sky Point and the fortress at Triumph—a war likely to end in a worse slaughter than

the Battle of Sky Point. If the followers of Raggok succeed in stirring up enough raiders in favor of such an attack, the chiefs of the crystal raiders will be hard-pressed to turn away from the challenge without a loss of honor in the eyes of their people, which would allow the questors of Raggok to seize power for themselves.

ARTS AND CRAFTS

The ranks of the crystal raiders include many fine craftsmen and artists. Trolls traditionally create items both useful and beautiful, and the crystal raiders are no exception. They do not view the ideal of art the way most other Name-givers do, as an end in itself, but their work is no less beautiful because of its usefulness. In addition to their famed airships, which are described in the following section (*Of Ships and Raiding*, p. 44), the crystal raiders are best known for their fine crystal weapons and armor and for their ability to work intricate and beautiful details into the items they use in their everyday lives.

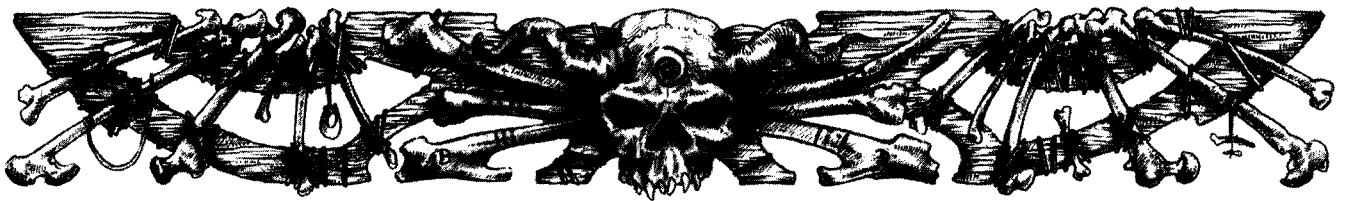
Crystal raiders consider stone to be the most important building material and medium for their crafts. Stone is the embodiment of their way of life: hard, strong, unyielding and sharp-edged. It is also the most plentiful material of the barren mountains, where wood is rare and used primarily for making airships and parts of weapons. Stone is used to make weapons, homes, tools and other items.

Craftsmen who work in stone are known as *ago'atol* or stonemiths. They are skilled in chipping, carving and shaping different types of stone to make whatever is needed by their clan. Many weaponsmith adepts focus their skills on working with stone rather than metal, using only the materials and tools available to them in the high mountains. These stonemiths create unique, durable and treasured weapons such as stone-bladed troll swords, axes and spears along with hammers, maces and other blunt implements of war. Other stonemiths use their skills to build stone houses, docks for airships and cave shelters for crystal raider clans.

Crystal raider smiths rarely work in metal. Metal ore is plentiful in the mountains, but the resources to refine it in large quantities are not. As a result, most metalwork is done in soft metals such as gold, silver and copper and is designed for ornamentation rather than heavier uses. Some moots, particularly the Ironmongers, have developed skills in working with other types of refined metals, though their primary source for working materials is items taken in raids, which are then reworked to suit their new owners. Many crystal raiders wear metal armor cleverly pieced together from elements of armor designed for smaller Name-givers, which has been taken apart and reworked by the clan's craftsmen.

Though the crystal raiders create beautiful carvings in crystal and stone, fine leatherwork and other intricate





During the Scourge, crystal raider tradition required that every member of the clan learn to practice at least the basics of some artisan skill. Since then, every form of the trolls' practical arts and crafts has become common, for the practice of these skills places the artist in harmony with jar'arak (p. 14) and also shows that the artist is free of any Horror-taint.

CRYSTALSMITHING AND HONOR

The best-known craft of crystal raider stoneworkers is seen in the weapons and armor carved from the living crystal found in abundance in the mountains occupied by the highland trolls, particularly in the Twilight Peaks. The creation of these items is the province of the crystal smith, known to the crystal raiders as a *ker'ago'atol*, or "bright stone worker." Living crystal is a complex material, requiring great skill and training to work properly. Only the best stone-smiths ever become crystal smiths, and the raider moots all value the work of a skilled crystal smith, regardless of his clan affiliation. In addition to creating the armor and weapons from living crystal for which they are famed, crystal smiths also craft shields, various types of containers and many ornaments.

Crystal armor and weaponry has special significance to the crystal raiders, who view a bearer of such items as one who has earned much honor in the eyes of the clan. Such trappings are given as a reward for heroic or particularly honorable service to the clan; usually only the most respected fighters in a clan are considered worthy enough to so equip themselves. Crystal items are often passed on in a hereditary fashion, bequested in the Rite of Parting to the most distinguished heir of the line family. Raiders care for their crystal weapons and armor as they would care for a member of their clan, and protect these possessions with their lives. It is possible and even likely for such crystal gear, infused with legendary significance, to become a Pattern Item for the clan, and prove beneficial to the raider who ties threads to it and uses it in service or defense of the clan.

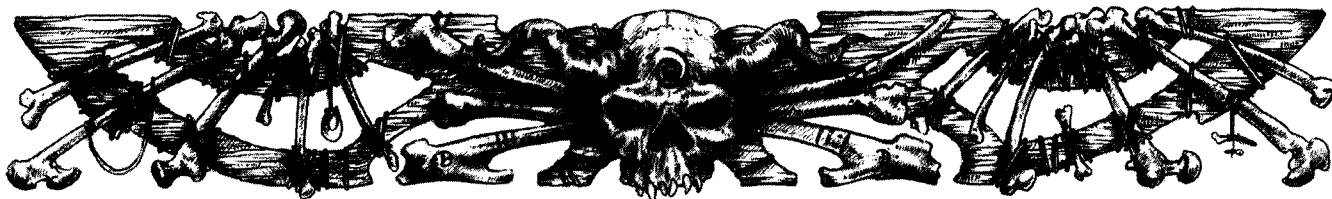
A crystal raider who meets another Name-giver who bears crystal armor or weaponry will likely question that Name-giver thoroughly to determine if they have truly gained enough honor to merit using it. If they are not satisfied with the Name-giver's achievements, they are likely to attack and strip the unworthy one of such treasures. The Bloodlore trolls are particularly vehement in these beliefs, and are prone to attacking any non-troll bearing crystal gear upon sight.



crafts, the result of all these artistic endeavors is useful items that honor both the creator and the user. Their ornamental carvings all appear as part of their buildings in the form of columns, friezes and bas-reliefs depicting the deeds of ancient heroes and legends from crystal raider history. Artists interested in working in stone, crystal or metal on a small scale create stone bowls, vases and other useful household items. Trolls with a less practical bent to their craftsmanship create jewelry and other ornamentation for the body, which often has a motif based on the symbols and legends of the wearer's clan and moot, as well as any great deeds the wearer or the wearer's ancestors may have accomplished.

Artists frequently emblazon elaborate, symbolic clan emblems and personal marks of honor on shields, which can identify the individual crew members of a drakkar to anyone skilled and knowledgeable enough to recognize the signs and understand their meanings. Crystal raiders also paint their bodies, decorating their skin before a raid or battle with fierce designs to invoke strength and strike fear into the hearts of their enemies. These trolls also practice tattooing, a form of art they consider to be closely related to painting. Many crystal raiders wear tattoos depicting their clan symbols or various magical designs that are enchanted to grant greater strength or endurance. (See the Enduring Art talent, p. 116 of *The Adept's Way* for more information.)





The greatest crystal Smiths also possess enchanting skills that enable them to produce magical weapons and armor of surpassing quality. For example, such items include the thread items from the **Earthdawn Companion** as well as unique Named items made by the legendary crystal Smiths such as Nemar Firewalker. (See **Game Information**, p. 136, for details on living crystal items used by the crystal raiders.)

MINING

The Twilight Peaks and other mountain ranges the crystal raiders inhabit represent a rich source of True elements that the trolls mine for their own use and occasional trading. True air floats in the high winds above the mountain peaks, True earth is buried in their depths and True fire flows in Death's Sea and some of the simmering volcanoes in the Twilight Peaks. True wood is rare, but because it is so useful in the construction of airships, crystal raider moots carefully guard the known sources of True wood and seek to encourage the growth of True wood in the mountains. True water is likewise rare, but can be found sparkling in some of the icy mountain streams.

The crystal raiders use traditional methods of mining the True elements for their use. They fly airships through the raging winds high above the mountains, casting nets woven with orichalcum to catch the kernels of True air. They cast nets into the mountain streams to dredge out kernels of True water and fly airships over Death's Sea and active volcanoes, dipping out kernels of True fire with orichalcum strainers. True earth is mined from natural caves and lava tunnels or, less often, from mine shafts dug deep into the mountains. Of all of the True elements, True wood is the most difficult to gather. It must be collected painstakingly by hand, by those who know the secrets of the forest.

Because of the danger and high casualty rate involved in mining Death's Sea, many clans avoid mining there, preferring instead to harvest what they can from their home mountains. Likewise, they rarely raid mining ships that are in the process of mining Death's Sea; it is far easier to pick them off after they have collected the elements and sailed to safer areas.

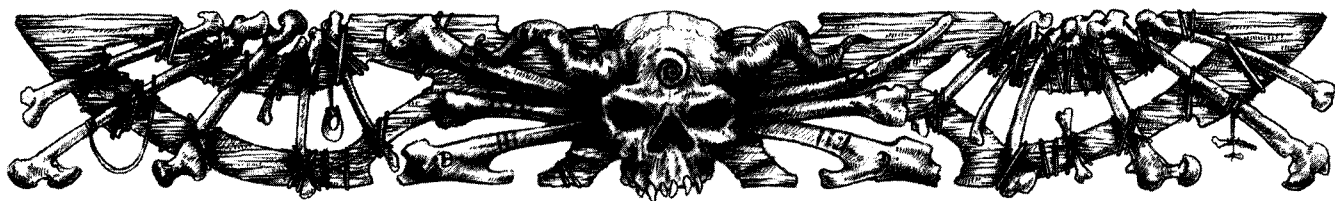
The crystal raiders jealously guard their supplies of the True elements because they are so vital to their survival and because, like everything else in their domain, they belong to the clans. Any Name-giver who wants to take what a crystal raider clan possesses must be prepared to fight as fiercely as the clan will fight to keep it. Foreign airships attempting to mine True air over the mountains inhabited by the crystal raiders regularly fall to the raiders' attacks; not only do the raiders protect their airspace, they also seize the invaders' cargo. Any efforts to mine True water or True fire from the mountains meet with the same response.

Some particularly bold prospectors still travel into crystal raider territory to attempt to mine True earth, living crystal and orichalcum from the mountains. While the crystal raiders kill many such miners for stealing what the trolls need to survive, they often ignore the small mining operations that show respect for the trolls' territory and traditions. The crystal raider moots control such vast areas and spend so little effort patrolling their territory that many small mining operations go unnoticed for quite some time.

The rich abundance of True elements found in the Twilight Peaks includes two other treasures the crystal raiders mine: living crystal and orichalcum. The southern face of the mountain range produces vast quantities of living crystal, a type of True earth, its growth encouraged by the heat of Death's Sea. Living crystal from this area, which the crystal raiders call *ago'chad* or "fire-stones," comes in a rainbow of bright colors and a variety of opacities. Veins of living crystal also criss-cross the deep caves of the mountains and occur naturally in a range of "cool" colors—from white to blue, green and purple—in both clear and opaque densities. The trolls call this variety of living crystal *ago'frod* or "ice-stones."

Many of the richest orichalcum deposits in the Twilight Peaks were mined out during the Orichalcum Wars, but many productive veins remain untouched or undiscovered. The crystal raiders refine only a small amount of raw orichalcum for use in enchantments and artwork and for creating and mending the tools they use to mine the True elements. The crystal raiders hold that the pursuit of orichalcum is to blame for the Theran slaughter of their ancestors during the Orichalcum Wars; their traditions state that the orichalcum of the Twilight Peaks has been bought and paid for in crystal raider blood and is owned collectively by all the clans. Indeed, the crystal raiders attribute the reddish color of orichalcum in the Twilight Peaks to the blood of their ancestors soaking into the earth following the Battle of Sky Point. They use only as much orichalcum as they need, and mining orichalcum requires a great deal of ceremony and ritual in order to properly honor those who died in its defense. The crystal raiders war with each other over the right to mine orichalcum, and often kill their rivals over perceived insults to troll racial honor based on the particular method a clan was using to mine this precious resource. Of all the elements to be had in the Twilight Peaks, orichalcum is the most fiercely protected against outsiders—and the most ardently desired by other Name-givers. When defending the mountains' store of orichalcum, the crystal raiders show no mercy.





OF SHIPS AND RAIDING

—From a report by General Ilmorian
Borrum, 1509 TH



o one will deny that the crystal raiders represent the greatest aerial power in Barsaive, save perhaps the Theran navy and our own naval forces. The troll clans' sleek, swift, powerful airships have made them legendary as shipwrights, air sailors and raiders, and in all these skills, their ability is second to none.

While I was with the Stoneclaws moot, Chief Kerththale invited me to tour the moot's facilities for building and maintaining its airships. A grizzled troll raider, retired from active duty but still intimately involved in working on the airships, led me and some of my men to a row of deep, wide cave mouths set into the side of a mountain plateau. The raiders used the plateau as a launching point for the airships in order to take advantage of the sheer drop off to the side, and the caverns provided sheltered berths for the ships, a system similar to ours in the Throat Mountains.

Each berth housed one of the Stoneclaws' drakkars—impressively long, sleek, finely built ships. Made from wood native to the Twilight Peaks and the surrounding territory and carved by hand by crystal raider crafters, these drakkars were built in much the same way as Throalic ships. Those I saw were fairly typical of the crystal raiders, each forty to fifty feet long and capable of holding a full complement of raiders and their booty on a long voyage.

One of the ships showed damage from a recent raid during which the Stoneclaws had tangled with a Theran mining ship. The old raider explained the damage as a common result of facing the Therans' stone ships. Crystal raider drakkars carry few weapons of their own apart from the raiders themselves; the wooden decks of a drakkar are too light to carry many fire cannon, and so they rely on boarding maneuvers to attack other ships. The Theran ships' numerous fire cannon allow the enemy to bombard the raiders' ships with fireballs at a distance and prevent them from closing to board, and few crystal raider weapons are powerful enough to penetrate their strong hulls. It is little wonder the raiders who fought in the Battle of Sky Point against the Theran behemoth were so easily felled! If we succeed in bargaining with the crystal raiders to fight with Throal against Theran ships, they must carry effective long-distance ship weapons: indeed, recent reports describe new ship-to-ship weapons developed by certain trollmoots since the behemoth Triumph settled in mid-Barsaive.

A troll elemental was repairing the damage to the airship by weaving the structure of the ship back together while strengthening the weakened areas with kernels of True wood. I watched her work for a few minutes, her rhythmic movements almost mesmerizing me. I was startled when the ship's captain appeared on the deck just above me and spoke.

"Our repairs will be complete in a moment or two," he said casually. "Perhaps you would like to assist us in testing their strength." I admit I was struck speechless. I had never before set foot on a crystal raider drakkar except in battle, and after Roggar's blunder the previous evening, I did not think the crystal raiders would be so hospitable. But the captain clearly felt a fierce pride in his ship that he wished to share with me, and so I nodded and replied, "Thank you, I would be honored." The captain smiled and gestured to the boarding ladder.

In short order, the airship crew took its places, and a stout team of trolls pushed the drakkar out of its berth. The ship hovered over the landing plateau, bobbing in the air like a ship at sea. My legs tingled as the air sailing magic rushed over me and I longed to be up among the clouds. The crystal raiders immediately showed the same impatience, and the captain called out the command to launch. The drummer began a steady beat on the aft-deck and the raiders bent to their oars. The drakkar shot forward and began to rise, like an arrow from a bow. The cliffside dropped away and we soared out over the deep valley below.

His long, black hair whipping in the wind, the captain turned to me with a fierce grin and a savage shout of joy.

"So, elf," he said. "What do you think of crystal raiders now?"

I may never understand the ways of the crystal raiders: their brutality, their raiding, or their tangled system of honor, but at that moment, I knew that the love of their discipline drove them the same as it drove me.

This chapter describes the crystal raiders' airships and raiding tactics. Beginning with how the airships are built and maintained and how the raiders crew and use them, this section also describes the most common types of raids the trolls pursue and the tactics developed for each type.

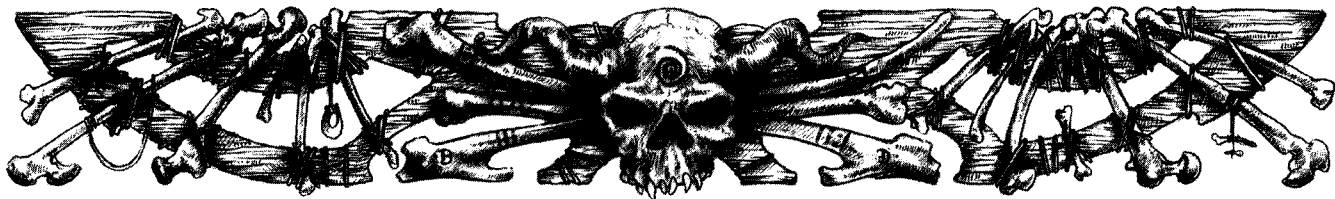
AIRSHIPS

—from the teachings of Sk'lag Prowjumper Rockfall, master shipwright of the Swiftwind moot

Airships represent the lifeblood of the crystal raider moots. Without the use of our swift and maneuverable drakkars, we could not survive in our mountain homes for very long. In addition to the raiding that allows the trollmoots to survive, our airships make it possible for us to traverse the difficult, often impassable terrain of the mountains quickly and easily and to mine the True elements used to build and maintain the drakkars and create many other vital tools and weapons.

Elsewhere in Barsaive, airships serve a less pivotal, but no less important, role. Airships of all types facilitate swift







trade and travel between the cities and kingdoms of Barsaive; they help defend many of Barsaive's cities and transport troops quickly and accurately; and offer one of the few means of mining True air and True fire. On the highest end of the scale are the powerful stone airships that form the basis of Theran military might throughout the Empire.

The crystal raiders build and use only drakkars. Sturdy, sleek and very effective for swift raids against targets on the ground or in the air, a drakkar can vary greatly in size, from a small "lifeboat" only ten feet long and powered by a single rower to a vessel as large as sixty feet long and powered by a full crew of rowers and a sail. Each size of drakkar serves a unique purpose, and we trollmoots use drakkars of many different sizes to accomplish different ends. The larger drakkars usually serve as long-range raiding ships, which carry sufficient sky raiders to defeat most any enemy and offer enough room to contain the spoils of the raid for the return to the trollmoot. Larger airships often carry one or more small drakkars for use as launches or lifeboats. We use the smaller drakkars as short-range vessels for trips within the mountains and raids against nearby settlements.

DESIGN AND CONSTRUCTION

The creation of an airship is the greatest joy a troll craftsman can know, but also the greatest challenge he or she may ever face. Airships can be compared to living creatures in their complexity and intricacy; only through years of study and practice will you learn the skills needed to create one. With the knowledge I give you today, you take your first steps on the journey toward mastering the craft of shipbuilding.

We trolls design and build airships by combining True elements and various principles of magic. The connection between all the elements creates a certain sympathy between specific elements that allows them to react in certain ways. For example, the elements of wood and air complement one another in the same way the elements of wood and water complement each other. Wood combined with water will always float; True wood combined with True air also will float, allowing a wooden airship to fly through the air as easily as an ordinary wooden ship sails over water.

The accursed Theran Empire ignores this in favor of building airships of stone. Their ships sail the air through the brute force of Theran magic and the power of the slaves who crew them rather than existing in harmony with the natural way of things. Though far more difficult to build and maintain, stone airships are more durable than wooden ships and can be built much, much larger. Some Theran ships could be considered actual floating fortresses. Very little is known about the Theran techniques for the creation of stone airships, nor is their work the subject of this discourse.

No doubt you also have heard stories of the stone airships used by the raiders of the Blackfang moot. These ships were created by the moot's master craftsmen and magicians before the Scourge and were kept hidden in the kaers during the Long Night. It is said the Blackfangs no longer possess the lore to construct such ships, and I believe this is true. Perhaps the knowledge lies hidden in the Blackfang moot ruins from before the Scourge, or perhaps it is lost forever. But the works of the Blackfangs are likewise not the purpose of this lesson.

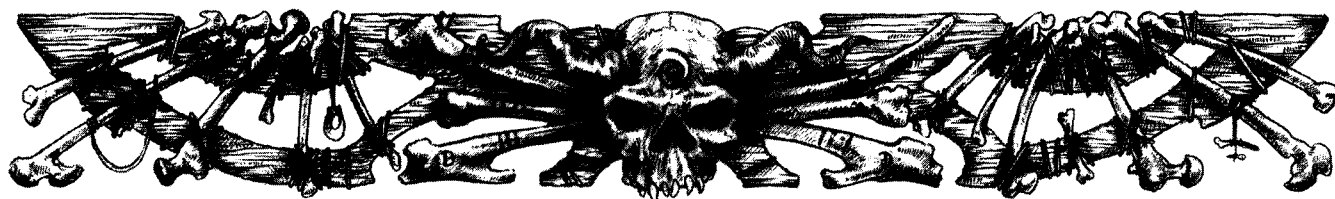
Our basic drakkar design has remained relatively unchanged since Upandal gave the first one to Nemar. No point in messing with a good thing. There have been some experiments over the years, mostly just tinkering with the basic aspects, such as wider or deeper hulls. There was that Thundersky fool who tried fixing clear crystal panes in a hull bottom, so you could watch the land go by beneath you, but that scheme literally fell through. Most of the new engineering is in the area of weapon designs, bracing the ramming prow, and so forth.

Building an airship requires a long, involved process and considerable resources. Even our clans, whose home peaks are rich in the materials needed for airship-building, build only enough airships to replace those lost in battle and to slowly expand our fleet. Using our moot as a rule of thumb, there may be no more than eighty or so drakkars in the entire Twilight Peaks at any given time. A mighty fleet to be sure, but not an endless supply. It has taken the gathered moots all of the generations since we emerged from our kaers to rebuild our airship fleet to this level after the destruction of most of the drakkars of our ancestors in the Battle of Sky Point.

The first step in airship-building is the construction of the wooden ship. This is a great work in and of itself, and some shipwrights devote themselves entirely to the craft of working the wood. Personally, I find the touch of *jar'arak* in all aspects of the process. Each drakkar is built entirely by hand, and each and every part of the ship is a work of art, from the laying of the keel to the placement of each peg, board and oar. In this way, our drakkars symbolize the way we use art and craftsmanship to weave *jar'arak* into every aspect of our lives.

We harvest the wood for most drakkars from the depths of the Gray Forest to the south of our moots. The trees there grow tall and straight and their wood is more resistant to heat and fire than most. The Ironmonger and Bloodlore moots also harvest trees from the edge of the Shroud of Ustrect, and the woodlands of Cara Fahd provide the wood for Bloodlore and Blackfang airships. We fell these trees using sharp crystal axes and carry them into the peaks by airship, where we cure them, remove the bark and begin the carving and shaping necessary to make the parts of an airship. The strength of an airship begins with the choice of the right wood. Do not undervalue the





advice of wood spirits to help guide you to trees destined to form strong keels and planks. Respect the spirits of the wood and honor them for the gifts they give us.

The construction begins with the laying of the *kun'dal'in*, the ship's keel, a strong wooden beam running the length of the airship's hull to form the "spine" of its structure. In fact, our word for keel comes from our word for spine, for an airship with a weak spine is just as useless as a troll with a weak spine. The keel of an airship is made from a single great tree whenever possible to give the ship greater strength and flexibility. If a suitable tree cannot be found, the shipbuilder crafts the keel from multiple pieces of wood skillfully woven together to provide the support the ship requires. Whether a single tree or multiple trunks, each keel is woven with kernels of True wood to provide additional strength and the capability to bend under pressure without snapping. When the keel is complete and laid in place, the builder marks it with his or her symbol. I recall well each and every keel I have laid and can still see and feel my rune etched deep into each one, marking it as my work.

From the keel of the ship are built wooden "ribs" to form the foundation of the hull, crafted from bent and carved planks to outline the shape of the airship. We then lay the hull boards over the wooden ribs to run the length of the airship. Though they float in the air and not the water, the hull of an airship is built much like the hull of a water-vessel and should be tight against the elements. Adhering to the traditional design of a ship aids the magic that allows an airship to float; a hull design suitable for the water allows a ship to move through the air more smoothly and even float on water if the airship is forced down over a sea. A tight hull protects the ship from rain, wind and rot, making it strong and sturdy. It takes a skillful eye to see the flaws that careless or unskilled construction can allow, which gave rise to the saying, "A ship is tight that shows no light."

The helm directs the course of an airship by controlling a rudder or series of rudders mounted in the rear of the ship. For drakkars, a helmsman or the captain of the ship controls the rudder directly by using a lever to steer the ship from side to side and to control the angle of the airship's ascent or descent. Larger airships such as Throalic galleys and galleons use a captain's wheel to control the ship's movement from side to side, with one or more levers controlling ascent and descent. Most airship designs place the helm toward the back of the ship near the rudder, though I've seen some designs from Travar and other cities that place the helm toward the front of the ship and rely on a complex system of ropes and pulleys to turn the rudders. How such foolishly complex designs function properly continues to amaze me, but such nonsense is common among the lowlanders.

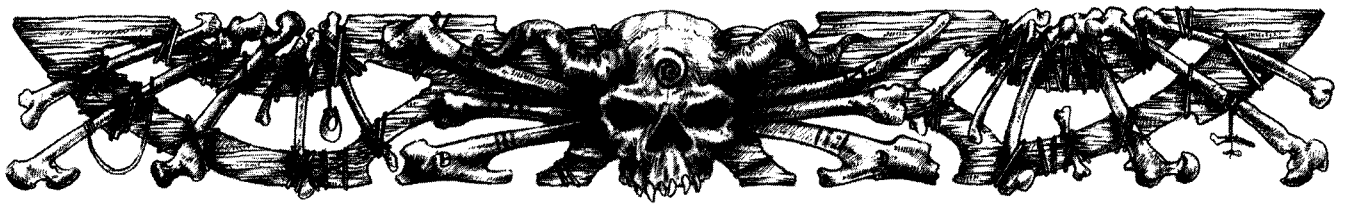
The prow of the ship is the leading edge, which cuts through the air as the ship moves. This is the "face" the ship first shows as it approaches, making the shape, durability and even the design and decoration of the prow very important. For example, every ship has its name painted or carved on its prow, and most ships also mount carved or sculpted figures on the ship's leading edge—though some airships mount battering rams used for ramming maneuvers instead of figureheads. Many moots pass their figureheads from one ship to another and from generation to generation. The most common figureheads are shaped in the likenesses of fierce beasts, with glaring eyes and other features designed to strike fear into the hearts of our enemies and enhance our fearsome reputations. All figureheads used by the crystal raiders contain magic that enhances the performance of the ship in some way—increasing speed, maneuverability or resistance to damage.

Drakkars also provide nonmagical forms of protection for their crews. All drakkars are designed so that a crew can store its fighting shields in strategically placed brackets in the sides of the ship all along its length. Not only does this arrangement protect the crew from airborne enemies while rowing, it places the shields within convenient reach for when the raiders leap into combat or if an enemy should board the ship. You can determine much about the crew of a drakkar from seeing the symbols painted and carved on its shields, including the moot the ship belongs to, the strength of the crew and the great raids and battles the crew has fought in.

When the physical structure of the ship is complete, the wooden surfaces are carved and decorated, treated with various substances to make them strong, flexible and resistant to the elements, then polished to a high sheen. We use tree sap and pitch to seal the structure of the drakkar and waterproof it. Then the enchanting of the airship begins.

The entire structure of the airship, including the sails, is woven with kernels of True air, a long and laborious process that takes many days and hundreds of kernels. The True air gives the ship buoyancy and allows it to float on air like an ordinary ship floats in the water. Other True elements are woven into the airship's structure as well. The keel and mast are woven with True wood to make them even stronger and more flexible. True water is woven into the planks of the deck to help protect them from water and fire damage. Weaving True elements into the structure of an airship is a more complex task than weaving the most powerful spell or the most complex tapestry. Each kernel must be worked into the structure of the airship in the right places and the right proportions. My deepest sense of *jar'arak* has always been while deep in the weaving of the elements into a new airship, at harmony with the forces of nature and the Passions as I feel the pattern of the ship take shape under my hands and work the delicate threads into a strong and sturdy mesh.





The final step in constructing an airship is giving it a Name, for Naming a ship creates a True Pattern for the ship and binds together all the other magic used in its design and building. The Naming ritual of an airship is as important as the Naming of a young troll and as solemn, but not as private; the completion of a new airship is something to be celebrated by all members of the moot. When I finished the work on my first airship as the chief crafter, I attended the ship's Naming with great pride and joy in my heart. I spoke the traditional words to Name the ship *Golden Brithan* in honor of the finish of its wood and the True earth I used to give the wood strength. I sailed my ship over the mountains, feeling the pitch and roll of the deck beneath my feet and shouted my triumph in my accomplishment to the skies. The *Golden Brithan* still flies to this day and, though I have learned much since I built her, I have never created another ship quite like her. As craftsmen, the creation of an airship will be the greatest challenge and the greatest reward you can imagine. I hope you will build well.

MOVEMENT

Drakkars primarily are powered by oars, though some of the largest drakkars also carry sails. The oars run through oarlocks cut or mounted in the upper part of the ship's hull. The act of rowing combines the motion of the oars with the willpower of the rowers to provide the magic needed for the airship to move. Airship oars are twelve to fifteen feet long and carved from wood. Though a single oar might weigh as much as an average-sized human, a crystal raider must be able to row without stopping for an entire day while an airship is on a raid and still be fit to fight when the ship finds its prey.

The primary advantage of oars is that they offer the crew impressive control over the ship's speed and maneuverability, making possible complex turns and maneuvers that do not rely on a fortunate wind. For this reason, many galleys (which rely almost exclusively on sails for their movement) also carry oars for better maneuverability for short periods. Galleons are too large to be powered by rowers for any length of time and so rely on sails. This makes galleons far more ponderous than other airships and serves them up as easy targets for our swift drakkars.

All wooden airships can use sails to harness the wind. Drakkars that carry sails use masts that can be locked upright when the captain wishes to use the ship's sails and fastened down when the crew needs to row. By contrast, galleys and galleons sport at least one (and often several) permanent masts mounted with multiple sails to catch the wind. Stone airships rarely make use of sails as the Therans rely instead on the labor of slaves to power their massive ships.

Airship sails are made from strong, heavy, closely woven cloth that is imbued with True air to help the sail better capture and control the wind. Sailmakers often dye their sails a distinctive color and embroider them with designs, symbols and crests that identify the ship or navy for which the sail was created and great deeds accomplished by the ship, its captain and crew.

With a favorable wind, an airship under sail can travel to and from its destination without the crew ever taking to the oars. Every air sailor and sky raider knows, however, that the wind is fickle, and learns early on to never trust to the weather for good winds when needed. Violent winds and storms of all kinds can develop and dissipate so quickly that ships can be plunged instantly into dire straits; sails tear, masts break and airships may even capsize, sending their crews plummeting over the side. In such conditions, captains can only lower their sails in an attempt to avoid damage and to bring the ship under control. It takes great skill and daring to use sails successfully in the fierce winds over the Twilight Peaks, and the best ship captains consider it a challenge to tame the wind to their wills. Raiding parties also frequently encounter the opposite problem; when there is little or no wind to fill the sails, the captain must break out the oars and set the crew to work, unless he is fortunate enough to have an elemental mage available to whistle up the winds or bind an air elemental to carry the ship where it must go.

CREWS

While airships in merchant and military service in Barsaive often have many different crew positions and a chain-of-command that dictates the actions of each Name-giver on the ship, the crystal raiders recognize only four main positions on board their drakkars: captain, helmsman, beater and crewman.

The typical crew of a crystal raider drakkar numbers around thirty. The crewmen of the airship are all those raiders who hold no other position. They man the oars and fight to defend the ship in addition to boarding enemy ships and fighting their crews in hand-to-hand combat. Crewmen also are in charge of manning the drakkar's weapons (if any), with small teams of crewmen assigned to each weapon. They also tend the sails, ropes, and anchors.

Most crewmen of a drakkar follow the sky raider Discipline at various Circles, usually no higher than Fifth. Sky raiders who reach a higher Circle usually become captains of their own ships. Other common adepts found among crystal raider crews are warriors, weaponsmiths, and troubadors. Archers, wizards and beastmasters are less common but valued as crewmembers for their specialized talents. Air sailors and swordmasters are infrequent among the trollmoots, and though they serve well, they are not as respected as sky raiders. Scouts and thieves are not to be found on troll airships, nor do non-adept trolls often serve as crew.





Elementalists are prized among crystal raider drakkars, and captains will often endeavor to have one on board. They are often responsible for mining operations, and are also useful for handling elementals and ship repairs. Their Air Speaking talent can provide crucial communication with elementalists aboard other drakkars during combat, and spells such as *Icy Surface* can be devastating to enemy crews. Other elemental spells, such as *Metal Wings* and *Sky Lattice*, are also highly useful.

The beater is a crewman in charge of keeping time for the rowers of the ship, usually by creating a steady beat on a large drum covered with an animal-skin drumhead. Some crystal raider beaters also chant various sailing songs while keeping time, and others use different instruments such as sticks or metal gongs to keep time. Most beaters serve as ordinary crewmen apart from this specific job, though some are troubadour adepts who inspire their crewmates with their chants and songs using the *Emotion Song* talent (p. 104, *ED*) or the *Songs of Inspiration* talent (p. 23, *Magic: A Manual of Mystic Secrets*).

The helmsman of the airship and the captain may be the same raider. If not, the helmsman serves as the captain's second-in-command and guides the ship at the captain's direction. The helmsman also functions as the airship's navigator, learning the landmarks, wind currents and potential hazards in order to plot the best course for the ship to reach its destination safely. Many crystal raider

helmsmen follow the *Passion Floranuus*, and some even become questors of the *Passion*, using their questor abilities to increase the speed and maneuverability of their ships (p. 97, *ED Companion*).

The captain of a drakkar is usually a sky raider of at least Fifth Circle who can use his *Battle Bellow* talent to inspire his ship's crew in battle. Though the captain holds responsibility for the safety of the ship and crew and for carrying out the plans of the trollmoot, he fights alongside his or her crew in battle and shares equally in the spoils. Crystal raider captains are harsh taskmasters in order to maintain the discipline among the crew that will keep them alive and make them successful, but they also inspire great loyalty among their crews, who obey the captain's commands without question. Crystal raider society considers its captains to be responsible for the actions of their crews, and a dishonorable act on the part of a crewman is an offense against both the personal honor of the captain and the honor of the crew (and perhaps even the honor of the troll race, depending on the seriousness of the offense).

WEAPONS

The traditional weapon of larger wooden airships, as is the case with waterborne ships, is the fire cannon. A single kernel of True air is combined with a single kernel of True fire, and the resulting explosion launches a fireball from the mouth of the cannon at an enemy target. Fire can-





non are very effective against wooden airships, often setting the ship and its sails aflame. They can even crack and split the hulls of stone airships, though the Theran ships are highly resistant to such fire damage.

Because crystal raider drakkars are too small and light-weight to mount fire cannons, the crystal raiders have made little use of ship weapons of any kind over the centuries. Instead, their tactic of choice has been to close with another ship, dodging fireballs from the enemy's fire cannon—perhaps returning one or two from onboard magicians—then grapple the other ship so the raiders could board it and fight the crew in hand-to-hand combat. Once melee combat was joined, the raiders were usually victorious. This method worked well against the other wooden airships of Barsaive, particularly the lumbering galleons, and even against small Theran vedettes. Where it failed was against the massive Theran stone airships, which had high walls that soldiers and fire cannon effectively defended against boarding parties. To fight these ships, the crystal raiders have begun to develop ship weapons of their own.

The slaughter at the Battle of Sky Point clearly demonstrated the weaknesses of the traditional crystal raider boarding maneuvers against the superior ships of the Theran Empire, and the raider moots subsequently developed a number of shipboard weapons better suited for use on drakkars. The more traditionalist trollmoots still prefer the tried-and-true boarding maneuver, but carry weapons that allow them to close and board more easily. More progressive moots, like the Stoneclaws and the Swiftwinds, experiment regularly with new ship weapons they think will make a difference in future air battles against Theran ships.

Building on their tradition of hand-to-hand combat, most ship weapons used by the crystal raiders are designed to affect the crews of other airships rather than the ships themselves. These weapons have proved particularly useful against Theran stone ships, which are difficult to damage even with fire cannon. The crystal raiders have developed both offensive and defensive weapons.

Ballista

A ballista is a large crossbow capable of firing a heavy spear. The ballista must be loaded by a crew of troll sailors using a system of pulleys and winches to draw the heavy weapon into firing position. Designed as both anti-ship and anti-personnel weapons, ballista spears use spearheads of living crystal, stone or even metal to increase the chances of damaging the hulls of enemy ships or killing enemy crew members. The Bloodlore moot makes the most extensive use of ballistas, but other trollmoots also carry these weapons.

Spear Thrower

Spear throwers consist of long wood tubes mounted at the prow and along the sides of a drakkar, positioned so

that they will not interfere with the rowers. The base of the tube contains a chamber designed to hold a kernel of True air, which is smashed by a cocked stone or metal hammer. Striking the elemental kernel creates a powerful blast of air and launches a spear, which is placed in the open end of the tube, with great force. Depending on whether the enemy ship or the crew is the target of the attack, these massive spears may be made of wood, living crystal or stone and tipped with iron spikes, orichalcum or True Earth. The most powerful of these spears can crack or even split the stone hulls of Theran ships. Spear throwers aimed at enemy crews may be loaded with clusters of smaller spears to create a scattershot effect. The Swiftwind moot developed the spear-thrower and makes the most use of it, followed by the Stoneclaws, the Ironmongers and the Thundersky moot.

Net Thrower

Net throwers use the principle of a larger-scale spear launcher or ballista by launching a cluster of four or more spears at a time, each spear tied to one corner of a large net. As the projectile flies toward the target the net unfolds, efficiently entangling anywhere from four to ten enemy crewmen. This weapon proves particularly useful in disabling the crew assigned to a fire cannon, in turn allowing the drakkar to close with the enemy ship more easily.

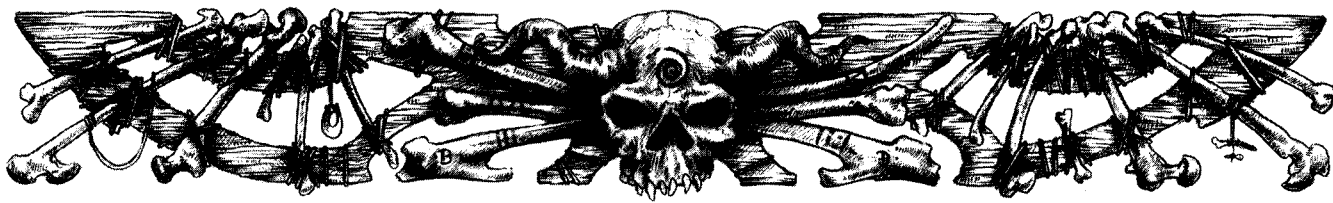
Catapults

A smaller version of the traditional siege weapon, a ship-mounted catapult consists of a wooden arm with a basket on one end. The crew places ammunition in the basket and draws the arm back using a complex system of ropes and gears, then fires the catapult with a lever, releasing the arm and flinging the ammunition at the target. Drakkar-mounted catapults can hurl nearly anything across the sky at their targets, including boulders, logs, or even casks of burning oil or stone shells filled with boiling magma. An expensive but effective alternative is crystals filled with True fire, which spread flames across the decks of wooden ships upon impact. Some crystal raiders have even been known to use catapults to launch *themselves* at enemy ships, to span the distance quickly and gain the element of surprise. Thundersky and Bloodlore drakkars use catapults most often.

Dragon's Breath

Dragon's breath is a fearsome magical weapon for use at close range. Part of the power of this weapon is in the appearance of the weapon's apparatus; an intricately carved and painted wooden sculpture of a dragon's head with its mouth wide open in a roar, with glittering crystal teeth, the "throat" lined with orichalcum and the entire device woven with True fire. When fueled with kernels of True fire and activated with a command word, this





weapon throws flames from the dragon's mouth in a powerful gout to burn enemy crews and set wooden ships on fire. The Blackfang moot developed this weapon, and gather the True fire used to fuel it from Death's Eyes. The Stoneclaws and the Swiftwinds are experimenting with similar versions of this weapon, using True fire gathered from Mount An'grak.

Thunderbolt Thrower

The Thundersky elementalists invented the thunderbolt throwers, long wooden rods tipped with chunks of living crystal woven with True air and wrapped in a mesh of orichalcum and copper. The crystal raiders fly through the clouds that gather before a storm with the rods extended from the sides of the airship, allowing the enchanted crystals to gather lightning from the clouds. A fully charged crystal glows with a blue-white light. Crew members use the throwers by grasping them firmly in both hands, bracing themselves, pointing the crystal at a target and speaking a word of release. The thunderbolt thrower generates a loud boom of thunder and a flash of lightning, the force of which can splinter even the stone hulls of Theran ships. The recoil of this weapon is strong enough to knock an unbraced troll down, or even across the deck. Thunderbolt throwers provide only a single shot, and it is impractical to recharge them during battle. Thundersky magicians currently are working on a means of extending the throwers' energy supply to make them useful for several bolts in succession.

Fire Sheath

This defensive device was created by Blackfang elementalists weaving kernels of True air and True fire into the hulls of drakkars in a complex lattice. When a command word is spoken, the lattice becomes charged and wraps the drakkar in a harmless sheath of pale flames that deflects incoming fire-based attacks, such as fire-cannon rounds and fire spells from enemy ships. The sheath only lasts for a few minutes, but that is usually sufficient time for the drakkar to close with the enemy ship without damage and give the crew an opportunity to board it. The fire sheath also has an intimidating effect on enemy crews being charged by a flaming drakkar. Once used, the fire sheath must be recharged by an elementalists before it will work again.

RAIDING

The why of troll raiding is fairly simple: the harsh environment of the mountain peaks where the raiders live cannot produce sufficient food and other necessary goods to sustain the trollmoots living there. Rather than leave the land they consider their birthright or unnecessarily limit the growth of their moots, the crystal raiders take what they need from the lowlands and each other. The primary targets of their raids include grain, fresh and dried pro-

duce, cured meat and other foodstuffs, along with domestic goods like cloth, salt, pottery and so on.

Though survival constitutes the most important reason for their raids, the crystal raiders also believe that the Passions desire every Name-giver to struggle for prosperity and success, and anyone unable to defend what he or she has achieved is not worthy of keeping it. According to their own philosophy, the trolls consider their raiding as a kind of spiritual justice that allows them to teach their victims an important moral lesson. Those being raided consider the troll philosophy to be nothing more than an excuse for conducting banditry with a clear conscience. Unlike t'skrang pirates, crystal raiders will not parley or offer their victims the opportunity to surrender before leaping to the attack. Because the struggle for victory is at the heart of every raid, the trolls refuse to dishonor their opponents by asking them to surrender without a fight.

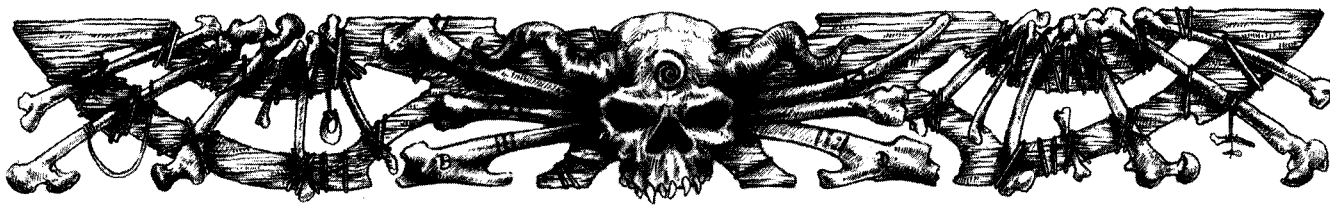
The crystal raiders generally conduct three types of raids: raids against other trollmoots; raids against the lowland communities and caravans, including both water- and land-based targets; and acts of war against the Therans. Though they use specific tactics to achieve their goals against each type of target, their primary strategy consists of a lightning-fast strike and swift withdrawal. Neither the raiders nor their ships are well-suited for extended battles and, except when engaging the Therans, the crystal raiders prefer to withdraw from such battles with their honor intact.

Regardless of the target of a raid, the trolls work in the same basic pattern: they approach their target as silently as possible, then make long, low, swooping passes over the moot or village or caravan. With each pass, the raiders drop from the ships with loud battle cries, using their sky raider magic to glide to the ground on the prevailing winds. They engage the defenders in melee combat immediately upon landing, fighting to successfully seize the area or else gather up plunder as quickly as possible. The raiders then rush back to their ships, which patrol the perimeter to watch for approaching ground or aerial reinforcements, leaping up from the ground onto the decks of their drakkars to escape back to their own territory.

RAIDS AGAINST OTHER MOOTS

As has been tradition for as long as anyone can remember, the trolls of the crystal raiders strike against each other as often as they attack other Name-giver communities. Rather than plundering for daily necessities, however, the trolls more often battle for control of territory containing valuable resources, such as parts of the Gray Forest, mineral-rich mountain land, or a conveniently located river or spring. Many raiders consider these battles the ultimate proof of their devotion to the Passions, for they are fighting against the only truly worthy foe in the world: another crystal raider.





Each trollmoot view these conflicts differently. For a clan such as the Thunderskies, each raid has a real and specific goal, usually to seize resources. The cycle of raids they exchange with many of their targets is similar to a strategy game, and the raids themselves can become almost ceremonial. Often both moots will observe strict rules of honor dictating how such raids must be conducted. Either side may withdraw from the battle with no loss of honor, but must then recognize the superiority of the victor until the resolution of the next raid. In other trollmoots, raiders fight most fiercely against their own kind, neither giving nor asking quarter. In fact, the only foe the western trollmoots fight with greater fire in their hearts is the hated Therans. Many of these struggles are bloody and brutal, because winning in combat is all that counts. The Bloodlores, for example, view their raids as almost purely battles of honor, where those who are strong triumph by destroying those who are weak.

Regardless of their attitude toward raiding their fellow moots, no crystal raider will attack a grounded drakkar. Such an attack is considered cowardly and an offense against all three types of honor. The crystal raiders' enemies, however, do not feel bound by such complex rules of behavior and consider only the advantage of depriving the crystal raiders of their ships, and so their means of fighting back. The risk of damage to grounded ships is the primary reason the trolls berth their drakkars in caves and other sheltered areas.

RAIDS AGAINST OTHER NAME-GIVERS

Despite the constant threat of raids, the plains north of the Twilight Peaks remain inhabited by various Name-giver races because they contain rich farmland, a somewhat rarer commodity in post-Scourge Barsaive than it was hundreds of years ago. The fall of volcanic ash from the Twilight Peaks and the frequent rainfall in the central plains and Servos Jungle combine to make the area very fruitful for the many farming communities scattered throughout this region. The Name-givers who live in the lowlands within a day's flight of the Twilight Peaks refuse to surrender their homes and their livelihood simply because troll raiders might attack. Most villages actively plan their defenses against the crystal raiders; in addition to offering daily prayers to Garlen for the protection of the village, they also organize local militias and recruit adepts willing to protect them against raiders in exchange for a home and other considerations.

Quite conscious of their reliance on the lowland villages for their own survival, the crystal raider moots are

careful to stagger the frequency of their raids so as not to overtax any single village. They have no desire to drive away the lowlands population, or else they would have no one to raid. In general, each trollmoot raids only within a roughly defined territory. This allows both the villages and the moots to survive and occasionally prosper, and avoids the tragic results of two moots raiding the same community simultaneously. Three-way battles between two sets of raiders and the defending local inhabitants often raze a village to the ground and devastate the population; in such conflicts, everyone loses.

Caravan Raids

Though the crystal raiders gain most of their survival needs from raiding each other and the lowland villages, the Orichalcum Wars taught them the potential value of possessing trade goods. Raiding caravans is one of the most reliable ways for the crystal raiders to obtain such goods. Such raids offer the trolls a greater challenge than raiding villages, because caravans hire skilled guards trained to watch for and defend against bandits and other threats common to traveling in Barsaive. The crystal





raiders welcome this greater challenge, for there is greater glory to be won in taking goods from those better-prepared to defend them. While raiding villages may be the staple of crystal raider attacks, raiding a well-protected caravan or rival airship in a daring attack generates the true legends of crystal raider heroism. While the raiders show no favoritism when attacking caravans to obtain useful loot for trading, they will always strike a Theran caravan if given the choice—and many will go out of their way to disrupt Theran trade. The increased Theran traffic between Vivane, Sky Point and the fortress at Triumph affords the crystal raiders increasing opportunities to interfere with their enemies' supply routes.

Before they make their swooping passes to drop the raiders to the ground for hand-to-hand combat, the drakkar crews routinely use their anti-personnel ship weapons to distract and occupy the caravan guards. Spear-throwers, ballistas and net-throwers efficiently pick off some of the guards, trap others and throw the whole caravan into confusion. (The raiders refrain from using their more devastating weapons such as thunderbolt throwers and dragon's breath against caravans because they can damage the very goods the raiders seek to loot.) After the initial pass, the raiders leap from their airships in the usual fashion and attack. For larger and more well-guarded caravans, the crystal raiders sometimes use two ships to attack from opposite directions and trap the caravan between them.

Though most trollmoots simply scout for such raiding opportunities, some crystal raider clans pay spies, informants and adventurers quite well for advance information about various caravans passing through their territory. The Ironmonger moot, in particular, maintains a network of spies and informants in merchant companies from various cities to leak information to them about caravans carrying materials of interest to the trollmoot. To fight such treachery, some merchants and merchant houses make an effort to strike deals with the crystal raiders, arranging for the trolls to raid their competitors' caravans in an attempt to drive them out of business. Such bargains only benefit the merchant house for a limited time before the moots begin raiding their erstwhile allies' caravans, which suddenly have been become richer and more frequent.

Partly to combat losses to raiders and partly to further his personal goals, the obsidiman merchant Omasu, head of the Overland Trading Company and leader of the Liferock Rebellion, has been working to build a coalition of merchants and trading houses. Once he has solidified this alliance, Omasu intends to negotiate an agreement with the crystal raiders for immunity from raiding for his caravans and those of his allies in return for providing specific information on the schedule, contents and defenses of caravans belonging to the Therans and their allies in Vivane and elsewhere. Omasu hopes that more numerous and more effective attacks against the Theran supply lines will give

the Therans one more reason to get out of Barsaive—and, of course, improve his profits.

Raids over Water

Crystal raiders rarely attack or raid waterborne ships, primarily for lack of opportunity. Most parts of the Serpent River lie too far away for the raiders to travel to profitably, and they must fly over the Mist Swamps, the domain of the great dragon Aban, or the Servos Jungle, filled with other dangerous flying creatures, to reach the nearest stretch of that river. Few trollmoots are willing to risk angering a great dragon when better raiding is closer at hand. The Theran alliance with House K'tenshin and, in particular, recent reports of Aban causing trouble for Theran airships have encouraged the trollmoots to stage raids in the South Reach of the Serpent River against the ships of House K'tenshin and Theran vessels. While such actions still pose the risk of an encounter with Aban, the trolls hope that Aban's attacks against the Therans mean that the dragon will ignore other ships that also attack the Therans.

One of the greatest deterrents to raiding waterborne targets, however, is the fact that the mountain trolls are poor swimmers. Too often, extended battles against riverboats result in one or more raiders going overboard and drowning, a dishonorable death to be avoided at all costs.

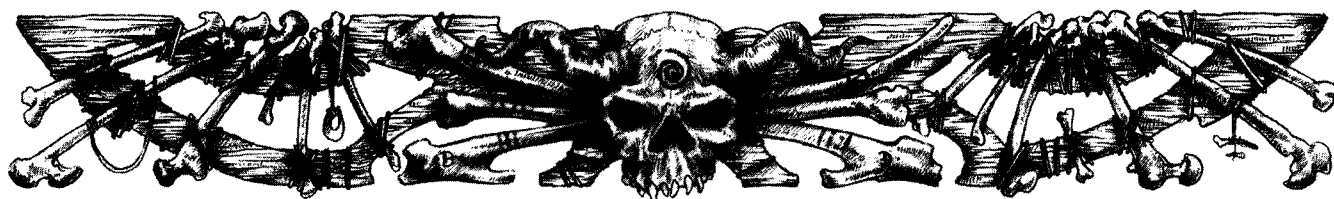
Launching raids against riverboats is more difficult than attacking most ground targets because riverboats are very maneuverable and most carry fire cannon. The crystal raiders carefully plan their approach to position their drakkars above targeted riverboats; because riverboats are not designed to fight aerial opponents, this positioning prevents the other ship from bringing its fire cannon to bear. The raiders can then use their own ship weapons or (more commonly) drop straight down to the deck of the riverboat to battle its crew and seize its cargo. The crystal raiders generally find t'skrang boatmen to be worthy opponents, and so the idea of raiding along the South Reach of the Serpent as a means of striking at the Therans and their allies is growing in popularity.

In the years since the Scourge, the crystal raiders have taken many t'skrang as newots, as befits a worthy foe. Unfortunately, the t'skrang fare poorly in the harsh, dry mountains. Many of them have died from dehydration, and many others rebelled against their troll captors and were killed or exiled to die in the mountains. The t'skrang of the Serpent River view this treatment as deliberate torture by the crystal raiders. Though nothing could be further from the truth, the trollmoots are taking far fewer t'skrang newots because they recognize the difficulty of treating them in a proper and honorable fashion.

Air Raids

The crystal raiders' most famous and most spectacular raids target other airships, most commonly Theran mining





vedettes or merchant ships running the Jerris/Travar route through Barsaive's southern reaches. While conflict between airships often involves ship-to-ship combat, crystal raider drakkars are not built for sustained combat, especially against the stone Theran ships or merchant galleys armed with fire cannon. The crystal raiders most often use a variation of their ground-raiding tactic to conquer airships; they draw close enough to a target ship to stage a boarding action, with trolls leaping through the air and gliding on the winds to land on the deck of the other ship and attack in melee combat. The goal is to seize control of the other ship for as long as it takes to loot it or, in some cases, to capture the target ship intact. Though the crystal raiders have managed to capture a few Theran stone ships in this way since the end of the Scourge, they lack the skills to maintain or repair them, not to mention the slave crews required to sail them for any great distance, and so these captured Theran ships lie crippled in remote caverns in the Twilight Peaks. The Therans have so far failed in every attempt to locate their lost ships.

—From a report by General Ilmorian
Doddul, 1509

I was deeply lost in thought by the time the troll wrapped up his tale, boasting of how he had been given the honor of piloting the captured Theran ship back to their moothome. It was not the first time I had heard of such a glorious conquest on the part of the crystal raiders, but it was the first time I had seriously considered the potential. The rumors about the Blackfang moot's stone airships of old merely compounded it. If even a few of the stories I have heard are true, then these troll clans are sitting on a considerable arsenal of airpower.

Your Majesty, I believe these stone ships that various moots have captured would be a tremendous and invaluable resource to Throal if we could get our hands on them. What better way to counter Theran air superiority than by using their own tools against them? How better to spring a surprise strike upon them than with their own ships?

There are many problems that would have to be solved of course, not the least of which is finding an alternative method of powering the ship. I am sure there are many minds that would willingly be bent to the task. Which still leaves us with the question of how to negotiate them from the trollmoots

If a raided ship offers little resistance, the raiders are likely to seize the entire ship for themselves rather than simply looting the cargo and sailing off home. For this reason, most air- and waterborne ship crews choose to fight to the death rather than be taken captive or lose their ship.

Another popular airship-raiding tactic requires a great deal of skill on the part of the navigator or helmsman. In this strategy, the raiders position their ship close to the target ship so that the crew can use grapples to link the ships together temporarily and board the enemy vessel. Always in pursuit of the element of surprise, many raiders fling

themselves across the distance between the two ships before they are securely grappled, relying on their sky raider magic to make the leap, or to survive the fall if they fail. As a prelude to grappling, drakkars equipped with prow-mounted battering rams will deliberately collide with other wooden airships to damage them and shake up the crew before attempting to board.

While these tactics succeeded against other raiders and against merchant ships, the crystal raiders were forced to adapt new tactics during the Orichalcum Wars in order to survive encounters with the stone-hulled Theran ships. A single drakkar could not defeat a Theran vedette, and so the raiders devised multi-ship strategies to overcome their opponents. By sending several drakkars against a single vedette, the raiders could distract the vedette's crew long enough for one ship to close for a boarding maneuver. The use of multiple drakkars on a raid against a mining or merchant ship protected by several other vedettes also allowed the raiders to divide the attention of the target ship's defenders, creating a greater opportunity for successfully raiding the target of the attack and keeping losses to a minimum.

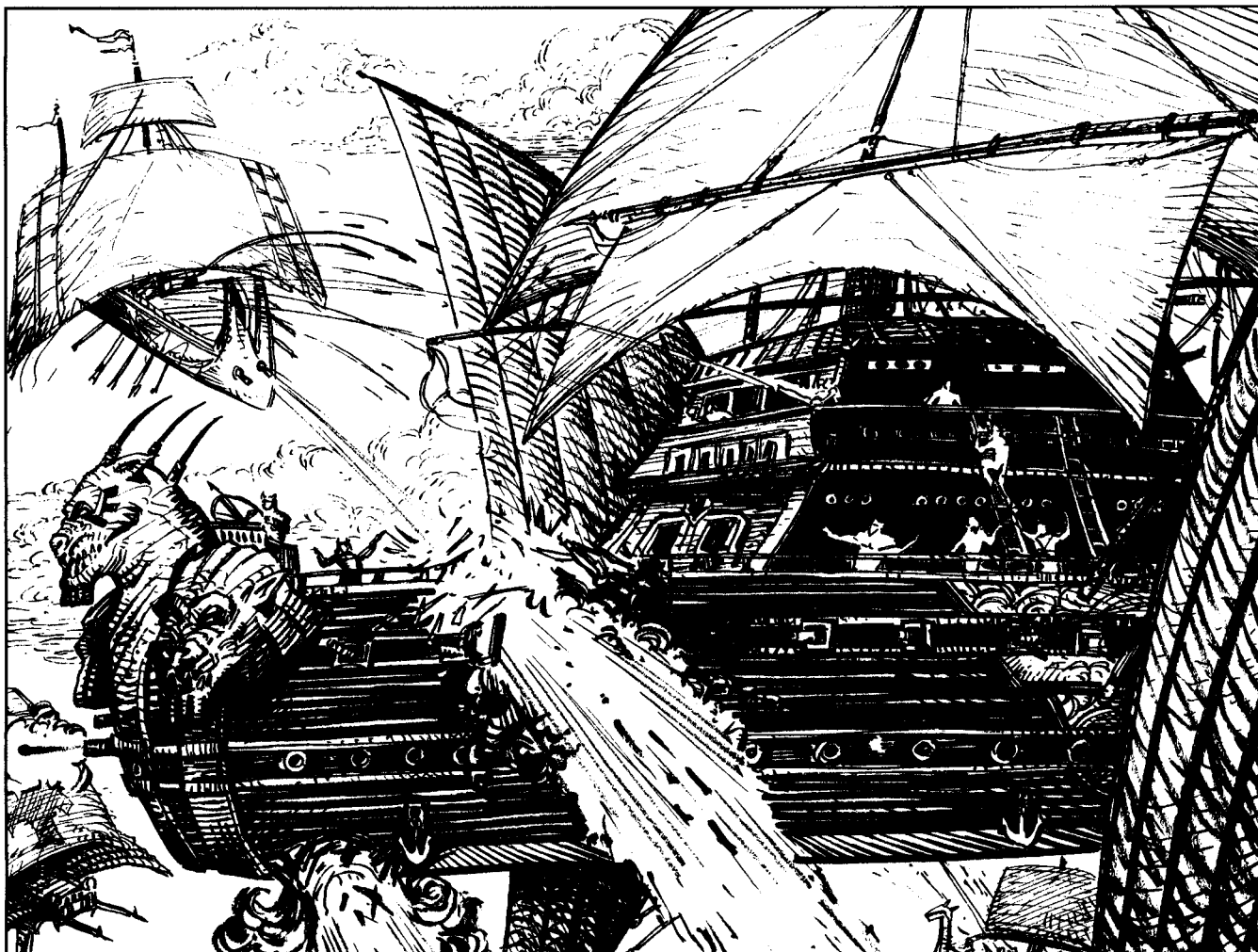
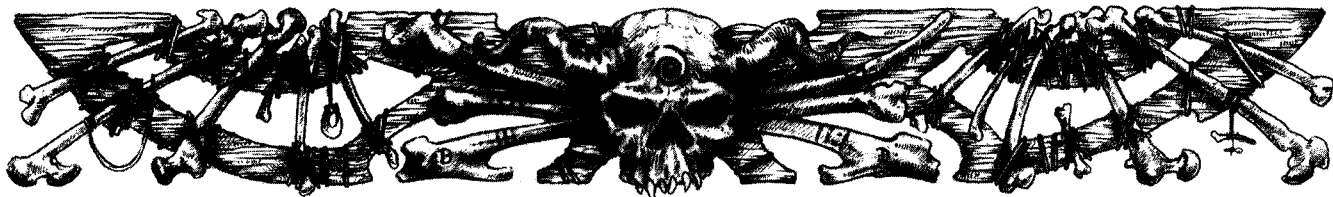
When the Therans fought back by protecting their ships with kilas, the crystal raiders changed their tactics again. The powerful weapons of the kilas kept the raiders from getting near enough to board the enemy ships in the traditional fashion, so they began flying over the high walls of the kila to drop down onto the decks and engage their crews, in much the same way as they boarded the t'skrang riverboats. The skilled and trained crews of the kilas, however, proved even more challenging to overcome than the t'skrang. Rather than attempting to disable or capture the kilas, the raiders soon began relying on speed and confusion to keep the kila busy while they looted the transport or mining ships they protected.

None of the crystal raiders' tactics proved successful against the mighty Theran behemoth the trolls faced in the Battle of Sky Point. Nothing they tried could get them close enough to board the massive city-ship; their drakkars were destroyed by weapons fire at extreme ranges. Even if they had managed to board the behemoth, they would have found themselves massively outnumbered by the extensive crew of the Theran vessel. Unable to rely on their traditional tactics or to successfully adapt their strategies, the crystal raiders were brutally defeated.

PREPARING FOR WAR

Since the return of the Therans to Barsaive, the trollmoots slowly have begun to shift the focus of their research and development efforts in shipbuilding and ship weapons to creating vessels better suited for war. The arrival of the behemoth *Triumph* seemed to galvanize the crystal raiders into seriously pursuing the development of new, more powerful ship weapons, and those efforts have resulted in the spear throwers, thunderbolt throwers and the dragon's breath weapons described in **Weapons**, p. 49.





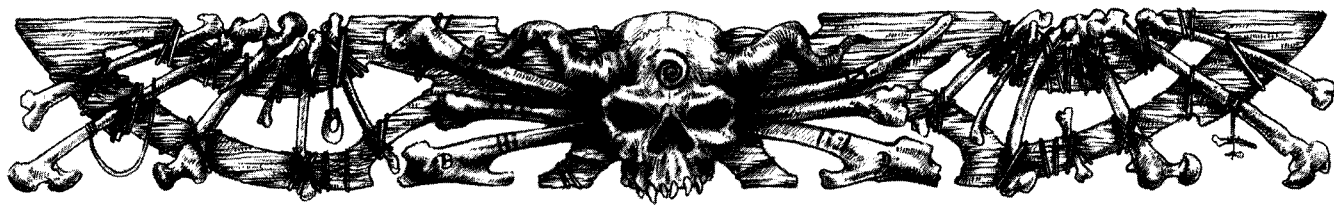
A few of the trollmoots realize, however, that better weapons alone will not be enough to defeat the Therans. They recognize the importance of designing more effective attack strategies, but these are slow to evolve after hundreds of years of successful raiding using a few familiar patterns. Kerththale of the Stoneclaws moot is especially interested in working with the Throalic navy to learn more of their battle strategies, but negotiations between the Stoneclaws and Throal are slow and hampered by distrust and cultural barriers on both sides. Like Kerththale, King Neden of Throal hopes that Throal and one or more of the crystal raider moots can reach an agreement and ally themselves against the Therans in the days ahead.

The primary goal of a group of raiders in battle is still to meet the enemy in melee combat if possible, but the captains and chieftains of the clans realize this is not always possible, nor even desirable. The goal in warfare is not the taking of booty or of newots, but the destruction of the

enemy. By developing weapons with ranged-attack capabilities, the crystal raiders improve their chances of defeating the crews of or damaging enemy ships from a distance, effectively disabling the ship and/or the crew while sustaining minimal damage to their own vessels.

The greatest advantage the crystal raiders have over their Theran adversaries, however, is superior numbers. The raiders have more drakkars than the Therans have vedettes and kilas in Barsaive, and their tactics take advantage of that inequity. As during the Orichalcum Wars, multiple drakkars engage a single Theran vessel, providing cover for each other and coordinating their attacks to the greatest effect against the Theran crews. Because the Theran crews cannot counterattack in all directions at once, the raiders can either disable the ship by defeating the crew at a distance, or wear down the ship's defenses to the point where they can board the ship and defeat the weakened crew at close range.





TROLLMOOTS OF THE EASTERN TWILIGHT PEAKS

—From a report by General Ilmorian
Doddul, 1509 TH



The eastern Twilight Peaks, which lie closest to Throal and are the best known to us, are home to the Stoneclaws and Swiftwind trollmoots. Your Majesty will perhaps recall that the Stoneclaws are the most civilized of the crystal raiders, at least as we of Throal understand the term. The moots of the eastern peaks also have more frequent contact with lowlanders than trollmoots elsewhere in these mountains—the plains that lie just to the north of this region are rich farmland, and the Stoneclaws sometimes trade with, as well as raid, the lowland villages there. Such contacts may have helped to smooth away some of the rougher edges of these tribes (though they have plenty left!). I believe that we must conduct any negotiation with the crystal raiders through the moots of the eastern peaks, if only because we are likelier to find some common ground with them than with any of the other moots—though my own visit to the Stoneclaws moot has shown me that even that task will not be easy.

As I mentioned earlier, my visit to the Stoneclaws in the company of Ambassador Vartol was a trying one. The crystal raiders welcomed us readily enough, and we saw their mountain settlements and moothomes—crude and simple shelters compared to the architecture of Throal, but not without their primitive charms. The trolls cover their stone buildings and other structures with carvings, most depicting great battles and the deeds of crystal raider heroes. Their structures are much like them, possessing the same blocky shapes and sturdy builds. I suspect they are as difficult to harm as the trolls who dwell in them.

Of course, much of the finer stonework of the Stoneclaws moot can most likely be attributed to the dwarfs living among them. Yes, dwarfs—an entire clan of them. The Rocktapper clan, as they are now known, is made up of dwarfs descended from Throalic miners who took shelter in the Twilight Peaks centuries ago at the beginning of the Scourge. These dwarfs had great influence on the trolls of the Stoneclaws, introducing them to Throalic ways and customs (of which they have retained surprisingly many). In turn, crystal raider ways rubbed off on the Rocktappers as well. They are not unlike your friend Rozko in many ways—dwarf on the outside, but closer to troll in their hearts. Compared to trolls that know nothing of Throalic ways, the Rocktappers are civilized dwarfs still—but I know many a Throalic merchant or noble who would consider them to have

abandoned proper dwarf manners entirely in favor of the trolls' wilder and more earthy ways.

Despite the changes they have undergone since the Scourge, the Rocktapper clan remains Throal's strongest tie with the crystal raiders. The Rocktappers remember their heritage and honor the Kingdom of Throal, and their respect for us has had its effect on the rest of the Stoneclaws moot. If any possibility of an alliance exists with the capricious and stubborn crystal raiders, it lies with the Stoneclaws because of their dwarf brethren.

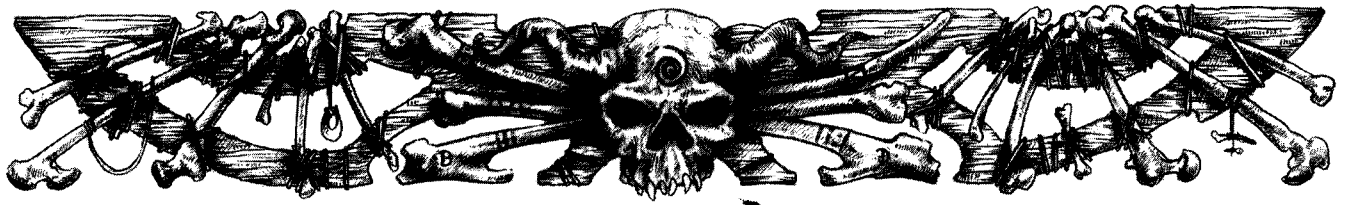
The Stoneclaws' immediate neighbors, the Swiftwind moot, are also of potential interest to Throal. The Swiftwinds are the finest shipbuilders in the Twilight Peaks, perhaps in all of Barsaive, and make drakkars of better quality than any other moot. Such skill in airship building and maintenance would be immensely valuable to us, as Your Majesty surely recognizes. The trick will be gaining their trust. Though they possess more of a civilized spirit than many moots that lie further into the Peaks, they are still far from understanding us ... or we them, truth to tell. Unlike the Stoneclaws, they have no Rocktapper clan to show them the worth of Throal's ways and its people.

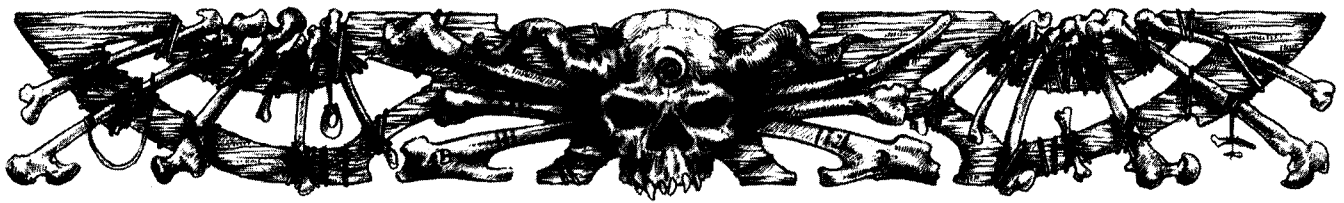
The Swiftwinds currently enjoy a relative peace with the Stoneclaws—meaning that the two moots raid each other only occasionally and that open warfare has not broken out between them. Of course, any alliance with a crystal raider trollmoot raises the possibility of conflict with the moots arrayed against them—there is not a moot in the Twilight Peaks that does not count at least one other moot as its enemy. Therefore, an alliance with the Stoneclaws or any other crystal raider tribe could gain Throal enemies as well as allies.

OVERVIEW

The eastern Twilight Peaks rise up from the plains of Barsaive near the southern edge of the Servos Jungle, just north of the stretch of the Serpent River that winds into the Mist Swamps. The most hospitable portion of this forbidding mountain range, the eastern peaks are also the least touched by the violence of the Orichalcum Wars and the Battle of Sky Point. Because of this, some trollmoots believe that the Stoneclaws and Swiftwinds, who live in the region, do not properly understand or appreciate the sacrifices made by their fellow moots against the trolls' enemies throughout their history. The resultant resentment between the eastern and other moots may make the Stoneclaws moot in particular—Throal's best chance for an







ally among the raider tribes—as much of a liability as an asset.

Though hardly lush, the eastern Twilight Peaks are somewhat gentler than the rest of their barren and desolate mountain range. The steam from the Mist Swamps and the close proximity of the Servos Jungle gives rise to plentiful life in the region, though much of it is hostile. Predators from the swamp and jungle looking for new hunting grounds abound in the rocky crags and foothills of the Eastern Spur. Creatures from the Badlands to the south sometimes also cross the Serpent River into the eastern slopes; members of the Stoneclaws moot have noticed an increase in such incursions in recent years, which makes them uneasy. Speculation is rife throughout Barsaive that the Badlands are spreading northward as well as eastward toward the trading city of Travar—but the crystal raiders are so far keeping their concerns over that possibility to themselves.

In the center of the eastern range stands Mount An'grak, an active volcano that occasionally belches black smoke into the sky or sends lava flowing southward into the Scarlet Sea. The Stoneclaws and Swiftwinds use the volcano to mark the boundary between their territories, and as a meeting place when necessary. The slopes and hills throughout the eastern range are dotted with mines, some of which date back to the Orichalcum Wars. Many were converted into kaers during the Scourge; others were abandoned. Several of the mines still contain large veins of ore, living crystal and True earth. The dwarfs of the Stoneclaws' Rocktapper clan are renowned among the trollmoots for their mining skill, of which the Stoneclaws have taken full advantage. Those mines that lie closest to the territory of the Ironmonger moot in the Central Peaks have been in dispute for years between the Ironmongers and the Swiftwinds. These two moots have also clashed with each other and the Thunderskies in disputes over their claims to various areas of the Gray Forest.

The plains to the north, fed by occasional ashfall from Mount An'grak, hold some of the richest farmland in Barsaive. All of the Badlands was once as fertile, but only the northern plains have remained so since the Scourge's end. The rich soil sustains many small farming villages in the area, despite the threat of crystal raider attacks.

Most villages arm themselves against the raiders as best they can, but some have turned to other ways to deal with the threat. Certain villages set aside a portion of their crops and goods in a storehouse outside the village boundary, which they make only a token effort to defend. These storehouses, clearly visible from the air, provide ripe targets for crystal raiders. The villagers regard the loss of the warehouses' contents as a "tax" of sorts, paid to the nearby raider tribes so that the villagers will not lose even more at their hands. Mounting a token defense enables the crystal raiders to fight for what they take, and spares the villagers

from the perils of offending troll honor by offering tribute without resistance. With plunder taken and honor satisfied, the crystal raiders rarely bother to attack the village proper, which is much better defended. Locals who do not engage in this practice see it as foolishly encouraging raids by showing the villagers as weak and therefore unworthy of keeping what belongs to them.

Adventure Idea: Village Defenders

The player characters ride into a village on the northern plains and find the villagers huddled in their homes in a state of siege. The village has recently been the target of frequent and violent raids by the Stoneclaws moot; the raiders have taken whatever they could carry, including some of the villagers as newots. The village folk are frightened, and many are considering flight. They have suffered raids before, but never so often.

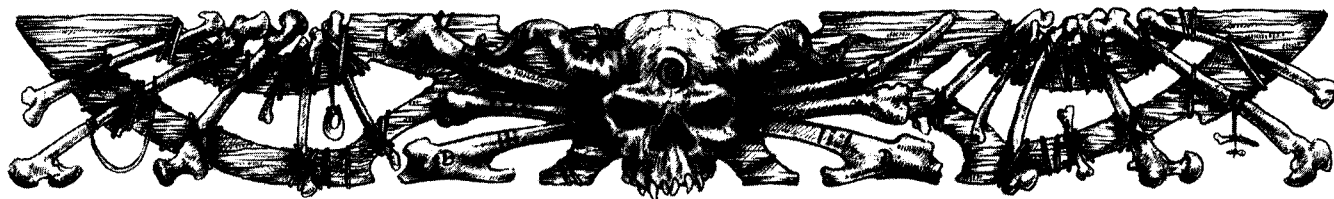
The reason for the increase in raids against the village is an insult given to a crystal raider ship captain by one of the villagers, who called the crystal raiders honorless thieves. The captain, Rordan Copperblood by Name, has made the village his preferred target. By the time Rordan feels his honor satisfied, most of the villagers will have likely abandoned their homes. If the player characters can overcome Rordan and his raiders in battle, or if one of them challenges Rordan to single combat, they can convince the raiders to leave the village alone for a while. The crystal raiders will not apologize for the raids, but will turn their attention elsewhere and allow the village time to recover. If the adepts also learn the reason behind the raids, they can warn the villagers to be more careful about offending the trolls in the future.

THE EASTERN SPUR

The Eastern Spur towers over the banks of the Serpent River at the edge of the Servos Jungle. Griffins, rock lizards, lightning lizards and other migrant creatures from the Servos, the Mist Swamps and the banks of the Serpent nest among the spur's rocky crags. Along with snakes, krillworms and cave-dwelling bats, the Spur provides a diverse and dangerous wildlife selection. Most Name-givers, including the Stoneclaws, avoid the area. The Stoneclaws often send children undergoing the Rite of Passage into the Eastern Spur, to survive alone there for three nights with only a single weapon. If the child finds shelter and food enough to stay alive and return home, he or she is welcomed back and given the adult Rite of Naming.

River pirates frequently use the caves by the Serpent River as hideouts and storehouses. Few vessels belonging to the t'skrang of the South Reach travel that far past the Servos Jungle, so the river is clear of most traffic and the pirates can easily come and go. However, since the arrival of the Theran behemoth *Triumph* and the renewal of the alliance between Thera and the t'skrang House K'tenshin,





K'tenshin patrols along the South Reach have been strengthened, forcing the pirates deeper into the waters near the Eastern Spur and even into the Mist Swamps.

The Mist Swamps lie just west of the Eastern Spur and almost directly south of Mount An'grak. The occasional cloud of ash from the volcano only adds to the natural murk of the steaming swampland. The Mist Swamps are the domain of the great dragon Aban, and the crystal raiders know better than to risk Aban's wrath by intruding into a region that holds little to interest them in the first place. Inhabitants of the swamps sometimes crawl out of the muck to take shelter in the eastern foothills, posing danger to the unwary traveler.

The lowlands that skirt the Mist Swamps are also said to hide the legendary Castle of Assassins, stronghold of the secret society known as the Hand of Corruption. The Hand uses the castle as a training ground for its stealthy killers, and rumors suggest that they must have made an arrangement with Aban in order to operate on the outskirts of the dragon's domain. The crystal raiders tell tales of the Castle, but none have any wish to see it—or to tangle with its deadly but honorless inhabitants.

MOUNT AN'GRAK

The central mountain of the eastern peaks is the volcano An'grak, or "anger" in the troll tongue, Named for an ancient battle fought among crystal raider clans over the True fire and fire-crystals embedded in its rugged slopes. The trolls say that the living crystals of the mountainside absorbed the blood of the slain, which accounts for the crystals' fiery red color.

Though sluggish, Mount An'grak is still active; plumes of smoke rise regularly from its summit, and occasional rivulets of molten rock pour down its sides. Most of the lava flows down the southern slopes of the volcano into the Scarlet Sea, but occasional eruptions send lava cascading toward the northern plains as well. Few plains settlements lie too near An'grak, even though years of accumulation of lava and ash have made the land among the most fertile in Barsaive.

Crystal raider legend names Mount An'grak as the place where troll adepts first developed the Fireblood talent. When the ancient crystal raiders fought on the volcano's slopes, the mountain shed hot blood just as the troll warriors did. The trolls saw how the mountain's blood covered its sides and cooled to form more stone, as strong and sharp as that beneath it, and also how the flow of molten stone brought life to the soil of the plains. The trolls learned to call on An'grak's magic and direct the fire of their own blood to heal their wounds in battle. As they bled, the fire deep in their hearts made them stronger, allowing them to fight on. The lore of Fireblood spread from those clans to all of the other trollmoots of the Twilight Peaks, and from there to moots and sky raiders across Barsaive.

Currently, Mount An'grak serves as a border and meeting place for the Stoneclaws and Swiftwind moots. Both clans mine the volcano for living crystal and True earth, fighting only occasional skirmishes over the veins.

THE LOWLANDS

In addition to the highland trolls, many troll settlements exist in the lowlands and foothills of the eastern Twilight Peaks, between the mountains themselves and the farming villages that lie on the plains to the north. These lowland trolls are not crystal raiders like their mountain cousins; indeed, they suffer from raiding almost as often as their non-troll neighbors. Lowland trolls have adapted much of their behavior to suit life among other Name-givers. They have a reputation among the farming villages as more level-headed and slower to anger than the crystal raiders, and they form something of a buffer between the fierce trolls of the mountains and the people of the plains.

The lowland trolls trade a little with their mountain kin in the Stoneclaws and Swiftwinds, using their instinctive understanding of the nuances of highland troll society to keep either side from feeling dishonored by the bargaining process. They also trade with their fellow farming villages to the north, which allows some goods to flow from the plains and beyond into the Twilight Peaks through an avenue other than raiding. Though other trollmoots disapprove of trading for goods rather than taking them in battle, the chiefs of the Stoneclaws and the Swiftwinds allow this limited trade between their moots and the lowlands because it has given both moots a level of material comfort and security heretofore unknown to any trollmoot. In their view, the haggling process inherent to trade is simply another type of combat to be fought between the highland and lowland trolls, with the victor by right taking the spoils. Occasionally a heated haggling session will degenerate into a brawl, but such incidents are becoming fewer as the mountain trolls learn the nuances of barter.

Some Barsavian merchants hope to begin their own trade with the eastern trollmoots, seeing it as the opportunity of a lifetime. Several merchant houses from Jerris, Travar and Throal are vying to be the first to negotiate a solid trading agreement with the crystal raider moots for the vast mineral wealth of the Twilight Peaks. The rewards as well as the risks of such a venture are great enough to draw the interest of several parties.

Adventure Idea: Matters of Trade

The village of Midpoint is a lowland troll settlement that regularly trades with a number of trollmoots, as well as with merchant companies from some of Barsaive's cities. The trolls of Midpoint trade with the Swiftwind, Stoneclaws and Ironmonger moots, and merchants from Jerris would like to set up trade with Midpoint in order to acquire some of the True elements and other valuable





materials from the Twilight Peaks for Jerris' burgeoning airship industry. A merchant house from the city of Jerris sends emissaries to Midpoint, and hires the player characters to accompany and protect them.

Not long after the delegation arrives at Midpoint, a drakkar from the Ironmonger moot attacks the village. The crystal raider clan involved in the raid is secretly being paid by a rival merchant house in Jerris to attack Midpoint and disrupt the trade negotiations, in return for metal implements that the Ironmongers greatly value. The people of Midpoint, meanwhile, fear that concluding a trade agreement with the outsiders from Jerris will be taken by the Ironmongers as an affront to the moot's honor, and they do not want to sacrifice their stable relations with the trollmoot as the price for a new trade deal. Unless the player characters can expose the truth behind the Ironmonger attacks and use troll honor to force the Ironmongers to halt their raids, Midpoint will not reach a trade agreement with Jerris and the heroes' mission will fail.

STONECLAWS MOOT

The Stoneclaws represent Throal's best chance at an alliance with the crystal raiders, having adopted certain Throalic ways and customs taught them by their dwarf brethren in the Rocktapper clan. Though the Stoneclaws have had contact with the Kingdom of Throal in the past, no formal alliance has ever existed between the two. Enemies of the Stoneclaws—particularly the ferocious Bloodlores of the western peaks (see p. 88)—claim that the moot has betrayed the crystal raider way of life by imitating other Name-givers, especially the soft, smooth-talking dwarfs of Throal. As yet, however, no enemy moot has chosen to challenge the Stoneclaws in battle over the issue.

HISTORY

The Stoneclaws moot formed somewhat later than others, when scattered clans in the eastern peaks banded together for protection against rival clans from the other side of Mount An'grak that would later form the Swiftwind trollmoot. The Stoneclaws clan, which was

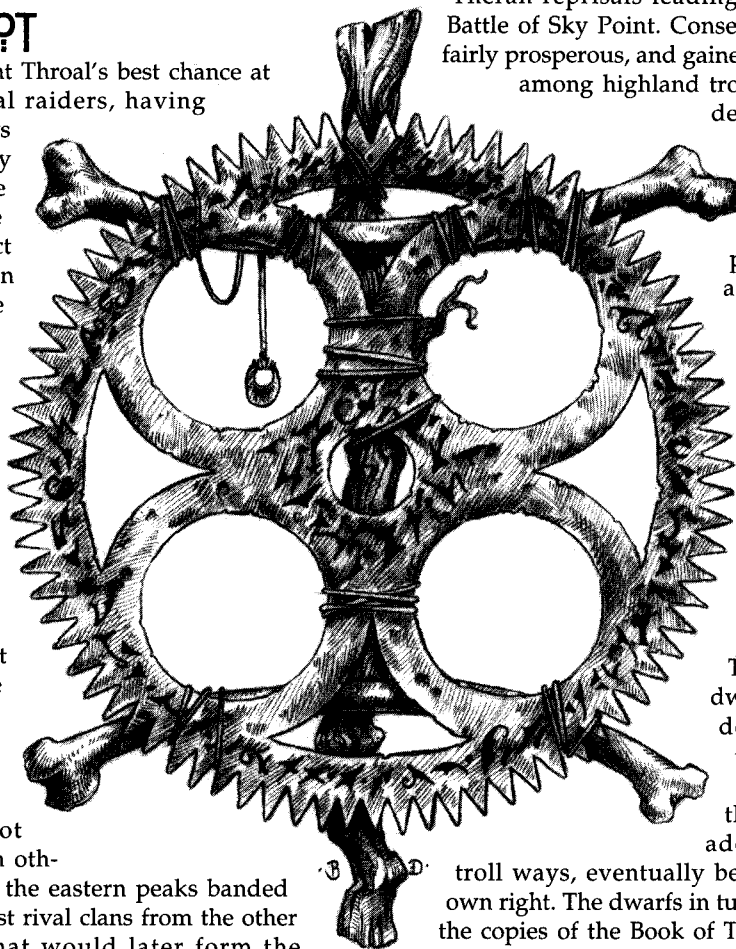
known for producing powerful warriors and clever leaders, gave the moot its Name and has dominated it ever since its beginnings.

Throughout the moot's history, its chiefs have taken a greater interest than the chiefs of more isolated moots in the world beyond the Twilight Peaks. In the early days of the Orichalcum Wars, the Stoneclaws permitted a Throalic company to mine orichalcum, True earth and metals from their territory, materials in which the troll clans had little interest. The chief of the moot traded the mining rights for things of more immediate use to his people, such as provisions and weapons. Meanwhile, the moot gladly attacked Theran ships and sold the cargo to the Throalic dwarfs for still more trade goods, an arrangement that profited everyone except the Therans.

Because their territory lay furthest from the Theran stronghold of Vivane, and because their raids against Theran targets were infrequent compared to those of the western trollmoots, the Stoneclaws were spared the Theran reprisals leading up to and during the Battle of Sky Point. Consequently, they remained fairly prosperous, and gained even greater influence among highland trolls as a whole after the devastation of their rival moots to the west. The

chiefs of the Stoneclaws used these gains well; they prepared strong shelters against the Scourge and obtained aid from Throalic miners and crafters in building their kaers. When the time came to take refuge from the Horrors, many of these miners and their families chose to shelter with the Stoneclaws rather than risk returning to Throal. The trolls took the dwarfs in, then sealed the doors of their kaers for the Long Night.

Over the centuries of the Scourge, the dwarfs adopted more and more troll ways, eventually becoming a clan in their own right. The dwarfs in turn shared with the trolls the copies of the Book of Tomorrow that they had brought with them. By the time the Scourge ended and the kaer dwellers emerged into the outside world, the





dwarfs had become an integral part of the Stoneclaws moot and the moot had adopted many Throalic customs and ideas for its own.

When the Therans returned to Barsaive to reclaim rulership of the province, moot chief Yerrick Stoneclaws was one of the first crystal raider leaders to recognize Throal's importance in organizing resistance against Theran encroachment. The other trollmoots, with the memory of the slaughter at Sky Point burning in their hearts, wanted to attack their Theran blood enemies en masse. When Yerrick advised forming alliances with other Barsaivian Name-givers to fight the Therans together, the other crystal raiders—even some members of his own clan—initially rejected the notion. The trolls, they believed, had suffered uniquely at Theran hands; troll honor therefore required that the trolls take their just vengeance on their own, without the dubious aid of weaker races. Even alliances between clans were considered suspect, as they infringed on each moot's sovereign right to choose its own time, place and manner of attack. Not until the moots discovered that the Theran Empire planned to destroy the great cities of Barsaive and take many of her people into slavery—doing to all of Barsaive what they had done to the trollmoots at the Battle of Sky Point—did the crystal raiders change their minds. The scope of the Theran scheme shocked the moots so much that Yerrick Stoneclaws was able to rally his fellow crystal raiders to the banner of Throal. The crystal raiders principally fought the Theran airships, playing a vital part in the Theran War for which they were perfectly suited.

Now, with the Theran threat once again looming over Barsaive, King Neden of Throal wishes to renew the ties between Throal and the crystal raiders in hopes of once more stopping the formidable Theran Navy from rolling over the province. Unfortunately, Throal had more pressing concerns following the Theran War than negotiating treaties with the crystal raiders—especially following the Therans' withdrawal to their fortress at Sky Point, when the crystal raiders resumed raiding Barsaivian as well as Theran targets. The contributions of the crystal raider clans and Yerrick Stoneclaws went largely unnoticed by Barsaive's other Name-givers, who once again dismissed the crystal raiders as nothing more than thieves and thugs. Throal maintained informal ties with the Stoneclaws moot, but made no overtures to establish a formal alliance.

Some years after the Theran War, Yerrick Stoneclaws died in battle against the Bloodlore moot, whereupon his son Kerththale became chief of the Stoneclaws. Kerththale shares his father's admiration of Throal and desires an alliance with the dwarf kingdom, but many of his own people oppose the idea. Kerththale may find his position as chief challenged if he pushes his moot too far too fast.

IMPORTANT CHARACTERS

The Stoneclaws moot consists of twenty clans. Its most influential Name-givers include Kerththale and his friends and advisors, Drogar Rocktapper and Gartan Heartspear.

Kerththale Farseer Stoneclaws

Kerththale's father Named him "Farseer" in hopes that he would have the vision needed to lead the Stoneclaws moot into a new age. So far, it appears Yerrick's hopes have come true. Since becoming chief of the Stoneclaws moot, Kerththale Farseer has looked toward the future and the possibility of a better life for his people. To this end, he has attempted to move the Stoneclaws moot even closer to the Kingdom of Throal in its customs, actions and ways of thinking. He finds the dwarf kingdom's apparent stability and prosperity appealing, and sees its emphasis on trade and on the ideals of freedom and equality for all Name-givers as largely responsible for its success. In Kerththale's eyes, his own people could do far worse than follow such a model, and he is determined to find a way to emulate the best of Throal without completely forsaking the highland troll way of life. He believes that his people's traditions of honor and success through struggle can be channeled into endeavors other than raiding that will ultimately earn the highland trolls the lasting glory of which they are worthy.

As a way of publicly demonstrating his admiration for things Throalic, Kerththale has taken to adopting Throalic-style clothing and manners. Some Name-givers might find the bright-colored Throalic-style, boxy cloth tunics and breeches comical-looking on a troll, but Kerththale wears them proudly—and his eyes dare any Name-giver to try finding humor in his appearance. Members of Kerththale's clan and many other clans in the moot have adopted similar fashions. Not everyone agrees with Kerththale's vision for the Stoneclaws, however. Those opposed to changing their traditional ways demonstrate their disapproval by pointedly wearing skins and furs as their ancestors did. At the moment, few members of the Stoneclaws moot know just how close an alliance with Throal Kerththale wants; he must be extremely cautious in advancing his plans, or he risks provoking much more strident opposition than he has had to contend with thus far.

Kerththale sees himself and King Neden of Throal as very much alike—both sons of wise fathers, forced to shoulder heavy burdens too early when their fathers were struck down untimely by enemies. He wants to consider Neden a friend and ally, even though the two of them have never met. His admiration for Throal is exceeded only by his pride in his moot and in the heritage of the crystal raiders. He is a skilled and capable Eighth Circle sky raider, but his keen wit and visionary thinking more than anything else make him a formidable leader.





Kerththale has an extensive family of four co-wives, two co-husbands and many children and other relatives. Recently, Kerththale's family surprised the Stoneclaws moot by including in their line marriage a dwarf Named Vaya, the sister of the chief of the Rocktapper clan. The Rocktapper clan is pleased by the match, but some of the more conservative clans in the moot see it as another sign that Kerththale and his clan are becoming too enamored of dwarf ways.

Attributes

DEX: 6 STR: 8 TOU: 9
PER: 6 WIL: 5 CHA: 7

Not at all shy about expressing his beliefs, Drogar sometimes exchanges harsh words with other members of the Stoneclaws moot—particularly the questor Gartan Heartspear, who views the steady encroachment of Throalic ways with alarm. Drogar is a Seventh Circle weaponsmith, and is more than capable of defending himself in a fight if necessary. The stocky dwarf has faced challenges from trolls three times his height and come out victorious.

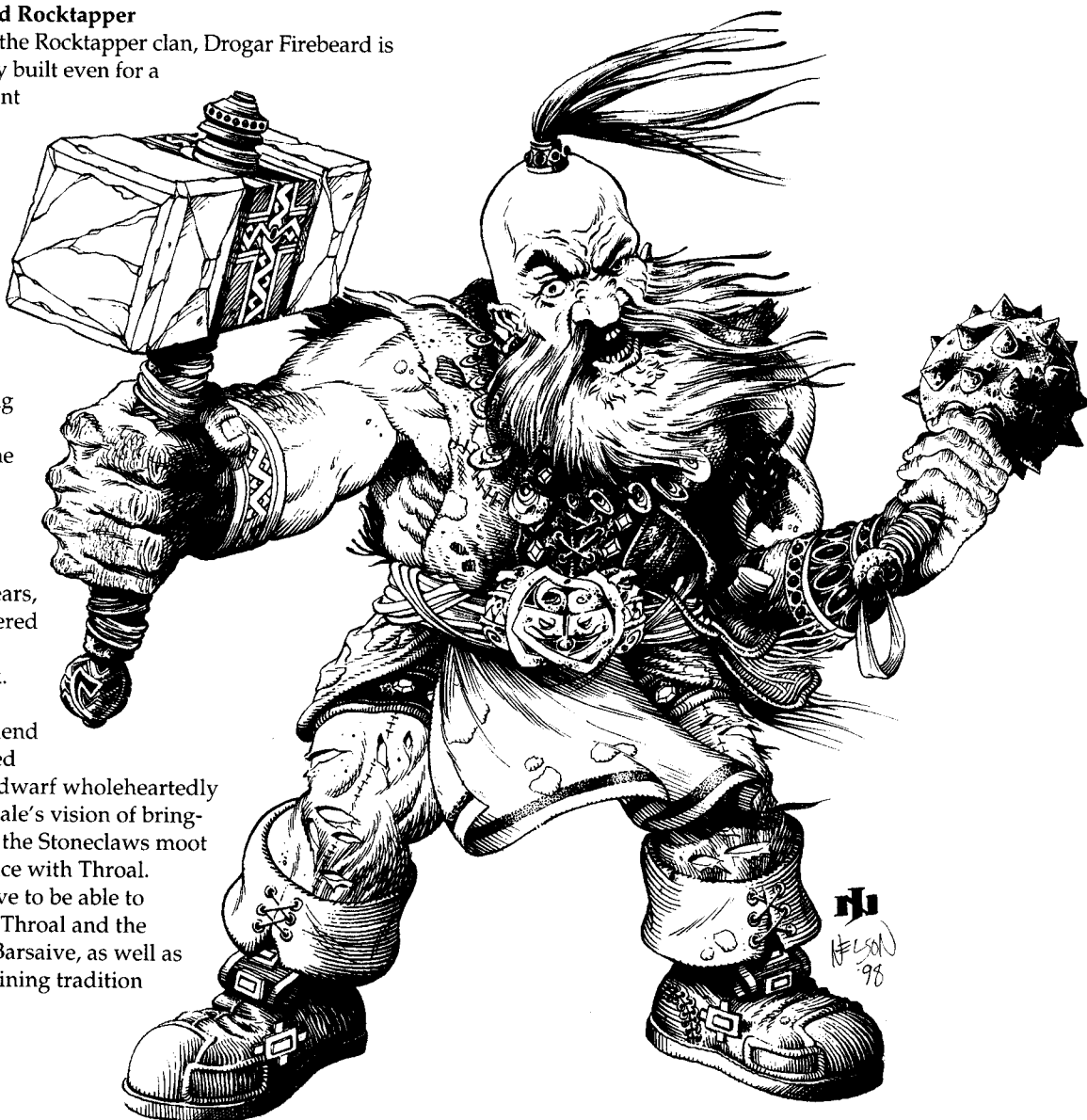
Attributes

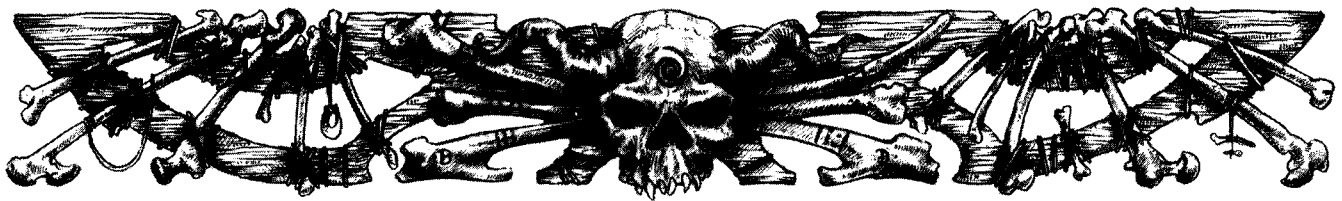
DEX: 5 STR: 6 TOU: 7
PER: 7 WIL: 6 CHA: 5

Drogar Firebeard Rocktapper

The chief of the Rocktapper clan, Drogar Firebeard is stout and broadly built even for a dwarf. His brilliant orange-red hair and beard, along with his matching hot temper, earned him his second Name. His ancestors were Throalic miners who took shelter with the Stoneclaws during the Scourge and eventually became the Rocktapper clan.

Chief of the Rocktappers for almost twenty years, Drogar is considered a good and wise leader by his folk. Kerththale calls Drogar a close friend as well as a valued advisor, and the dwarf wholeheartedly supports Kerththale's vision of bringing prosperity to the Stoneclaws moot through an alliance with Throal. Drogar would love to be able to trade freely with Throal and the other powers in Barsaive, as well as continuing the mining tradition of his ancestors.





Gartan Strongfist Heartspear

Gartan Strongfist, chief of the Heartspear clan, is the foremost questor of Thystonius for the Stoneclaws moot. His overwhelming zeal in serving his Passion has earned him the right to officiate at rituals and rites calling upon Thystonius. Though he is just over the impressive age of fifty years old, his Passion has kept him as fit and strong as a troll of barely thirty. To this day, Gartan engages in contests of physical strength and goes on raids with as much undimmed enthusiasm as any of his younger moot-kin.

In the early years after the re-emergence from the kaers, Gartan and Verrik Stoneclaws fought and raided together, and Verrik taught Gartan the Discipline of the sky raider. Out of affection for Verrik, Gartan has been a mentor to Kerththale almost since the young chief's birth, and has come to regard him as a surrogate son—though Kerththale's increasing bent toward things Throalic has given Gartan more than one sleepless night. Far more conservative than either Kerththale or his father before him, Gartan is a staunch believer in traditional highland ways. Despite his devotion to his chief, Gartan is troubled by the path down which Kerththale is leading the Stoneclaws; he fears that the trolls' fierce love of combat and struggle will be lost if the Stoneclaws become too caught up in the political quagmires of "civilized" Barsaive. Gartan's go-slow counsel brings him into frequent conflict with the more progressive Drogar Firebeard; for his part, Kerththale looks for compromises that will satisfy both of the friends dearest to him.

Though he has sought guidance from Thystonius in the matter, Gartan has not found it in his heart to follow his Passion and challenge Kerththale to a Rite of Challenge over his decisions. The older troll is in a bind; he has no wish to bring Kerththale down or to lead the Stoneclaws himself, but he fears what will happen to the moot if no one challenges Kerththale's pro-Throalic leadership.

Gartan Strongfist is an Eighth Circle sky raider and a Rank 9 questor of Thystonius.

Attributes

DEX: 5 STR: 8 TOU: 8
PER: 5 WIL: 6 CHA: 7

CURRENT ACTIVITIES

The Stoneclaws moot raids primarily east and north of the Twilight Peaks, striking farming villages in the northern plains and along the banks of the southernmost stretch of the Serpent River. The moot rarely raids into the Servos Jungle, as airships cannot easily penetrate the thick jungle canopy and the tribes who dwell there have little worth taking.

The recent increase in airship traffic between Vivane and the fortress at Triumph has presented the Stoneclaws with an inviting new target: Theran airships. They have also attacked K'tenshin riverboats and other Theran-allied merchant ships along the South Reach, as well as caravans traveling overland from Vivane and Jerris. Thus far, the Therans have responded by beefing up airship escorts. However, it is only a matter of time before the raids take a high enough toll to force the Therans into sterner action. Realizing this, Kerththale is developing new tactics and weapons that his raiders can use in pitched battle against Theran kilas and other formidable vessels. If there is to be war with Thera, whether as allies of Throal or not, Kerththale is determined that his people will be prepared.

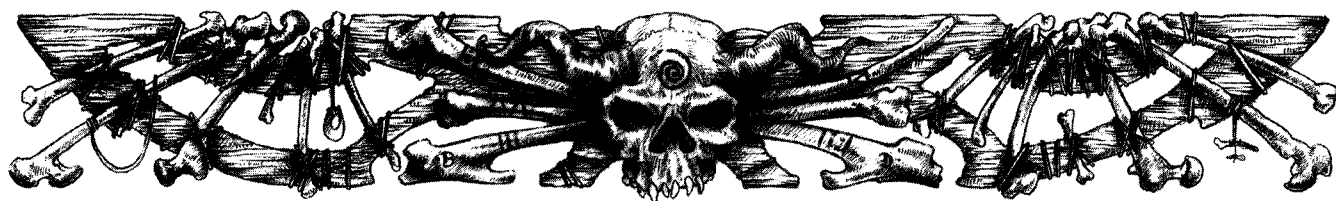
For the time being, the Stoneclaws are carefully avoiding ships and caravans flying Throalic colors. After one recent incident in which a Stoneclaws drakkar attacked a Throalic merchant ship bound for Jerris, Kerththale demanded that the drakkar's captain, Rugar Copperblood, apologize to Throal. When he refused, Kerththale banished Copperblood to the Southern Face. No Stoneclaws have attacked Throalic ships since, but the incident sparked some resentment against Kerththale in the exiled captain's clan.

The Stoneclaws also raid into the western Twilight Peaks, principally attacking the Bloodlore and Blackfang moots. Stoneclaw raiders usually fly a dangerous route over the Scarlet Sea to reach their targets rather than flying over territory controlled by the Ironmongers (p. 74) or the Thundersky moot (p. 78), and thus become targets themselves. The Stoneclaws are officially at war with the Bloodlores, though aggressions have dropped off somewhat since the arrival of the Theran behemoth. Kerththale knows that the lull is only temporary, however. Sooner or later the Bloodlores will step up their raids against the Stoneclaws, and he hopes to gain a stronger position before they do so.

AIRSHIP FLEET

Of the Stoneclaws' fleet of ten drakkars, at least half are out on raids or patrolling the moot's territory at any given time. The remaining ships are docked in caves concealed in the peaks around the moothome, where they are maintained and repaired. About half of the Stoneclaws' drakkars possess recently developed weapons like spear-throwers, net-throwers and catapults. The Stoneclaws are





just beginning to make use of other airship weapons like dragon's-breath, fire sheaths and thunderbolt throwers, using lore gained from their Swiftwind neighbors.

The flagship of the Stoneclaws fleet is the *Windtalon*, commanded by Kerththale whenever the chief goes on a raid. Otherwise, Kerththale's co-husband Dyttal Swiftraider commands this fast, sleek vessel. Other Stoneclaws drakkars include *Yerrik's Pride*, *Crystal Heart*, *Thystonius' Dagger* and *Mistrunner*. *Mistrunner* was recently built as a replacement for the *Cloudwalker*, which was crippled in the Stoneclaws' last major engagement against the Bloodlores; the other three all served with distinction in the Theran War, and have been lovingly kept shipshape by Stoneclaws shipwrights.

Adventure Idea: The Challenge of Kerththale

Rugar Copperblood, the troll captain exiled by Kerththale for his attack against a Throalic ship, intends to depose Kerththale and take his place as chief of the Stoneclaws. He has raised a band of supporters among the troll outcasts in the Southern Face (see **The Southern Exiles**, p. 96) and is receiving aid from followers of the Mad Passion Raggok, who is pleased by the burning desire for revenge in Rugar's heart. The Bloodlores also support Rugar's challenge for their own reasons; they plan to attack the Stoneclaws moot as soon as the challenge has been fought and thereby overcome whoever is the victor.

To further the enactment of Rugar's vengeance, Raggok has sent false dreams to Gartan Heartspear. Disguised as Thystonius, Raggok tells Gartan that Kerththale's vision of an alliance with Throal will spell the doom of the Stoneclaws and all of the crystal raiders. The dreams so trouble Gartan that he has appealed to Thystonius for further insight, but Thystonius has chosen not to answer. The Passion of conflict is looking forward to the fight, and prefers to see if Gartan and the other Stoneclaws can discover the truth for themselves.

The player characters are at the Stoneclaws moothome, as emissaries of Throal or on their own business, when Rugar and his followers arrive on the outskirts of the trollmoot and Rugar calls out his challenge to Kerththale. The Stoneclaws warriors are ready to drive the outcasts off by force, but Gartan Heartspear tells them he has received a vision from Thystonius, and that Rugar's challenge must be allowed. He then announces that the challenge will take place in a day's time, at sunset.

That night, some of Rugar's supporters—actually followers of Raggok—try to drive off the player characters in order to rob Kerththale of any possible support. They begin with threats, suggesting that the adepts leave the Twilight Peaks before things get "uncomfortable" for them. If threats don't work, attacks soon follow. One way or another, the player characters should end up at a hidden camp nearby, occupied by the Bloodlore raiding party.

They may be captured and brought to the camp so that the Bloodlores can have the honor of disposing of them; alternatively, they might spot one of Rugar's followers slipping away from the moot in the dead of night and follow that character to the camp.

Upon discovering the Bloodlore encampment, the player characters should quickly realize that the Bloodlores are planning to use the challenge as a distraction while they mount an attack. However, even if the adepts return to the moothome in time to give warning, they cannot prevent the challenge from taking place. Kerththale must answer the challenge or lose honor. The battle will be more difficult than Kerththale likely suspects, because Rugar will have the questors of Raggok backing him. Only by convincing Gartan Heartspear to grant Kerththale aid from Thystonius can the player characters give Kerththale a fair fighting chance. They must prove to Gartan that Thystonius has not turned his favor from Kerththale and expose the false visions sent by Raggok. With the aid of his mentor, the chief of the Stoneclaws overcomes his challenger just as the Bloodlores attack.

With luck, the player characters have had time to warn the Stoneclaws and help strengthen the moot's defenses against the Bloodlores. Once battle commences, the adepts can join in, fighting on the ground, aboard Stoneclaws drakkars or both (see **Airships and Ship Combat**, p. 115 for more information on running airship combats). If the adepts help drive off the Bloodlores, the Stoneclaws herald them as heroes and comrades, and Kerththale makes them honorary members of the Stoneclaws clan.

SWIFTWIND MOOT

The other major moot in the eastern Twilight Peaks, the Swiftwinds are renowned throughout the trollmoots as the most talented shipbuilders. Throal very much wants them as allies in order to make use of this expertise, but the Swiftwinds have so far remained carefully neutral. In their view, the politics of the outside world have little to do with the highland trollmoots and are therefore best left alone.

Currently, the Swiftwind moot upholds an uneasy peace with the Stoneclaws, but are wrangling with the nearby Ironmonger moot over the rich mineral resources of Swiftwind territory. Another bone of contention between the two is a mountain pass into the Gray Forest, a valuable source of True wood for airships claimed by both moots. (See **Trollmoots of the Central Peaks**, p. 74, for more information on the Ironmonger moot.)

HISTORY

The Swiftwinds are fond of saying that their history began when Nemar Shipbuilder Firewalker first brought the secrets of building drakkars home to his clan, the Rockfalls of the eastern peaks. The lore of airship building





BLACKFANG

BY JEFF LAUBENSTEIN



BLOODLORE

BY CLINT LANGLEY



Szczudlo

FIRESCALE

BY TONY SZCZUDLO



IRONMONGER

BY TONY SZCZUDLO



ROCKHORN

BY JEFF LAUBERSTEIN



SKYSEEKER

BY JEFF LAUBENSTEIN



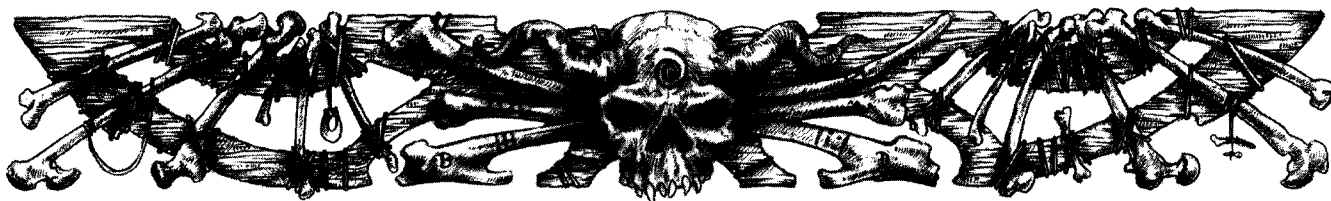
STONECLAWS & SWIFTWIND

BY JEFF LAUBENSTEIN



THUNDERSKY

BY MATT WILSON



helped unite several eastern clans, which chose the Name Swiftwind for their moot in commemoration of the skyways that Nemar's gift had opened to them. So great was their respect for him that they offered to make Nemar Firewalker their chief; he refused, however, the better to pursue his craft in the Name of the Passion Upandal who had given it to him.

With their powerful airships that allowed them to travel like the wind and raid far and wide, the Swiftwind moot prospered. Other trollmoots fought them and learned the secrets of airship-building, but no other trollmoot has yet rivaled the Swiftwinds' skill as shipwrights. Within a few generations, airships spread to all the trollmoots of the Twilight Peaks and beyond. Though the Swiftwind moot lost the advantage of sole possession of drakkars, they remained fierce and able sky raiders with the finest ships of any moot in the Twilight Peaks.

When the island nation of Thera began trading with the kingdoms of Barsaive for large quantities of orichalcum, the crystal raiders initially ignored them, and the Swiftwinds were no exception. They had little use for orichalcum themselves, and its abundance in their mountain home made raiding for it appear doubly pointless. But as the Barsaive-wide trade in orichalcum grew, F'Wella Swiftwind—First Wife of Chief Fortann Swiftwind—began to see its potential for profit to her people. At the dry-season war council, F'Wella suggested an audacious scheme. If the Therans valued orichalcum so highly that they would pay just about any price asked for it, why shouldn't the Swiftwinds seize orichalcum shipments and ransom the precious metal to the Therans for whatever the trollmoot might desire? Fortann and his advisers acclaimed this proposal with shouts of approval, and Swiftwind drakkars soon began staging raids on orichalcum shipments earmarked for the Therans. They ransomed these to whoever offered the best price—the Therans or the kingdoms of Barsaive—which further drove up the metal's value and inspired other trollmoots to launch raids of their own. Within just a few years, every realm in Barsaive was scrambling for orichalcum in the brutal conflict later dubbed the Orichalcum Wars.

Not long after the wars began, the crystal raiders reduced their attacks against orichalcum shipments. The constant conflict that was tearing Barsaive apart offered

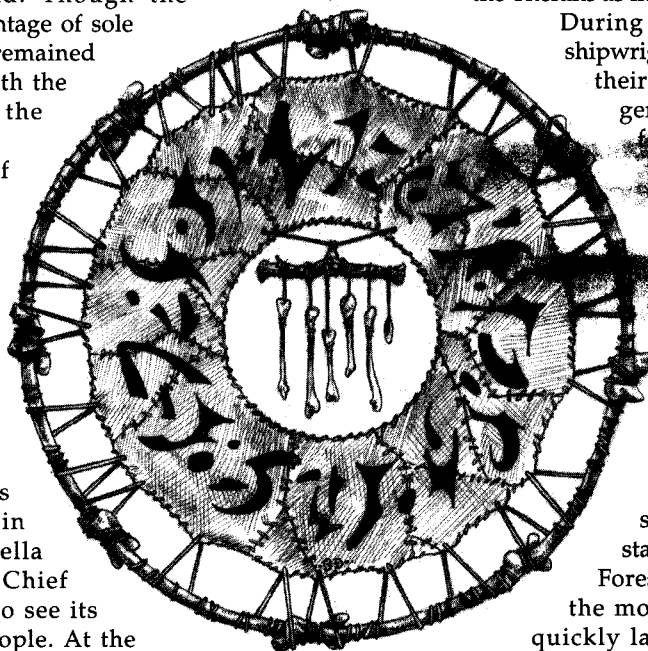
many other ripe targets, and orichalcum shipments became merely one of many valuable prizes to be taken. When the Therans set up mining operations in Barsaive, however, the crystal raiders saw a golden opportunity to enrich themselves through battle. They attacked Thera mining ships in droves, until the Therans responded with bloody retribution in the Battle of Sky Point. That battle decimated the trollmoots of the western peaks and cost the raiders a huge proportion of their drakkars. Though the Swiftwinds lay far enough east of the battle site to be spared the worst of the Thera reprisals, they—like every other trollmoot—swore to avenge the slain and enslaved no matter how long it took. Ever since that time, the Swiftwinds have regarded the Therans as mortal enemies.

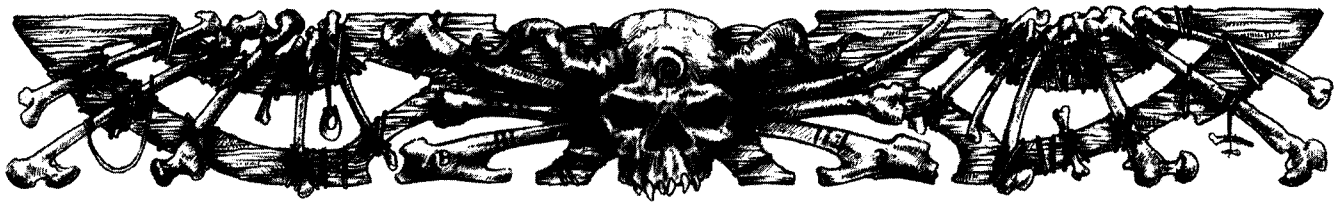
During the Scourge, the Swiftwinds' shipwrights made a point of passing on their shipbuilding knowledge from generation to generation, waiting for the day when they could leave the kaers and reclaim their heritage as masters of the skies. They emerged at the end of the Scourge to find the Twilight Peaks utterly devastated, lacking even the sparse life that their ancestors had known before. Many of the materials needed to build airships, especially the wood for hulls, masts and oars, was in desperately short supply. The only remaining substantial wood source was the Gray

Forest, nestled in the South Face of the mountains. The Swiftwind moot quickly laid claim to the forest, which brought them into immediate conflict with the Ironmonger and Thundersky moots. The Ironmongers, whose territory also borders the forest, naturally believed it should belong to them along with the woodlands of ancient Ustrect; the Thundersky moot simply wished to attack the moot they blamed for bringing Thera wrath down on the trolls at the Battle of Sky Point. After four centuries under the earth, however, and facing everyday hardships on a scale they had never dreamed of, none of the moots had much power or inclination to wage a full-scale war. In the end, all the moots of the Twilight Peaks agreed to share the Gray Forest, though skirmishes still break out from time to time over how much True wood each moot has the right to harvest.

IMPORTANT CHARACTERS

Somewhat smaller than the Stoneclaws moot, the Swiftwinds number seventeen clans—including clan





Rockfall, the original clanhome of Nemar Firewalker, and Clan Firewalker, which Nemar founded. Clan Firewalker is known for the finest crystal Smiths of the Twilight Peaks.

Ner'ral Skybolt Swiftwind

The current chief of the Swiftwind moot, Ner'ral Skybolt, is only three years past his Rite of Passage. Despite his youth, Ner'ral is a formidable fighter and airship captain, having attained Sixth Circle in the sky raider Discipline. Though fierce in battle, he has not yet attained the wisdom and shrewdness that comes with years of experience. He therefore leans heavily for guidance on his mother, N'lor, and on F'dral, a wily veteran of many raids and battles who is also one of N'lor's co-husbands. The two of them are teaching Ner'ral everything he needs to know to be a fine chief for the Swiftwind moot.

One of the Swiftwind clan's immediate concerns is arranging a marriage for Ner'ral. Many young trolls are eager to marry the dashing, handsome young chief and join the prestigious Swiftwind clan. N'lor considers all candidates with a jaundiced eye, feeling that few are worthy of her chieftain son. Ner'ral has little time for such concerns; he prefers to involve himself with the general affairs of the moot and the challenges facing the crystal raiders since the arrival of the Theran behemoth in Barsaive.

Attributes:

DEX: 6	STR: 8	TOU: 8
PER: 5	WIL: 5	CHA: 6

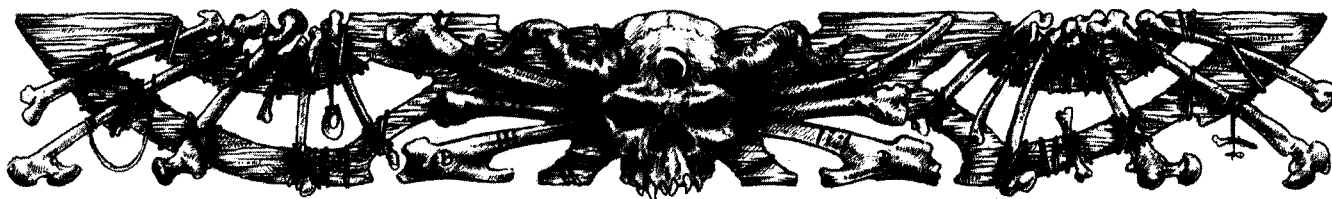
Ulig Stoneshaper Firewalker

A descendant of the legendary Nemar Firewalker, Ulig is the finest crystal Smith of the Swiftwind moot, perhaps the finest in the Twilight Peaks. She took the Name Stoneshaper to signify her intent to follow in her illustrious ancestor's footsteps, and over the years her skills have earned her fame throughout the crystal raider clans. A master of her craft, she is a Tenth Circle weaponsmith, and gladly trains apprentices in the ways of her Discipline.

Ulig lives alone near her workshop, not far from the slopes of Mount An'grak. Fellow clan members have tried to convince her of the dangers of living so close to the volcano, but she dismisses their worries, saying, "An'grak and I are old friends." The Firewalker clan regards her as an honored elder; for her part, she considers her apprentices her family and her creations her children.

Ulig spends hours scouring the slopes of An'grak and the surrounding peaks for living crystal of surpassing quality for her work. When asked to say what her finest work is, Ulig habitually replies, "I haven't done it yet." Recently, she has begun having dreams in which she finds a fantastic piece of living crystal and works it into her masterpiece: a weapon fit for a hero of legend. She believes the dreams come from Upandal





and are guiding her toward some special destiny, just as he guided her ancestor Nemar. On her trips up An'grak, Ulig has met Vo'tanna, the Gray Woman (see p. 101) and has spoken with her many times. Exactly what about, however, is a secret she has thus far refused to share even with her closest associates.

In a gamemaster's campaign, Ulig's dreams might indeed be from Upandal, in which case she merely awaits the coming of the hero destined to wield her greatest creation. Alternatively, they might be the work of a Horror, Passion or spirit trying to trick Ulig for some nefarious purpose.

Attributes:

DEX: 6	STR: 8	TOU: 8
PER: 7	WIL: 7	CHA: 5

Sk'lag Prowjumper Rockfall

Sk'lag Prowjumper, Master Shipwright of the Rockfall clan, is the finest airship builder in the Twilight Peaks. Twenty-eight years old, hardly past middle age, Sk'lag first trained as a sky raider like other young trolls of his clan. His true calling, however, was for building and maintaining airships rather than raiding in them. After his first few raids, which earned him the Name Prowjumper for his daring leaps from drakkars, Sk'lag petitioned the former Master Shipwright of the Swiftwinds to take him as her apprentice. From her he learned the elemental Discipline and the art of crafting airships. Within just a few years, Sk'lag's natural talent and love for his craft elevated him above all of his peers. Other clans and moots began to seek out his work, and his fame spread. When it came time for his teacher to pass on her title, Sk'lag was the obvious choice to succeed her as Master Shipwright.

Sk'lag Prowjumper is a Third Circle sky raider and a Seventh Circle elemental. Broadly built, he has powerful arms and shoulders that look somewhat odd in the flowing robes he often wears, woven with elemental symbols and hung with small crystal beads. His hands are long-fingered and dexterous for a troll and he moves with a quiet grace.

Utterly devoted to the art of airship building, he seeks new ways to improve the craft while imparting his knowledge to apprentices and students. He spends almost all of his time at his work; gathering True elements, overseeing the felling of trees in the Gray Forest, helping his colleagues and apprentices to carve, shape and enchant drakkars. His remaining time he spends studying the accumulated elemental lore of his clan.

On recent occasions in the Gray Forest, Sk'lag met the mysterious Gray Woman (see p. 101). She spoke with him quite knowledgeably about shipbuilding and offered some hints the shipwright has since found useful. He has yet to learn the price, if any, for her helpful advice. He has also been seen in the vicinity of Ulig's workshop near Mount

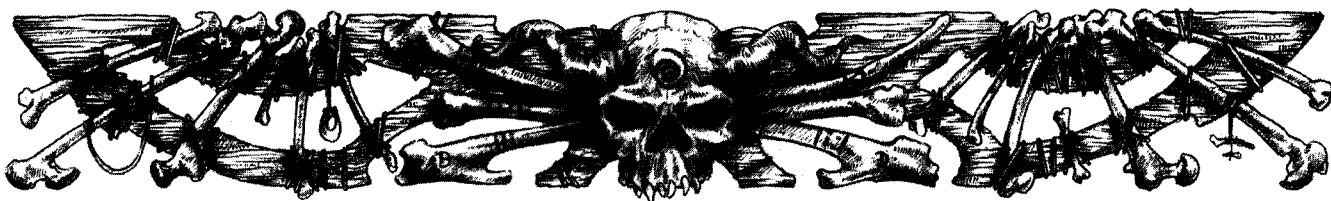


An'grak—whether to court her, talk shop with a fellow crafter, or for some other reason, no one is sure.

Attributes:

DEX: 5	STR: 7	TOU: 8
PER: 7	WIL: 7	CHA: 6





CURRENT ACTIVITIES

The Swiftwind moot has taken full advantage of the informal peace with the Stoneclaws to focus their attention on building airships and dealing with their other neighbors, the Ironmongers. The two moots have come into conflict over mineral rights that lie near both their territories, and Chief Ner'al is angry enough to consider declaring war. For now, he waits on the advice of his elders, as his moot has far more to gain from building more drakkars and otherwise securing their territory than from launching an all-out assault that other moots might exploit. However, if the Ironmongers start a conflict, they will find the Swiftwind moot ready for them.

The moot's airship construction and maintenance facilities have drawn the attention of other powers, particularly Throal, the Therans and Iopos. Throal greatly desires an alliance, or at least a friendly understanding, with the Swiftwind moot in order to improve their own air power in Barsaive. The Therans and the Denairastas of Iopos both wish to prevent this from happening—Thera by keeping the crystal raiders neutral in any conflict, Iopos by swaying the trollmoots to the Iopan cause when they finally move to extend their power over all of Barsaive. Short of that, Uhl Denairastas will settle for merely preventing any rapprochement between the Swiftwinds and Throal.

The Swiftwind moot has no love for the Therans, but they also remember the catastrophic Battle of Sky Point and have no desire to throw away all they have achieved by warring again with such a mighty enemy. Though Ner'al's gut impulse is to strike out at the Therans fast and hard, with or without Throal as an ally, his advisors are counseling neutrality for the moment. Consequently, the Swiftwinds raid Thera, Throalic and other ships with equal frequency, and have formal ties with no other power. However, the moot's leader are beginning to realize that sooner or later they will have to choose sides between Throal and Thera, or else find their course chosen for them.

AIRSHIP FLEET

The Swiftwind moot possesses sixteen drakkars, the largest fleet in the Twilight Peaks. About two-thirds are equipped with various ship weapons newly developed by the Swiftwinds or copied from other moots. The most common are spear, net and thunderbolt throwers. The Swiftwinds are also experimenting with the fire weapons created by the Blackfang moot as well as mechanical ballistas.

Sk'lag Prowjumper oversees maintenance of the fleet and construction of new airships much as a father watches over his children. The Swiftwind shipyards and berthing facilities are extensive, and the moot's drakkars are among the finest vessels in Barsaive. Some of the more famous include *Nemar's Fire*, commanded by the formidable sky raider Horr'tan Hammerfist Rockfall; *Galesaber*, *Darkstorm* and *F'Wella's Eyes*, which saw service in the Thera War;

and *Cloud Cutter*, a ship greatly feared by the farmers of the northern plains. Swiftwind ships often work in pairs; those who have met them in combat know that where one Swiftwind drakkar is, another is usually nearby.

Adventure Idea: The Thera Message

A Swiftwind drakkar has attacked a Thera courier ship carrying important information from the fortress of Triumph to the outpost at Sky Point. The crystal raiders are not yet aware that the sealed packet of documents has any value; it is simply part of the booty looted from the ship. The Therans wish to recover the documents, but the Eye of Throal has also learned of them and intends to get them from the trolls first. The player characters are hired by the Eye to negotiate with the Swiftwind raiders for the Thera documents. Given an airship by their employers, they set out speedily for the Twilight Peaks.

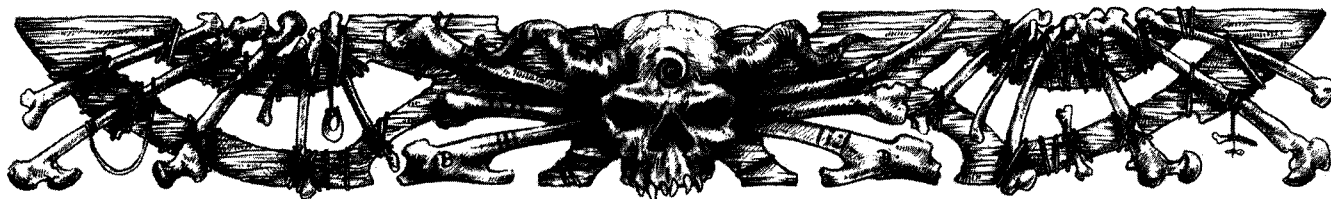
The player characters arrive to discover a Thera diplomatic party already at the Swiftwind moot. The Therans are not at all welcome, but their leader has skillfully negotiated a chance to get the Empire's property back by invoking the crystal raider custom of fighting for it. The Therans are claiming the right to pit their champion against one chosen by the Swiftwind moot for ownership of the seized documents. As the papers are of no immediate value to the moot, Ner'al grudgingly agreed, if only to avoid possible attack by a Thera cohort if he refused. If the player characters also wish to challenge for the documents, the Therans and the player characters will first compete against each other. The winner of that contest will then choose a champion to battle a crystal raider for the papers. The Thera adepts should be roughly the same Circle and ability as the player characters. Gamemasters can use the Elite of Triumph from *Prelude to War*, if desired, or other Thera adepts. If the player characters have a Thera nemesis, this would be an ideal opportunity to include him or her.

The competition is a series of physical contests overseen by a questor of Thystonius. The gamemaster can create any challenges desired, from foot races to rock climbing to unarmed duels atop logs stretched over a white-capped mountain river.

The Therans, naturally, take any opportunity to cheat. If the player characters overcome them and prove their prowess to the trolls, the Therans do their best to steal the documents and escape.

The actual contents of the documents are up to the gamemaster. They may be some of the reports to Overgovernor Kypros found in the *Secret Societies of Barsaive* sourcebook, or a complete copy of those reports. Alternatively, the documents might contain Thera troop movements, information on the Vivane Resistance or virtually anything else useful to Thera's enemies.





TROLLMOOTS OF THE CENTRAL TWILIGHT PEAKS

—From a report by General Ilmorian
Doddul, 1509 TH



The trollmoots of the central Twilight Peaks are clannish and isolated, even by the standards of their own folk. Once the heart of the highland trolls' strength and power, these trollmoots were crushed by a Theran armada at the Battle of Sky Point—a devastating wound from which the moots have yet to fully recover. Ever since the Burning Day, as they call it, the Ironmonger and Thundersky moots have devoted all their energies toward rebuilding the life that the Therans shattered. They have turned inward upon themselves, and are (in my opinion) utterly uninterested in the outside world except as raiding targets. If we are to have any hope of alliance with them—which is worth pursuing simply for their valuable armoring and fighting skills—we must first convince them that we have something to offer besides plunder. I believe we might do this by playing on their extraordinarily deep hatred for the Theran Empire, provided we can simultaneously restrain them from launching an immediate and probably suicidal assault on their own.

The Ironmongers live to the north of this region, the Thundersky moot to the south. As their Name suggests, the Ironmongers are enamored of metalwork, and include among their number some of Barsaive's finest weaponsmiths. It is their custom to scavenge and re-work for their own use pieces of metal armor and weapons from fallen foes. I have seen Ironmonger raiders wearing armor patched together from Throalic chain mail, Travar-made metal plates and Theran breastplates hammered flat, wielding dwarf-sword blades tied to long poles as makeshift spears.

The Thundersky moot boasts daring air sailors with great cunning in battle, who range far and wide in their raids. I have seen Thundersky drakkars use high winds and even storm clouds to outmaneuver other ships and claim victory in battle. True to their Name, these raiders are willing to fly into the teeth of a raging storm to gather True air or strike at a vulnerable airship. Their mad courage may have its roots in their history; the moot suffered greatly from the Battle of Sky Point, and has yet to regain lost ground in the hundred or so years since the end of the Scourge. Simply to sustain their folk, the Thundersky raiders need food and other supplies in great quantity. This makes them especially dangerous opponents, because more than almost any other trollmoot they are fighting for their survival.

The central moots form a sort of buffer between those of the eastern and western peaks, being neither at war nor at peace with either side. The Ironmongers raid the Bloodlores to the west and the Swiftwinds to the east in equal measure, while the Thundersky moot raids the Bloodlores, Swiftwinds and Blackfangs. The two moots also raid each other, though only on occasion.

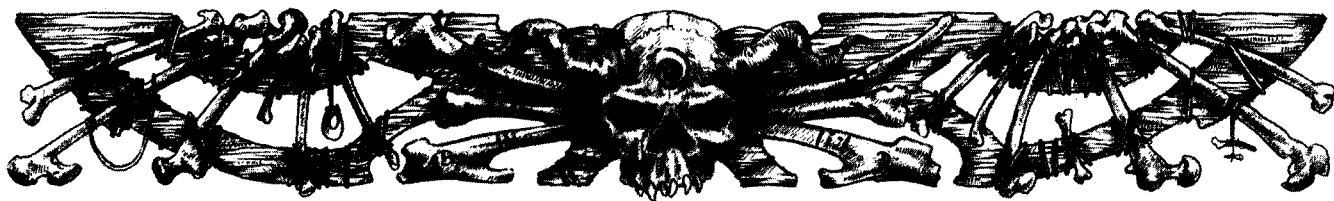
Thus far, the Ironmonger moot shows no interest in Throal, save for raiding our ships and caravans. They treat the Therans with studied indifference, as merely one more source of booty. This, they believe, dishonors the Therans by denying their importance; in this way, the Ironmongers reconcile their blood's cry for vengeance with their understandable (if unspoken) fear of provoking another Battle of Sky Point. Their ancestors barely survived the last one—indeed, the remnants left alive were forced to band together into an entirely new moot, lest the harshness of the peaks and the coming of the Scourge destroy them altogether. (Your Highness may read more of this in the history of the Ironmonger moot, further on in this missive.)

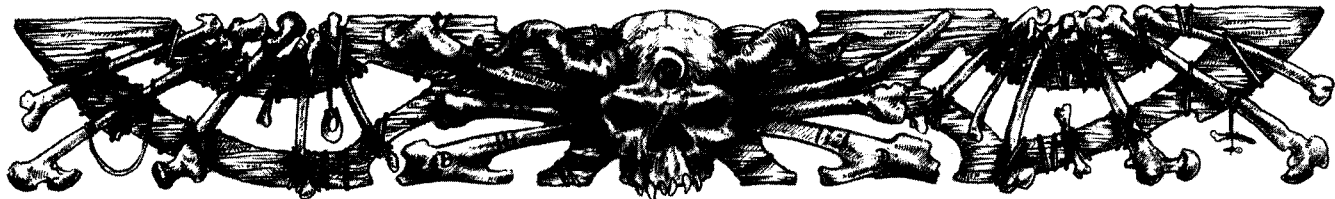
The Thundersky moot, descended from the proud and powerful Skytoucher moot that the Therans destroyed, hates the Empire enough to attack it head-on, had they a large enough fleet and sufficient weapons of war. As it is, they settle for raiding the occasional Theran caravan or airship. Neither they nor the Ironmongers possess even rudimentary notions of diplomacy or trade, as the Stoneclaws do. Making reliable allies of these fierce warriors will take every scrap of Throalic ingenuity and then some.

In this endeavor, we might make some use of certain movements among these moots—namely, the Raisers of Ustrect and the Broken Chain. The Raisers of Ustrect are a living legend cult among the Ironmongers, devoted to restoring the lost troll kingdom of Ustrect. Inspired by the recent rebirth of Cara Fahd, the Raisers are gaining strength, with members calling for settlements to be founded in ancient Ustrect lands. Though plenty of Ironmongers still dismiss such notions as "a shipload of weak-hearted lowlander nonsense," the Raisers may yet become a force to be reckoned with. There is no denying that a new Ustrect situated just north of the Twilight Peaks between Throal and Sky Point could make a useful ally, and the rebuilding of the troll kingdom might also lead the Ironmongers toward what we consider civilization.

The Broken Chain, which exists largely in the Thundersky moot, consists of devoted followers of the Passion Lochost. More numerous than the Raisers of Ustrect, they call for the abolishment of slavery—not only among the hated Therans, but includ-







ing the crystal raider practice of taking newots. For these people, the Council Compact and Throal's own abolishment of slavery are strong incentives to add their strength to ours in any conflict with the Theran Empire. Along with the moot's historical hatred of Thera, the cry of freedom could ultimately sway the Thundersky moot to Throal's banner.

OVERVIEW

The graceful arc of the central Twilight Peaks connects the eastern and western halves of the mountain range. The central peaks surround the Southern Face along the shores of the Scarlet Sea, wrap around the western boundaries of the Gray Forest and border the ruins of ancient Ustrect to the west of Ironmonger territory.

The central peaks include some of the highest slopes and roughest terrain in the Twilight Peaks, rivaling the towering Throal Mountains and the rugged Caucavic range. Deep mountain passes lead into the Southern Face and to portions of the Western Peaks. The local crystal raider clans guard these passes against intruders with the same vigilance that earned their ancestors the respect of their fellow moots and their lowland neighbors during the long-ago Orichalcum Wars.

Steep mountainsides and sheer cliffs make the central peaks impenetrable away from the passes, except by airship. These formidable natural defenses are enough to keep out all invaders, except for Theran airships (as the central trollmoots so painfully discovered centuries ago). The greatest dangers in the central peaks, apart from troll raiding parties, are the many flying creatures that dwell amid the crags and slopes. The central mountains are home to ice flyers, gargoyles and wyverns that fly east and south from the forests of Ustrect. Air spirits are also common in the skies over the highest mountain tops.

IMPORTANT FEATURES

The central Twilight Peaks are rich in landmarks important to the history of the crystal raiders. Among them are Skytoucher Mountain, legendary home of the first trollmoot of the Twilight Peaks; the ruins of ancient Ustrect; the Twilight Tower, home before the Scourge to a reclusive order of nethermancers; and the Blackheart Liferock, dwelling place of an obsidiman Brotherhood whom the trolls consider sacred.

SKYTOUCHER MOUNTAIN

Long famed as the highest mountain in the Twilight Peaks, Skytoucher is also infamous as the site of the worst massacre in crystal raider history. At the end of the Orichalcum Wars, a vast Theran behemoth escorted by a flock of vedettes cut a swath of destruction through the troll settlements of the Great Sword Valley, culminating in a brutal assault against the moots of Skytoucher

Mountain. This attack, which devastated the trolls and all but destroyed the once-proud Skytoucher moot, was memorialized forever after as the Battle of Sky Point, Named for the plateau on Skytoucher Mountain where the Therans accepted the trolls' surrender.

The Therans' weapons and spells devastated the Skytoucher moot; countless trolls died in the slaughter, their blood staining the sides of the mountain red. Those survivors not taken to Thera in chains had little time to recover from this calamity when another overtook them: the Scourge. With no time to build kaers or knowledge of how to do so, the remnants of the clans sheltered in the deep caves and mines that dotted Skytoucher's slopes. After their re-emergence, the Thundersky moot claimed Skytoucher for their own. To this day, all the trolls of the Twilight Peaks revere it as the place where so many of their brethren fought and died. Partly because of this, other trollmoots have been reluctant to attack the Thundersky moot, giving it a certain amount of respite in which to build up its strength.

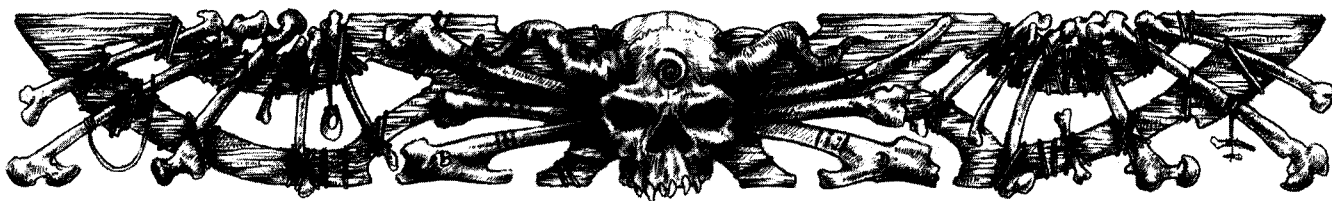
In addition to Thundersky settlements, the slopes of Skytoucher Mountain also hold the ruins of pre-Scourge moots destroyed in the Battle of Sky Point. The Thundersky moot has left the ruins intact as a monument to the lives of the trolls who died there, and has erected numerous cairns and standing stones nearby to serve as additional reminders. Many young Thundersky trolls go to the ruins for their Rites of Passage; more than a few have reported seeing the ghosts of slain trolls, their spirits unable to rest because of their dishonorable deaths at Theran hands. Rite of Passage candidates who fail to return from the ruins are believed to have been judged unworthy by the spirits of their ancestors, though some say they are simply victims of ghosts with a burning hatred of the living.

Skytoucher's summit is snowcapped and constantly shrouded in clouds. Near it lie some of the richest deposits of True air in the Twilight Peaks. Thundersky ships sail through the clouds, trailing nets woven with orichalcum to capture the elemental kernels, which their shipwrights later weave into ship hulls. The Thundersky moot fights occasional battles with their neighbors to the east, the Swiftwinds, over this precious elemental resource (the Swiftwind moot maintains that the True air around Skytoucher should belong to the moot able to take it). For its part, the Thundersky moot guards Skytoucher mountain and its resources with fanatical devotion. The Thunderskies consider the mountain bought and paid for with the blood of their ancestors, and they aim to keep it.

THE RUINS OF USTRECT

Centuries before the Scourge, the trolls who would found the kingdom of Ustrect came south from the Scol Mountains and settled in a lush valley near the Twilight





Peaks. Legend says the founders of Ustrect were forced into exile after a schism, but the details—indeed, the entire truth of this tale—have been lost to time along with Ustrect itself. Some scholars suggest that the Firescale moot of the Scol Mountains might shed some light on this chapter of troll history, but the Firescales remain closemouthed.

As highland trolls, the founders of Ustrect shared a love of struggle with their crystal raider kindred, and fought many battles against the troll clans of the Twilight Peaks in the first years of building their new home. The settlers repelled the raiders with such skill and ferocity that they earned the crystal raiders' respect, and ceased to be frequent raiding targets. The settlements prospered, and soon the rich farmland began to attract lowland trolls and other Name-givers to the safe haven they had carved out of what was once prime highland troll raiding territory.

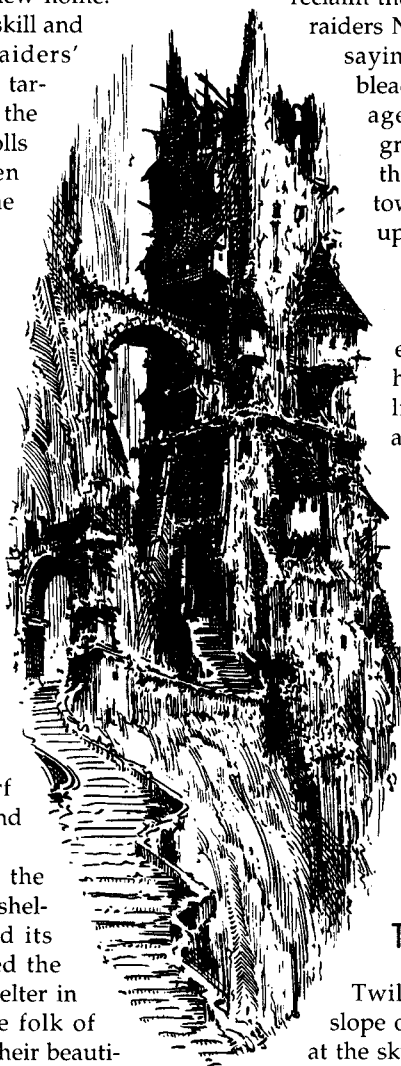
As the years passed and the trolls of Ustrect became more used to settled life, they gave up many of their highland ways in favor of the gentler and more refined manners of other Name-giver races. They built huge structures of stone and earth, and over time their humble villages grew into a kingdom that they Named Ustrect, meaning "united." Ustrect's most impressive city, built (so legends say) "ten generations after our fathers and mothers came to the green lands," owed some of its grandeur to dwarf as well as troll influence. The city of Arrakal abounded in stone buildings whose workmanship was said to rival the fine structures of Throal. Throalic records and fragments of historical documents recovered from ancient Landis indicate that many dwarf miners and stonemasons lived in Arrakal and contributed greatly to the building of it.

The kingdom saw hard times during the Orichalcum Wars, and the preparation of shelters against the Scourge further drained its resources. Most of Ustrect's people copied the trolls of the Twilight Peaks and sought shelter in kaers dug deep into mountain rock. The folk of Arrakal, however, could not bear to leave their beautiful city to be ravaged by Horrors, and so built a citadel like the ones they had heard of in Travar and Kratas for protection. Most of Ustrect's citizens took shelter beneath the citadel's dome; those from the fringes of the kingdom, or who simply saw greater security in sturdy-looking mountain caves, went to the Twilight Peaks, where the crystal raider moots took some of them in.

Neither Arrakal nor Ustrect survived the Scourge. Though no one knows precisely when, the Horrors breached Ustrect's citadel and feasted on the city's inhabitants like a hawk cracking open a shellfish to devour its succulent contents. By the time the crystal raider kaers reopened to the outside world, the Kingdom of Ustrect was long dead—nothing left of it but shattered streets and crumbling walls.

Since the Scourge's end, a thick forest has grown to reclaim the vale where Ustrect once stood. The crystal raiders Named the woodland the Shroud of Ustrect, saying that Jasprey had covered the ruins and bleached bones with greenery to hide the damage done by the Horrors. Though the thick growth covers most of the ruins, travelers in the region occasionally glimpse a stone wall or tower, cracked and covered with moss, poking up above the trees.

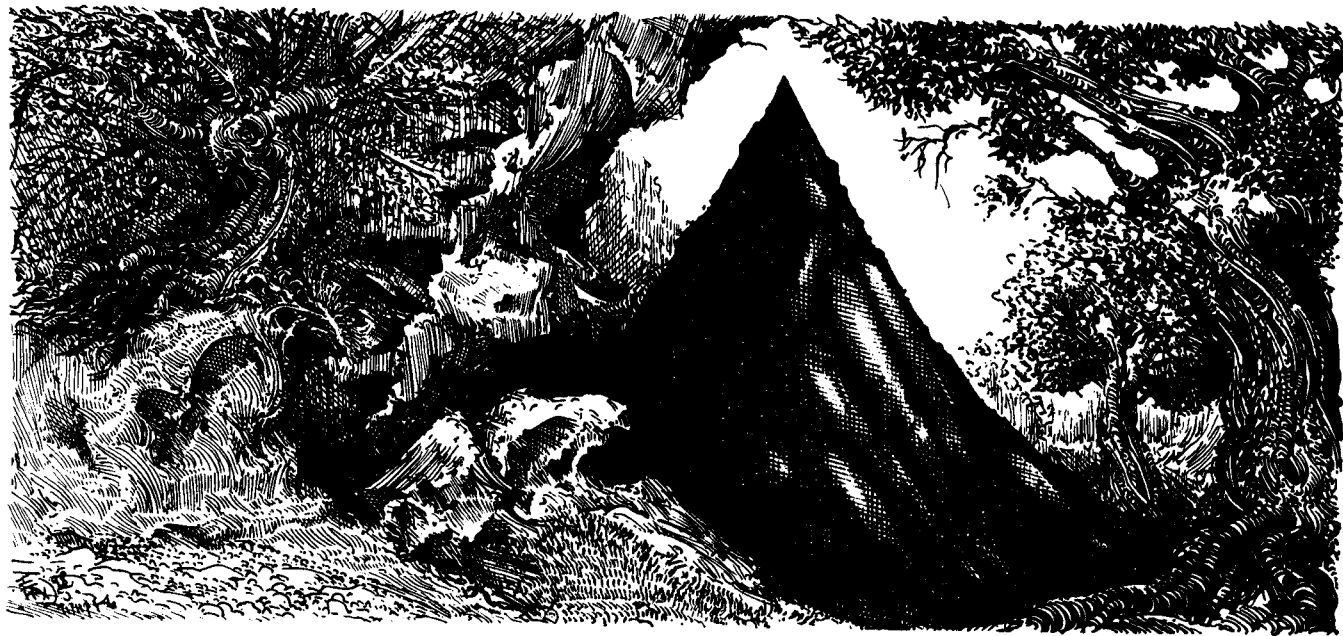
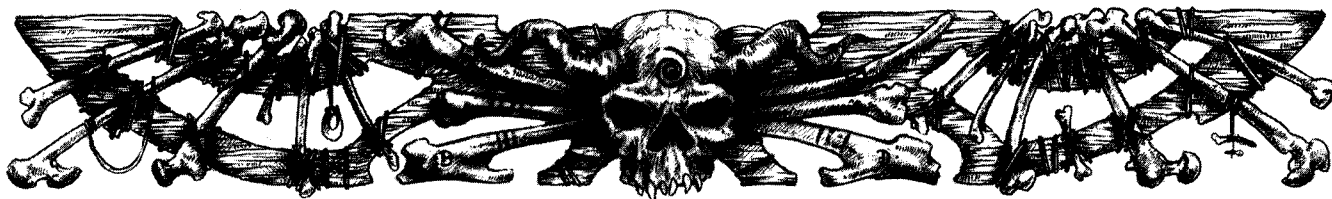
Troll legends say that the ruins of Ustrect still hold the ancient kingdom's treasures. Many of Ustrect's people were skilled miners and craftsmen, and the ruins are said to hold countless artifacts of precious metals, living crystal, orichalcum and other valuables. The crystal raiders, however, refuse to take so much as a silver coin from Ustrect land. They believe the Horrors cursed the ruins, and that to take from the dead brings the curse upon the taker as well as dishonoring him. Others who have ventured into the ruins of Ustrect tell tales of broken buildings whose stone and living-crystal walls loom over the underbrush, and streets of cracked cobblestone overgrown with moss and ground ivy. Numerous forest predators are said to make meals of the unlucky, and whispered rumors abound that some Horrors and their constructs still dwell in the shadowed corners of blighted Arrakal.



THE TWILIGHT TOWER

In the rocky interior of the central Twilight Peaks, a ruined tower juts from the slope of a mountain like a skeletal finger pointing at the sky. Named the Twilight Tower, this mysterious place was once the home of the Order of Silver Twilight, founded long before the Scourge by nether-mancers and wizards from Ustrect and Landis who gathered together in the Twilight Peaks to study the mysteries of Death's Sea and the netherworlds. The crystal raider clans fought a few skirmishes against the "foreign magicians" in their midst, but soon learned to respect their power and left them alone.





As the Scourge drew near, the Order of Silver Twilight devoted more and more of its time to studying the Horrors and their powers in hopes of discovering ways to protect Barsaive's Name-givers. Some even hoped to discover the strange netherworld from which the Horrors came, believing that understanding their nature would make them easier to banish or kill. This dangerous work made the crystal raider clans shun them utterly, and may have led to their downfall.

No one knows what actually happened to the Order of Silver Twilight. Since the Scourge, numerous drakkars have spotted the Twilight Tower still standing on the mountainside, its mystic wards and stone walls apparently intact but the stone scorched and pitted in places as if by fire or acid. No one has been seen to leave or enter the tower for nearly a hundred years, and the local trollmoots believe it is abandoned. Some raiders report seeing strange lights or hearing odd noises from inside the tower. The most popular theories among the troll clans are that the magicians brought a magical curse upon themselves, or that a Horror breached the tower and resides there still amid a few nethermancers it has left alive to torment. The raiders scrupulously avoid the tower for fear of disturbing the Horror or whatever else might dwell there.

In recent years, adventurers and researchers of magical treasures have learned of the existence of the Twilight Staff (p. 90, *Arcane Mysteries of Barsaive*), which once belonged to the grand master of the Order of Silver Twilight. How it came to leave the Twilight Tower remains unknown. Adventurers seeking entry to the tower to learn more about the staff or the Order of Silver Twilight will not find much aid from the crystal raiders in their quest.

THE BLACKHEART LIFEROCK

In a deep, narrow valley between Ironmonger and Thundersky territory stands a tall, black outcropping roughly shaped like a three-sided pyramid, that comes to a jagged peak thirty feet above the ground. Made of living crystal as black as the night sky, it is shot through with glittering flecks of crystal and precious metals in a rainbow of colors. The surface varies from glass-smooth to jagged enough to cut like a blade. The trollmoots on either side of this crystal outcropping regard it as a sacred place because it is the Liferock of an obsidimen brotherhood. The trolls call it the Blackheart Liferock and its inhabitants the Blackheart Brotherhood; the true Names of both remain the Brotherhood's secret.

The Blackheart Brotherhood lives in the narrow valley surrounding their Liferock, terrace-farming the surrounding land and leading lives of quiet contemplation. The crystal raiders consider them noble and wise, and sometimes come to them with questions or problems to be resolved. The obsidimen do their best to help their neighbors in return for limited trade with the moots.

The Brotherhood's peace was broken recently when the Theran Empire seized the Ayodhya Liferock on the shores of Lake Ban (see *Prelude to War: An Earthdawn Epic*). The Therans' crime outraged obsidimen across Barsaive, many of whom have since joined the Liferock Rebellion (pp. 17–18, *Prelude to War*, and pp. 22–29, *Secret Societies of Barsaive*). Some members of the Blackheart Brotherhood are sympathetic to the Liferock Rebellion and have begun working with it, principally passing on information. The Blackheart Brotherhood may also prove instrumental in bringing some crystal raider moots to the





Rebellion's aid. Because the raiders respect the obsidimen and despise the Therans, the Blackheart Brotherhood may yet gain the Rebellion some crystal raider allies, or at least persuade them to raid more Theran targets and stay away from caravans and airships belonging to the Overland Trading Company.

Adventure Idea: Lost in the Dreaming

The player characters are asked to contact the Blackheart Brotherhood, most likely as emissaries of Omasu and the Liferock Rebellion (though they might do so at the request of the leaders of the Ironmonger or Thundersky moots). Omasu wants to recruit the Blackheart Brotherhood as allies; for their part, the trollmoots often consult the obsidimen on knotty problems, and might do so regarding allying with Throal.

When the adepts arrive at the Liferock, they discover something wrong. Only a few of the Brotherhood are in their valley, merged together in the Dreaming (see p. 36, **Denizens of Earthdawn, Volume Two**). The rest of the obsidimen have merged with their Liferock and cannot be reached. The cause of this strange behavior is a magical effort by the Blackheart Brotherhood to link their Liferock with the Ayodhya Liferock beneath the Theran fortress of Triumph. The obsidimen hoped to communicate with their cousins in the trapped Liferock through the Dreaming, but instead became entrapped in the Dreaming, unable to reach the other Liferock or to withdraw.

The trollmoots, between whom relations are prickly at best, suspect each other of attacking the obsidimen in some mysterious way—an insult to troll honor that threatens to bring all-out war between the Ironmongers and the Thundersky moot. The adepts must find a way to free the obsidimen from their Dreaming state—perhaps using magical lore found in the homes of the Brotherhood, or even somehow entering the Dreaming themselves to bring them out before blood is shed between the crystal raiders.

IRONMONGER MOOT

Workers in metal as well as stone, the Ironmongers live closest to the ruins of Ustrect and retain some of that lost kingdom's lore and history, along with a few of its treasures.

Chief Yorvak Bronzeclaw and his people greatly value what they have of those they number among their forebears, and style themselves somewhat after the trolls of Ustrect.

HISTORY

The Ironmonger moot formed after the Scourge and the Severance, though its roots go back far deeper in crystal raider history. The moot's territory near Ustrect was originally home to many small crystal raider clans, who raided Ustrect and other lowland settlements as well as each other. As Ustrect grew stronger and better able to defend itself, the clans raided it less and less, until finally they began to see advantages in limited trade with the increasingly powerful and rich troll kingdom. They even traded orichalcum, though not nearly as much as Ustrect would have liked, after several disastrous attempts at mountain expeditions convinced the troll kingdom that barter would serve them better than war.

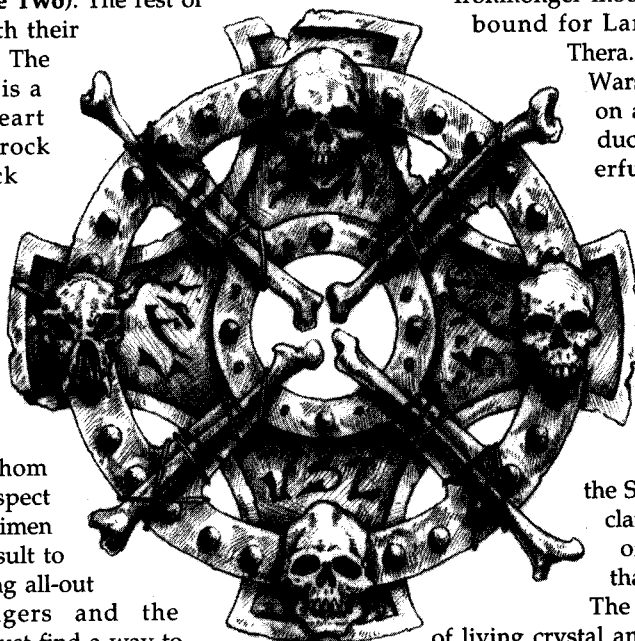
Meanwhile, the clans that would become the Ironmonger moot raided orichalcum shipments bound for Landis, Cara Fahd, Throal and Thera. Near the end of the Orichalcum Wars, a particularly spectacular raid on a Theran mining convoy—conducted under the aegis of the powerful Skytoucher moot—brought terrible retribution upon them.

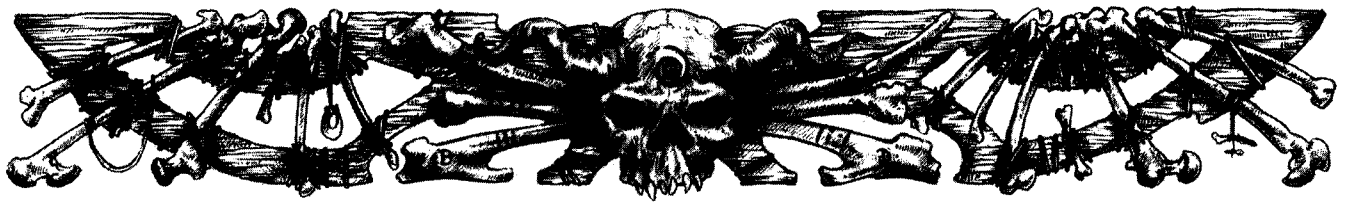
A Theran airship fleet bombarded their homes with fire and destructive magic, shattering their small fleets of drakkars and decimating their populations in the infamous Battle of Sky Point.

On the heels of this tragedy loomed the threat of the Scourge, and the remnants of the clans scrambled to make kaers out of the mining tunnels and caves that riddled their mountain lands.

The caves, shot through with veins of living crystal and orichalcum, possessed strong natural protections against the Horrors; but the clans' magicians could not say for certain whether that protection would prove enough. When many trolls and other Name-givers from Ustrect sought shelter of their own in the Twilight Peaks, bringing with them the Rites of Protection and Passage that could enhance the natural power of the living crystal and orichalcum, the clans gladly gave them refuge.

Over the centuries of the Scourge, the refugees from Ustrect became part and parcel of the crystal raider clans.





As they rediscovered their highland traditions, they also passed on their own knowledge and ways to the crystal raiders: secrets of building and metalworking all but unknown among the raider clans, as well as knowledge of magical disciplines and spells new to the crystal raiders. Though the refugees had brought with them a copy of the Book of Tomorrow, they regarded it as more of a dwarf curiosity than a guide for trolls to live by, and their crystal raider brethren learned to see it in the same light. Consequently, the clans emerged from their kaers relatively free of Throalic influence.

By the time the Scourge ended, Ustrect was gone, its citadel shattered and its people slain. The kingdom's surviving descendants had no desire to return to the haunted ruins of their ancestral homeland, and stayed with the clans who had sheltered them. Faced with the monumental task of surviving in mountains far more barren than those their forebears had known, the many small clans chose to unite into a single trollmoot. They Named themselves the Ironmongers, in token of the gift of metalworking that their kindred from Ustrect had brought them. Armed with those rare skills and with secrets of magic unknown to their fellow moots, they have held the north-central Twilight Peaks and the embers of lost Ustrect for nearly a hundred years.

IMPORTANT CHARACTERS

The Ironmonger moot is made up of twenty clans, among them the Bronzeclaw clan of the moot's current chief. The most influential Ironmongers include Chief Yorvak Ironwill Bronzeclaw; Vul'tan Blackhammer, the moot's master weaponsmith; and Fergis Earthsinger, a prominent member of the Raisers of Ustrect.

Yorvak Ironwill Bronzeclaw

Yorvak Ironwill Bronzeclaw, chief of his clan as well as of the Ironmonger moot, is a capable fighter and a canny leader. His clan, which has ruled the Ironmongers for five generations, is made up mostly of trolls who trace their heritage back to the original highland trollmoots that formed the Ironmongers; Yorvak's mother, however, is descended from the people of Ustrect, giving the moot chief a tie to both heritages.

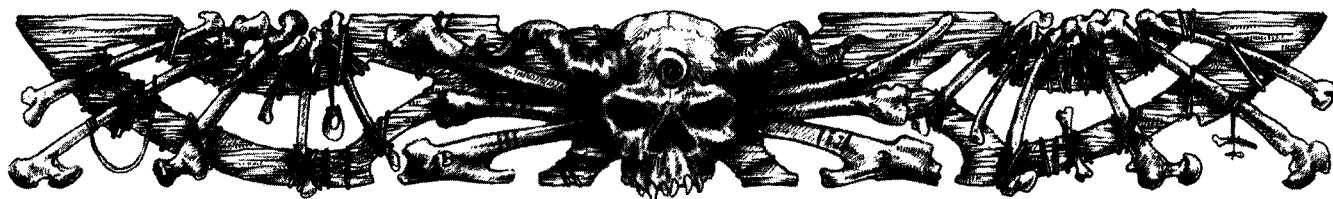
Like most of his people, Yorvak greatly admires the arts of metalworking and smithing, but he believes Ustrect's heritage is best served by making her descendants true children of the Twilight Peaks rather than rooting around in the ruins of the troll kingdom and possibly stirring up things best left alone. He has thus far denied multiple requests by Fergis Earthsinger to explore Ustrect, and does not care at all for the growth of the Raisers of Ustrect (see p. 77). He has considered outlawing the Raisers, but ultimately decided against it lest such an action send the movement underground where he cannot keep an eye on it.

Yorvak is a Seventh Circle sky raider and has also picked up some weaponsmithing skills over the years. Though just past middle age for a troll, he retains his youthful strength and agility. He still goes on raiding parties, but his duties to the moot are taking up more of his time. Recent events in Barsaive threaten to change the shape of the ongoing conflicts between the moots of the Twilight Peaks, and Yorvak wants to ensure that his moot comes out on top. In particular, he wants to press the Ironmongers' claim to mineral-rich portions of the eastern peaks currently controlled by the Swiftwind moot.

Attributes

DEX: 6 STR: 8 TOU: 8
PER: 5 WIL: 7 CHA: 6





Vul'tan Blackhammer Ironbender

The greatest metalworker of the Ironmonger moot, Vul'tan Blackhammer is famed for his skill in fabricating useful items from metal taken in lowland raids. Fascinated by the lowlanders' metalworking abilities, Vul'tan spends long days in his forge attempting to duplicate and improve upon their creations. A few lowland newots with metalworking skills aid him in this endeavor; they all find him a kind and fair master, and he has promised them their freedom in exchange for their help. Already, Vul'tan has discovered methods by which the Ironmongers can refine the rich metal deposits so abundant in their territory and make small artifacts from them—daggers, skinning knives, stone-shaping tools and such—in addition to recycling metal objects taken from elsewhere.

Though an artist at heart, Vul'tan is more than capable of defending himself and his work by word and deed. He wields an iron-headed hammer so heavy that only a strong troll could possibly lift it, much less use it as a weapon. Vul'tan uses his abilities as an Eighth Circle weaponsmith to protect the trollmoot, but rarely goes on raids unless he sees an opportunity to capture some valuable piece of metalwork or metalworking lore.

Already a grandfather and elder of his clan, Vul'tan Blackhammer is looking for students to whom he can pass on his secrets. He has taught Yorvak Bronzeclaw a little, but the chief has neither the time nor the utter devotion necessary to become the master smith Vul'tan hopes to train. Vul'tan refuses to retire as long as there is strength in his body and spirit to continue, and he remains more vital than many younger trolls. He will continue to perfect his art until he dies at the forge or in battle.

Attributes

DEX: 6	STR: 7	TOU: 7
PER: 7	WIL: 6	CHA: 5

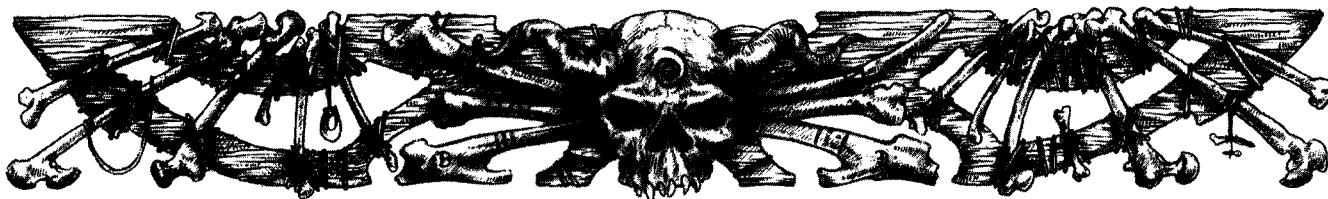
Fergis Earthsinger Darkcloud

A descendant of the trolls who fled Ustrect to seek shelter in the Twilight Peaks, Fergis Earthsinger can trace his ancestry back to the first settlers of Ustrect who came there from the Scol Mountains. He is proud of his heritage—a little too proud in the eyes of some, Yorvak Bronzeclaw among them. Fergis is a Sixth Circle elemental wizard specializing in the element of earth (p. 125, *The Adept's Way*). As a young boy, he was fascinated by the tales his parents told him of the builders of ancient Ustrect. Over the years, his interest became an obsession. Now he collects lore and artifacts from Ustrect at every opportunity, caring nothing for the risk involved. He believes he must do whatever he can to keep his ancestral homeland's history and memory alive.

Fergis has often expressed his desire to fully explore the ruins of Ustrect, preferably with the aid of several stout troll warriors and a fellow magician or two, but Yorvak has so far forbidden it. Despite this, Fergis has managed to make two short trips into the ruins. What little he has found so far has only fueled his obsession with the past. He recently joined the Raisers of Ustrect and is among the cult's most vocal supporters.

Unknown to Fergis or anyone else in the Ironmonger moot, a Horror hidden in the ruins of Ustrect marked him on his last visit there.





The Horror, a crystal entity Named Ago'astia ("stone of doom"), inhabits a portion of the city of Arrakal, which it has transformed into fantastic structures of multicolored crystal.

Attributes:

DEX: 5 STR: 7 TOU: 8
PER: 7 WIL: 6 CHA: 6

THE RAISERS OF USTRECT

The living legend cult known as the Raisers of Ustrect is entirely made up of trolls, most of them from the Ironmonger moot, who want to resurrect the Kingdom of Ustrect. Inspired by the recent rebirth of the ork nation of Cara Fahd, the Raisers of Ustrect believe that the Ironmonger moot—or at least those members of it descended from Ustrect's last survivors—should likewise rebuild the troll kingdom. The Raisers have adopted as much as they recall of the ways of their Ustrect ancestors, acting considerably more civilized (by the standards of other Name-givers) than the rest of the Ironmonger moot. Many of their fellow Ironmongers consequently see them as weak and cowardly; a few even regard them as walking insults to the moot's honor, and have made a point of picking fights with them. Yorvak Bronzeclaw briefly considered exiling the Raisers and outlawing the cult to rid himself of the headache, but hesitated lest he drive the movement underground. Instead, he settled for reminding the anti-Raisers hotheads that fighting a dishonorable foe earns them nothing but bruises. For now, matters remain at an uneasy stalemate.

Yorvak has also ordered the Raisers to leave the ruins of Ustrect alone. Despite this edict, however, some cult members have made secret forays into the ruins to find artifacts that might inspire their fellow trolls and unite the Ironmonger moot behind them. Unknown to them, the cultists were Horror-marked by Ago'astia, a crystal entity (see below). Ago'astia wishes to keep its existence secret while it slowly builds a power base in Ustrect, and is manipulating the cult to allow it to do so. When the time is right, the Raisers will call for the mass emigration of trolls to Ustrect, where the Horror can seize and corrupt them for its own purposes.

Ago'astia

Ago'astia is a crystal entity (p. 300, ED) of unusual intelligence, cunning and power. In addition to the abilities listed in the *Earthdawn* rulebook, Ago'astia has the spell-casting abilities of an Eighth Circle elemental and the Thought Worm power at Step 15, and its Attribute steps and Defense Ratings are double those of a normal crystal entity. These abilities are growing stronger as Ago'astia absorbs more power and inhabits larger portions of the ruins. Eventually, the Horror may grow to encompass the entire city of Arrakal. It has created Horror constructs similar to jehuthras (p. 305, ED) to serve it, made entirely from

crystal and capable of casting the Mind Dagger spell with a Spellcasting Step of 10 and an Effect step of 12 in addition to a normal jehuthra's other powers.

Recently, Ago'astia has begun using its Thought Worm power to push Fergis toward bringing other Name-givers into the ruins so it can mark and corrupt them as well. If the Horror's influence is not discovered and dealt with, it may eventually manipulate Fergis or the Raisers of Ustrect into overthrowing Yorvak Bronzeclaw and taking control of the Ironmonger moot, which it may then use for its own evil purposes.

CURRENT ACTIVITIES

Apart from a few agreements with the Thundersky moot, the Ironmongers have carefully avoided allying themselves with any other moots, let alone factions in the rest of Barsaive. Yorvak has little interest in Throal or Thera beyond the metal his raiders can take from them. He has no love for the Empire, but also no wish to lead his moot into a hopeless and bloody conflict with a virtually invincible enemy—either on his own or under Throal's banner. As for the dwarfs of Throal, he finds their manners unctuous, their customs incomprehensible and their view of the world utterly alien to crystal raider life. He is highly unlikely to change his mind, unless prompted to do so by some extraordinary act on the dwarfs' part or some dire need.

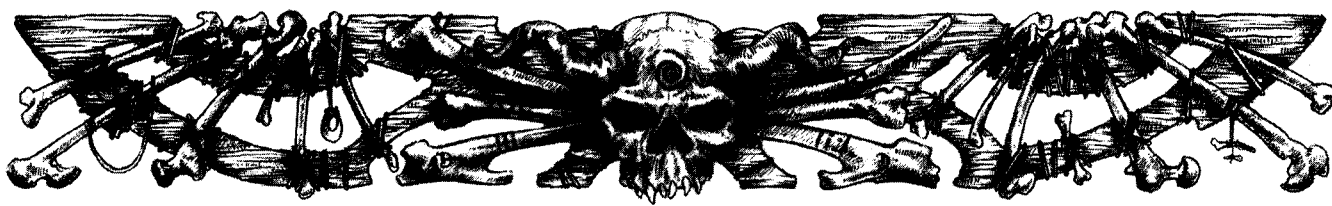
The Ironmongers raid both east and west of their territory, coming into conflict with the Swiftwind, Bloodlore and Blackfang moots. They also raid north and eastward, attacking Name-giver settlements in Barsaive's heartland and along the shores of the Tylon River. Of particular interest to the Ironmongers are airships and caravans carrying metal ore and goods. Thera elemental mining ships traveling from the fortress at Triumph to Sky Point and Vivane have proven tempting targets, and may ultimately bring the Ironmongers into conflict with Thera whether the moot wants it or not. The Raisers of Ustrect are still only a small thorn in Yorvak's side, but with Cara Fahd's rebirth as a precedent (and the influence of Ago'astia) their influence may soon grow much larger.

AIRSHIP FLEET

The Ironmonger fleet consists of twelve drakkars, most outfitted with catapults and ballistas, along with a few spear-throwers. The Ironmongers prefer to rely on mechanical weapons rather than magic, though Vul'tan Blackhammer has been working on alchemical munitions for catapult loads that can dissolve the stone hulls of Thera ships. So far, the master smith has had little success, but he promises a new breakthrough every week.

The lead drakkar of the fleet is the *Bronzeclaw*, Named for the moot's leading clan and captained by Yorvak Bronzeclaw. Other ships in the fleet include the *Razor*, the *Sword of Ustrect*, the *Longest Journey*, the *Ironseeker* and the *Skyhammer*.





Adventure Idea: The Crystal Ruins

The player characters venture into the Shroud of Ustrect to explore the ruins of the ancient troll kingdom. The characters can get involved in this adventure in any number of ways. They might seek a Key Knowledge of a magical item with ties to Ustrect's history, or they may be hired by the Great Library of Throal to search the ruins for ancient texts. Or they might simply be looking for treasure in the haunted ruins of Arrakal.

While journeying through the forest, the adepts encounter fearsome woodland predators. Assuming they survive, they eventually reach the ruins of Arrakal. The city's broken stone buildings are overgrown with trees, vines and mosses, the cobblestone streets cracked and weed-choked. In the heart of the city, stone walls and towers and streets have been transformed into living crystal by Ago'astia, the crystal entity. The Horror's jehuthra-like constructs patrol the entire area, looking for intruders. If they encounter the player characters, they will attack and attempt to capture them; their master prefers his toys alive.

The jehuthras have recently captured several members of the Raisers of Ustrect who came to the ruins on an ill-advised secret expedition. If the adepts fight their way into the crystalline structures, they can find the prisoners and attempt to free them. They will find this easier than they expect; unknown to the player characters, Ago'astia has Horror-marked the trolls and so makes only a token effort to stop any rescue attempt. Ultimately, the Horror allows the adepts and their charges to escape without revealing itself to them. During the half-hearted attacks by its constructs, Ago'astia attempts to Horror-mark one or more of the player characters; if it succeeds, it begins to use its Thought Worm power to influence the marked character(s) toward its own ends.

In gaining the gratitude of the Raisers of Ustrect, the player characters may make some enemies among the Ironmongers, as the Raisers and their friends are none too popular with the moot's chief or his supporters. Such a result could complicate matters if the player characters later try to win the crystal raider moots over to Throal's cause.

THUNDERSKY MOOT

Occupying the dead center of the Twilight Peaks, the Thundersky moot counts as its territory the spur that juts into the range's Southern Face. They live at some of the highest altitudes in the mountains, giving them a reputation as especially fearless, and also providing the conditions for them to prove themselves as skilled miners of True air. Once the leading clan of the richest, most powerful and proudest moot in all the Twilight Peaks, they fell from that pinnacle at the Battle of Sky Point and have never managed to regain it. Relations between the Thundersky moot and its various neighbors are uneasy but largely calm, as the moot concentrates on raiding richer targets outside the mountain range.

HISTORY

The Thundersky moot is a child of the Skytoucher moot, the first trollmoot ever established according to legend. The Skytouchers claimed and

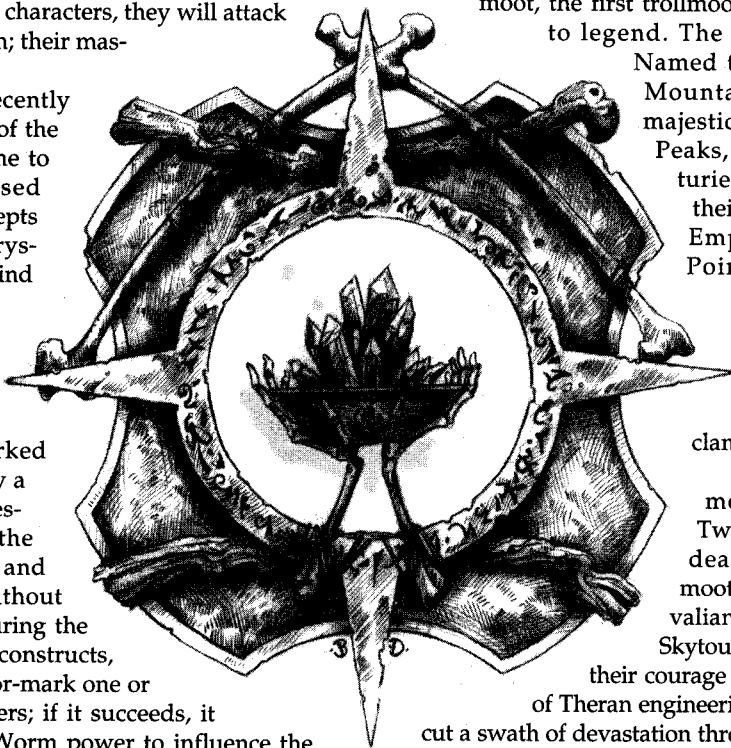
Named themselves for Skytoucher Mountain, the tallest and most majestic mountain in the Twilight Peaks, where they lived for centuries before the Scourge. Until their decimation by the Theran Empire at the Battle of Sky Point, the Skytouchers were more prosperous and powerful than any other trollmoot, largely thanks to the skill, courage and wisdom of the Thundersky clan that led them.

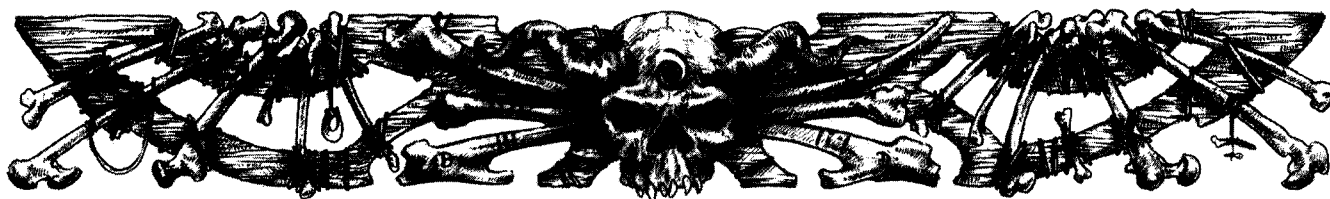
When the Theran behemoth *Victory* came to the Twilight Peaks and rained fiery death upon moothome after moothome, the trollmoots fought valiantly—none more so than the Skytouchers. But their drakkars and

their courage were no match for the might of Theran engineering and magic. The behemoth

cut a swath of devastation through the mountains, from the westernmost end of the Great Sword Valley to the slopes of Skytoucher Mountain. Knowing the mountain's significance to the trolls, the Therans turned the power of their spells and weapons on its slopes, virtually obliterating the Skytouchers' settlements. Hundreds of Skytouchers died; hundreds more were taken back to Thera as slaves. The pride of the Twilight Peaks was crushed, its home burned to cinders and its clans scattered to the winds.

Before the moot could rebuild, the Scourge was upon them. The survivors bent all their efforts toward preparing shelters from the Horrors, so that they might live to fight





another day. They entered their caves and tunnels and sealed them, all the while vowing that they would survive to rebuild their moothomes and take vengeance against their blood enemies, the Therans.

After the Scourge, the kaers of Skytoucher Mountain were among the first to reopen and greet the new world. They looked upon devastation so great that even the most stout-hearted threatened to lose hope; what the Therans had not destroyed, the Horrors had ravaged. But they had not lost their courage or their determination, and so they began the long, slow process of rebuilding their shattered moothomes and their lives.

For the first few generations following the Scourge, the tattered remnants of the Skytoucher moot were but scattered and disorganized clans. The Ironmonger moot formed to the north of them, but the clans of the southern central peaks remained without a leader who could bind them together into a single moot. With the Thundersky clan all but gone, the remaining clans that had once been brothers in the Skytoucher moot fought each other for supremacy. Each clan wanted to claim leadership of a reborn Skytoucher moot and make their moothome on the slopes of Skytoucher Mountain. But when a leader finally emerged, he came from a most unusual place.

Generations after the opening of the kaers, the Therans returned to Barsaive to resume what they considered their rightful rule. Aboard one of the Theran airships was a troll slave Named Erka—a descendant of the Thundersky clan's last chieftain, whom the Therans had taken into slavery centuries before. Like his parents and grandparents and many generations before him, Erka had been raised on tales of his homeland, its glories and its terrible fate. He was lucky enough to serve a Theran naval captain who saw in him a knack for air sailing and made him a ship's mate on one of the vessels bound for Barsaive.

Whether by an amazing twist of Fate or the will of the Passions, Erka escaped from the Theran encampment in southwest Barsaive and fled toward the Twilight Peaks. He later told his clansmen that Lochost had appeared to him and torn his chains asunder while filling his heart with a longing for freedom. Guided only by childhood stories and his trust in the Passions, he reached the slopes of Skytoucher Mountain after days of grueling travel on foot.

His rejoicing was short-lived, however. Instead of the proud and noble warriors he had imagined, Erka saw only carnage and conflict among the clans as each petty clan chief fought the others for dominance. When Erka sought out his own Thundersky clan, he found only a tiny family with hardly enough food to make two meals a day and less spirit than a broken blade of grass. The clan nonetheless welcomed Erka, considering his return home a miraculous gift of the Passions. When they told him that the two largest clans were marshaling for a battle at the foot of Skytoucher Mountain, Erka borrowed a suit of armor and an axe from his clanmates and went out alone to meet the combatants.

Inspired by the power of Lochost, Erka stood before the clans gathered for war. His deep voice ringing like a bronze bell, he urged the crystal raiders to remember their proud heritage, to remember the founding of the first trollmoot at this very place, where his ancestor Torak Thundersky had first called on the Passion Thystonius and brought the clans together as the Skytoucher moot. Then he called on the leaders of the clans to face him in a Rite of Challenge, to determine once and for all who would lead the clans. With the strength of his arms and his heart, Erka defeated all his rivals and became the first chief of the reNamed Thundersky moot. Since that day, the moot has been ruled by his descendants.

IMPORTANT CHARACTERS

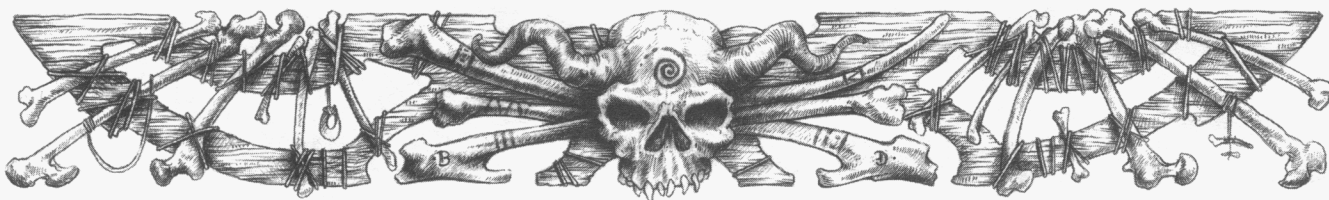
The Thundersky moot consists of fifteen clans. Its most influential Name-givers include Drovka Steelthought Thundersky, the moot's current chief, and his sister Kagola Bondbreaker, a questor of Lochost.

Drovka Steelthought Thundersky

Drovka Steelthought, grandson of Erka Thundersky, is the chief of the Thundersky moot. Like his ancestor, Drovka possesses an unyielding will and a sense of purpose. He has worked all his life to regain for the Thundersky moot the glory it held as the Skytoucher moot, and he is willing to kill or die for his people. As an Eighth Circle sky raider, Drovka is a brilliant leader of battles. His immense charisma has helped him keep the Thundersky moot united and moving ahead in spite of the ongoing hardship of their poverty.

Drovka wants nothing more than to improve the lot of the Thundersky moot and perhaps one day forge a crystal raider alliance to strike back against the Therans. Unfortunately, the Thundersky moot has no current allies among the other trollmoots, and Drovka does not yet see any point in making common cause with powers outside the Twilight Peaks. As far as he is concerned, what lies between the crystal raiders and the Empire is the business of trolls alone, and the business of the Thundersky moot in particular. The moot is uneasily at peace with the neighboring Ironmongers, largely because the Thundersky moot is still too weak to sustain constant conflict so close to its own borders. The two moots raid each other occasionally, but neither side cares to make a larger issue out of what little they lose. The Bloodlore and Blackfang moots to the west, by contrast, are openly hostile toward the Thundersky moot, whom they blame for the raid that provoked the Therans' retaliation. If the Thundersky moot had anything these two moots considered worth taking, things might look a good deal bleaker for Drovka. The chief has put aside his dream of a grand alliance against Thera for now, instead concentrating on problems closer to home—conflicts between rival clans, occasional challenges to his





position as chief and the activities of the followers of Lochost who call themselves the Broken Chain.

Drovka wields a threaded crystal spear (see **Thread Items**, p. 137) Named Stormlance, a heirloom from the Thundersky chief who fought in the Battle of Sky Point.

Attributes

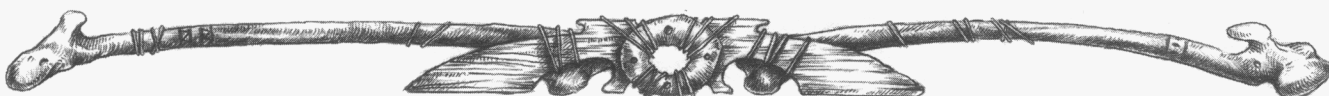
DEX: 6 STR: 8 TOU: 8

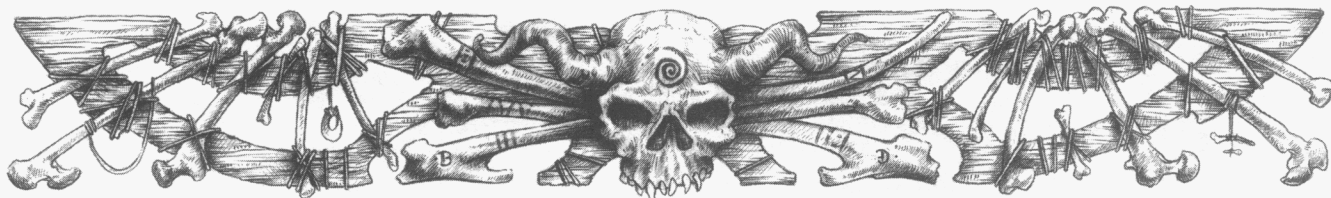
PER: 6 WIL: 5 CHA: 6

Kagola Bondbreaker Thundersky

Kagola Bondbreaker is Drovka Steelthought's sister, and followed the path of her legendary ancestor Erka by becoming a questor of Lochost as well as a Seventh Circle warrior. She leads the Broken Chain, followers of Lochost who believe that the Passion of Freedom is the true patron of the Thundersky moot and will deliver their Theran enemies to them. They see slavery as the Therans' worst crime and greatest weakness, and intend to convince Thera's slaves to rise up against their masters. By crippling the Empire from within in this way, the Broken Chain believes they can defeat the Therans before battle is even joined.

Though other members of the Thundersky moot revere Lochost, many are less than sympathetic to the Broken Chain, not least because it opposes the time-honored crystal-raider practice of taking newots. Broken Chain devotees see enforced servitude of any kind as a form of slavery, and have even been heard to argue that their clan's defeat at the Battle of Sky Point was punishment for allowing a form of slavery among their people. In recent months some members of the Broken Chain have gone so far as to help newots escape into the lowlands. Drovka has so far handled this problem privately, asking Kagola to keep a tighter rein on her followers. If the incidents persist, however, he may be forced to take stronger action against the Broken Chain. For her part, Kagola regrets causing her beloved brother difficulties, but sees the principle of freedom as transcending even family ties.





Other Thundersky trolls take a dim view of such activities and ideas. They find equating newots with slaves a laughable notion at best, an insult at worst. A slave, they say, must remain one all his life; but a newot may become a full-fledged member of his troll clan if he proves himself worthy. By taking Name-givers as newots, the crystal raiders are offering them a chance to join the favored of Thystonius, the Earth's only true children; a base Theran slavemaster would never confer such an honor upon the people he called his property. Many Thunderskies also dislike the idea of defeating the Therans through a slave uprising; they prefer an honorable battle, face-to-face and ship-to-ship.

Despite the wariness with which much of the moot regards the Broken Chain, few say much against Kagola—partly because of her closeness to the chief and partly because of her own formidable charisma. Though troll tradition forbids a woman to become chief, some Thunderskies wonder if the Broken Chain might attempt to set Kagola up in Drovka's place. Thus far, no one has found evidence of any such activity, but more than a few moot members grow uneasy whenever Kagola and Drovka have one of their famous arguments. As a questor of Lochost, Kagola instinctively questions authority. She plays devil's advocate to Drovka's ideas, forcing him to justify his position and thereby strengthening it. The debates between the siblings are well known among the moot, though most see them as no more than spirited differences of opinion.

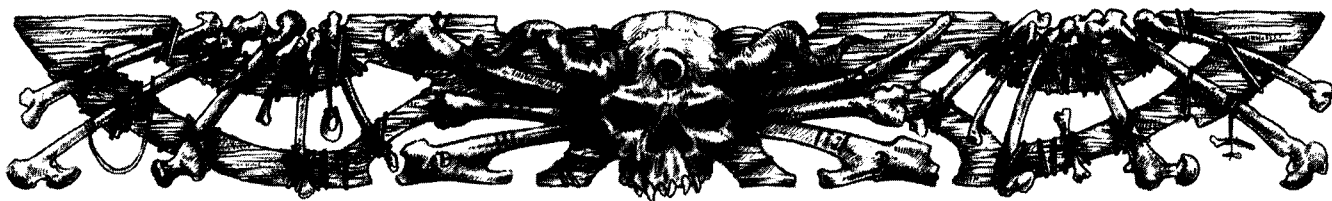
Attributes

DEX: 6 STR: 8 TOU: 8
PER: 5 WIL: 6 CHA: 7

Adventure Idea: A Break in the Chain

The Broken Chain has entered into a covert alliance with other elements in Barsaive opposed to Theran slavery, particularly the Barsaivian Resistance in Vivane and the Liferock Rebellion. Members of the Chain assist slaves fleeing Vivane and Sky Point through the Twilight Peaks to freedom. The escaped slaves make their way to pre-arranged places in the foothills, where Broken Chain members meet and escort them over





the peaks. The Liferock Rebellion, operating under the cover of Overland Trading Company caravans, takes things from there. Travelers along this "underground railroad" include not only escaped slaves, but also agents of the Rebellion being smuggled out of Vivane.

The player characters are working for either the Barsaivian Resistance or the Liferock Rebellion when word reaches them that there has been a breakdown in this underground network. A group of escapees, including a Liferock Rebellion agent, never reached the other side of the Twilight Peaks; the circumstances of the group's disappearance cast suspicion on the Broken Chain. The adepts are asked to determine what happened and whether or not the Broken Chain can be trusted in the future.

In fact, Chief Drovka Steelthought recently discovered that the Broken Chain was transporting fleeing slaves out of Theran-held lands. While sympathizing with their aim, Drovka cannot afford the war with the Therans that such activities may provoke, nor can he allow members of his own trollmoot to act against the Empire behind his back. He therefore ordered a few raiders to seize the escapees along with their Broken Chain escorts while he decides how to deal with the matter. If the player-characters can steal the detainees away from the Thundersky moot, the matter will be out of Drovka's hands and can be addressed quietly, behind the scenes. If the adepts fail, the Thundersky moot will likely claim them and the detainees as newots.

CURRENT ACTIVITIES

The Thundersky moot focuses on three main activities to build up its strength: raiding, mining and trading.

Thundersky raiders range far and wide, striking trollmoots in the Delaris Mountains, the new ork nation of Cara Fahd, the plains north of the Twilight Peaks and the South Reach of the Serpent River. Some Thundersky ships have even sailed as far afield as Jerris in search of ripe targets. Many Thundersky raiders are more willing than those of other moots to take booty of little practical value that the moot can trade or ransom for more useful supplies. Their willingness to take just about anything gives them more targets to choose from and makes them a greater threat to their fellow Barsaivians than many other crystal raider moots. They rarely raid their neighbors in the Twilight Peaks, preferring to attack richer victims who are less likely to inflict severe damage on Thundersky airships.

Because they occupy so many of the highest peaks, the Thunderskies have access to larger quantities of True air than any other trollmoot. Since the end of the Scourge, they have used this resource to maximum advantage, mining it and other True elements as well as precious minerals to trade with neighboring trollmoots. The high winds above Skytoucher Mountain are especially rich with True air, which Thundersky drakkars mine with orichalcum-laced

nets. Many of the central peaks also hold rich veins of living crystal and other precious minerals. The dangers of extracting these resources—especially of mining True air in the wild air currents of the uppermost slopes—compensate the Thunderskies for any loss of honor they might otherwise feel in trading with their fellow moots rather than taking what they want from them.

The Thunderskies trade principally with the Ironmonger moot, offering the Ironmongers raw ore in exchange for finished metal goods. They also trade a little with the Stoneclaws for goods from outside the Twilight Peaks, and occasionally offer True air to the Swiftwinds—though the Swiftwinds frequently seem more interested in raiding Thundersky mining vessels. The Thunderskies' ferocity in battle, coupled with a lingering reverence for the last descendants of the vanished Skytoucher moot, have so far kept the Swiftwinds from launching an all-out war with Skytoucher Mountain as the prize.

Some Thundersky ship captains have recently begun trading raw materials mined by the moot to merchants and trading houses outside the Twilight Peaks, while claiming they took the materials in a raid. By pretending to sell goods taken by force of arms, the trolls save face. The merchants rarely ask where the stolen goods came from, and so no one has yet discovered the lie. Should the truth come out, it could stain the moot's honor, or be the catalyst that opens the door to even more trade between the Twilight Peaks and the outside world.

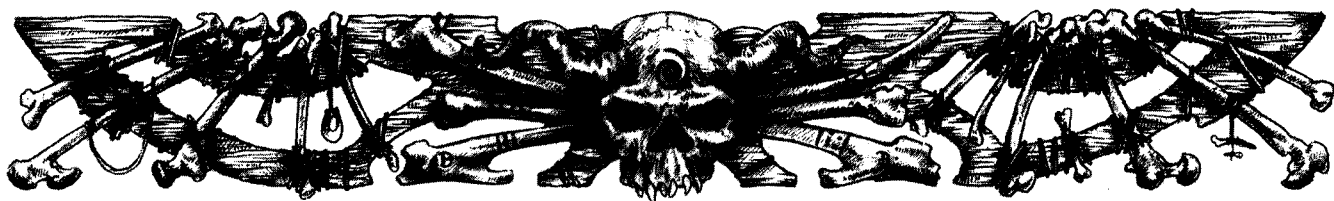
The Thundersky moot uses virtually everything it gains through raids, mining and trading to continue rebuilding their moothome and to construct new drakkars. Drovka Steelthought wants to increase the moot's fleet so that when the time comes, the Thunderskies can defend themselves against any and all enemies.

AIRSHIP FLEET

The Thundersky fleet currently numbers ten drakkars, half the size of the fleet that belonged to the Skytoucher moot. Thundersky drakkars use sails and oars, and Thundersky sailors are uncannily skilled at navigating the fierce winds of the highest Twilight Peaks. The ships are armed with weapons that take advantage of the moot's supplies of True air, mainly spear-throwers and the thunderbolt throwers invented by Thundersky elementalists. When battling enemy airships, Thundersky vessels usually strike their foes first with the powerful thunderbolt throwers, then fire volleys from spear-throwers while they close and attempt to board the enemy ship.

Drakkars in the Thundersky fleet include *Erka's Freedom*, *Stormcloud*, *Thunderstrike*, *Skytoucher's Legacy*, *Stormwolf*, *Uprising* and *Span Dancer*. All of the vessels have been built since the Scourge; *Erka's Freedom*, *Thunderstrike* and *Skytoucher's Legacy* saw service in the Theran War.





TROLLMOOTS OF THE WESTERN TWILIGHT PEAKS

—From a report by General Ilmorian
Strassa, 1510 TH



My king, of all the trollmoots in the Twilight Peaks, those of the western region are of greatest concern to us—indeed, to all civilized people across the world. I have not chanced to visit them; Your Highness knows as well as I that few outsiders have done so and lived to tell the tale. I have fought them, however, and from that experience—added to what I learned from the Stoneclaws, with whom the western moots are frequently at war—I can offer a fair portrait of these exceptionally fierce tribes. All who have ever met them agree that they are as harsh of temper as the peaks they inhabit.

The troll clans of the Western Peaks are savage and violent even by crystal raider standards. They believe wholeheartedly in taking what they want from other Name-givers ... even fellow crystal raiders. Strength of arms and skill in battle alone determine worth among them; any victim who cannot defend himself is considered to be as nothing. They do not even respect knowledge, except as it gives them strength and power over others.

The two largest moots in the Western Peaks are the Bloodlores and the Blackfangs. The Bloodlore moot may pose a particular threat to our interests among the troll clans, particularly if we succeed in forging a genuine alliance with the Stoneclaws. Not only are the Bloodlores every bit as bloodthirsty as their Name implies, but they also consider the Stoneclaws their sworn enemies. Some of the reasons for this bad blood date back to the Orichalcum Wars, but the Bloodlores hate the Stoneclaws most for adopting Throalic ways and building ties—even tenuous ones—with the dwarf kingdom. In Bloodlore eyes, these actions make the Stoneclaws traitors to the crystal raider way of life—deluded enough to emulate a nation of weaklings and smooth-talking liars and advance themselves through words rather than strength. If we can sway the Stoneclaws and other moots of the eastern and central Twilight Peaks to Throal's cause, we may well do so only at the price of making the Bloodlores and other western moots our foes.

The Blackfang moot lives in the southernmost part of this region, in even harsher conditions than the Bloodlores. Consequently, they place survival above all other considerations. Though the Blackfangs possess the greatest overall aptitude for magic among all the crystal raider moots, their mystical talents have tended toward the dark arts of nethermancy in the past, and

may well still do so. Their magicians also have some influence over the powerful elemental forces that seethe in and around their territory. It is said that because they dwell so close to Death's Sea, the Blackfangs are obsessed with Death's power over the living. Life for them, even more so than for their fellow moots, is a constant battle to stay out of Death's Domain.

I have told Your Majesty already of the crystal raiders' hatred for the Theran Empire. Among the western moots, this feeling burns as deep and hot as a coal under the skin. The western moots suffered some of the worst reprisals during the Battle of Sky Point, their homes destroyed and their families butchered by the Theran behemoth as it passed over the mountains. Worst of all for these proud people, their warriors numbered the most among those taken to Thera in chains after the battle ended. Though all of the crystal raider moots consider the Therans enemies, the western moots have a particular debt of blood to be repaid.

I fear, however, that we cannot count on hatred of Thera to become common ground between us and the western moots. They see Throal as little more than a lesser enemy, and I doubt we can persuade them to ally with us even for the sake of crushing the Empire. They would prefer to do that themselves, and then likely turn on us. A better alternative for our purposes is to use their hatred of Thera as our weapon. We might play upon it to make them strike at the Empire without risk to ourselves. Give them an opportunity and the western moots will attack the Therans without mercy. They have little chance of actually overcoming a Theran force as powerful as those at Sky Point or the fortress of Triumph, but they can certainly provide a useful distraction and do some damage to the Therans before succumbing to Imperial might.

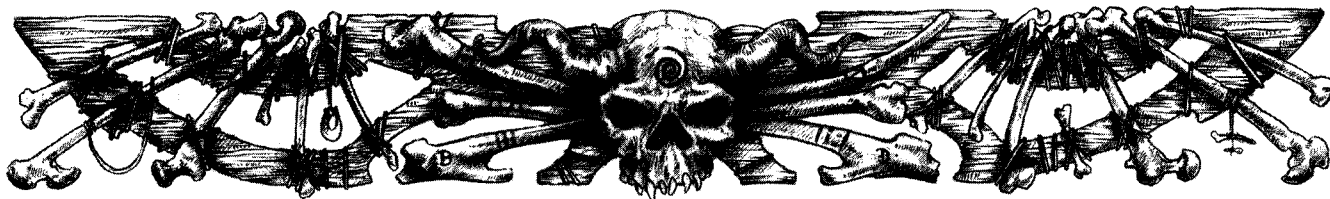
OVERVIEW

The western Twilight Peaks have been shaped almost entirely by the violent forces that still hold the region in their grip. The peaks are split into two parallel ranges, northwestern and southwestern, separated by a deep divide known as the Great Sword Valley. The valley runs almost the entire length of the Western Peaks, all the way to Skytoucher Mountain. South of the Western Peaks are sheer slopes that drop off toward the burning heat of Death's Sea.

These high western mountains are craggy and rough, most made of dark volcanic rock with rough surfaces. Long stretches of ancient lava tunnels wind through them,







and their sides are pockmarked with steam vents. Some of the southwestern peaks, such as the twin volcanoes known as Death's Eyes, still smolder with inner fire. Tremors and quakes shake the region from time to time; the local trolls call these earth-movements the struggles of Death against the bounds of his prison.

The broken terrain and the high, steep slopes make all but a few areas impassable except by airship. The few narrow passes through these mountains are carefully guarded by the local trollmoots to protect their clanhomes against invasion, even though the raiders know well that the greatest threat to them is an attack by air. So rough is the terrain that no land-based army has ever invaded the western Twilight Peaks, even during the height of the Orichalcum Wars.

The endless vistas of cracked rock and shimmering heat draw creatures of elemental earth and fire to live in the Western Peaks. Gargoyles are common among the higher slopes, as are fire eagles and fire wraiths from Death's Sea. Magma beasts live in some of the active volcanoes and lava tunnels; elemental earth spirits known as crags (p. 172, **Throal: The Dwarf Kingdom**) also live in the mountains, along with other, more powerful elementals. Hardy mountain goats, ponies and stone lions make their homes in the lower slopes and valleys, and brithans live in the caves that riddle the mountain peaks. The crystal raiders hunt these beasts for their meat and as tests of bravery and courage. Brithan and stone lion pelts are often made into armor and ornaments for crystal raider warriors.

IMPORTANT FEATURES

The western Twilight Peaks contain several distinctive features integral to crystal raider life in this desolate region: the Great Sword Valley and the Crystal Span, Death's Eyes, and the Western Passes where the Western Peaks meet the nearby Delaris Mountains. Along with the Bloodlore and Blackfang moots, these places reflect the history of the western crystal raider clans and also their future in Barsaive.

GREAT SWORD VALLEY

This deep valley divides the upper and lower ranges of the Western Peaks, running from the passes near the Delaris range to the foot of Skytoucher Mountain in Thundersky territory. Crystal raider legend says that the Passion Thystonius carved the valley with a single blow of his mighty sword, cleaving the western Twilight Peaks in two and leaving a deep chasm where his favored children could find shelter in the bleak environment left by the Gift of Jaspree.

Numerous crystal raider settlements dot the Great Sword Valley, built along the valley floor and carved from its steep stone sides. The trolls have turned the volcanic rock into an astounding display of stonework, creating cliff-homes whose ingenuity rivals the famed cliff-city of House Syrtis along the Serpent River. These structures house hundreds of trolls from various clans.

The valley also holds large numbers of kaers, as well as pre-Scourge ruins of the settlements destroyed in the long-ago Battle of Sky Point. The crystal raiders avoid the ruins, considering them haunted by the raging spirits of the trolls slain there. Monuments to the memory of the fallen stand near the ruins—obelisks of living crystal as tall as a troll, carved with pictures that tell the story of Theran treachery and the crystal raiders' valiant stand against the Theran behemoth. Intruders trespassing on these sacred places are killed and their bodies left to rot as a silent warning to others.

The valley is held jointly by the Bloodlore, Blackfang and Thundersky moots, the latter controlling a small area in the easternmost end. The high mountain peaks that surround it make it virtually inaccessible from the outside world, and therefore among the safest regions in the Twilight Peaks from land-based attack. Only a few narrow passes at either end allow access to the valley, and they are well guarded by the Bloodlores and Blackfangs. The crystal raiders who live there reach their valley homes by airship.

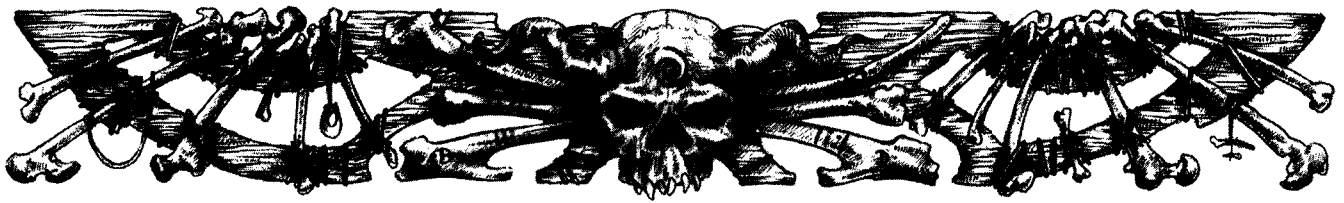
THE CRYSTAL SPAN

At the eastern end of the Great Sword Valley stands the Crystal Span, one of the most fantastic sights in the Twilight Peaks. This thick arch of living crystal grows from either side of the canyon walls and forms a natural gateway between the valley and the slopes of Skytoucher Mountain to the east. The multicolored, translucent crystal gleams in the first light of dawn that breaks over Skytoucher, casting shimmering beams of rainbow light into the Great Sword Valley. As the sun descends westward over the mountains, the lingering light seems to set the crystal aflame; as the sun finally sets, the brilliant reds and oranges deepen to purple and gold in the eternal twilight from Death's Sea.

Despite its apparent delicacy, the Crystal Span has survived earthquakes, volcanic eruptions, the Battle of Sky Point and even the Scourge unscathed. It has existed for as long as any crystal raider moot can recall and will continue to stand for years to come. According to crystal raider legend, the Passions created the span as part of Death's prison, to help hold Death beneath the sea's fires. On the day Death is freed to walk the earth again—should that day ever come—the Crystal Span will shatter into a million fragments. Until then, it stands inviolate, a symbol of the beauty and strength of the Twilight Peaks and the crystal raider moots that inhabit them.

The area around the Crystal Span, called the Gateway, is considered neutral ground even by the violent Bloodlore moot. No trollmoot sheds blood or raises a hand in violence in the span's shadow; all the trolls know of the tale that enough blood shed on Barsaive's soil will one day free Death, and none of them wishes to be guilty of that monstrous error. The crystal raiders believe that the legend is





literally true, that only blood shed on the soil of Barsaive contributes to Death's freedom. Blood shed on its stones or in its skies is irrelevant. Blood spilled in the shadow of the span, however, on the very doorstep of Death's prison, is more powerful than blood shed anywhere else, and is therefore more likely to free Death.

These beliefs have made the Crystal Span a place where trollmoots can meet in peace to speak of matters that concern all the moots of the Twilight Peaks and beyond. Such meetings are exceedingly rare, however; none have taken place since the Theran War, almost sixty years ago.

DEATH'S EYES

In the southernmost range of the western Twilight Peaks stands a pair of active volcanoes known to the crystal raiders as Death's Eyes, because from the sky their seething cauldrons look like eyes glowing with hatred for all that lives. Local legends say the volcanoes are gateways to the realm under Death's Sea and that Death looks out through them into the world of the living. Troll mystics have seen visions and spirits in the magma and smoke spat out by these mountains, and troll nethermancers seek to commune with forces beyond this life near the summits of the twin volcanoes.

Elemental earth and fire creatures abound on the slopes of Death's Eyes; the volcanoes are also rich sources of True fire. Exotic forms of living crystal grow here, given life by the heat of Death's Sea and the mixture of True elements in the rock and soil. Veins of orichalcum lace the black rock, surrounded by distinctive living crystal formations. The Blackfang moot controls mining on the slopes of Death's Eyes; frequent tremors, poisonous gases, small eruptions and elemental creatures make such operations more dangerous here than anywhere else in the Twilight Peaks.

The volcanoes are riddled with steam vents and old lava tunnels that lead into the mountains' burning depths. Crystal raiders tell tales of Name-givers lost in these tunnels who discover a passage into the realm of Death himself. According to the legends, these Name-givers must entertain Death in his court and provide him with good reason why he should allow them to return to the land of the living while he remains imprisoned; if they fail, they remain trapped in Death's Domain forever. Not surprisingly, no Name-givers in the Twilight Peaks claim to have made the journey and returned.

The slopes of the westernmost volcano hold the tomb of the infamous troll nethermancer Illim Blackfang, said to have died imprisoned in the very stronghold he built from which to plumb the secrets of the netherworlds and the realm of Death. For more information on Illim Blackfang, see **The Blackfang Moot**, p. 94.

Adventure Idea: Death's Due

Player characters seeking to restore the life of a fallen comrade or to resurrect a legendary hero, such as Namaan Y'ross (p. 43, **Barsaive Gamemaster Book** and p. 66, **Secret Societies of Barsaive**) might journey into the depths of Death's Eyes seeking the fabled passage into the Kingdom of Death. If they find it, the adepts can bargain with Death for the freedom of the spirit they seek.

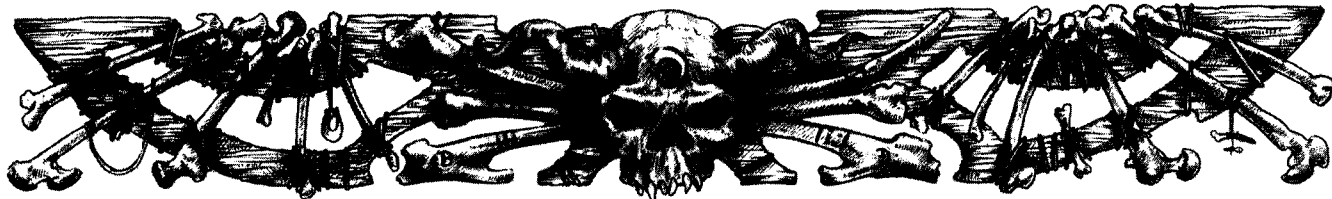
The adepts must travel through some of the most hazardous terrain of the Twilight Peaks, gaining the cooperation of the fierce local crystal raiders or finding some means of avoiding their notice while heading toward their destination. They must face elemental creatures and the strange spirits that dwell in the depths, such as fire wraiths (p. 143). When they reach the gateway to the Kingdom of Death, they must dive into a boiling pool of magma to reach the land below Death's Sea. Doing so inflicts excruciating pain; in effect, the adepts must die to enter the Kingdom of Death. Unlike the other dead, however, the adepts have a chance at regaining their lives. If they can give Death sufficient reason why their quest should succeed, Death will restore them to the land of the living along with the spirit they seek. If they fail, they will remain in Death's realm forever. An adventure in Death's domain offers an excellent opportunity for players to exercise their roleplaying and storytelling skills. A legendary tale or use of talents such as Emotion Song might sway even the hard heart of Death and allow the adepts to complete their quest.

THE WESTERN PASSES AND THREE RIVERS

The major passes through the Twilight Peaks to the southwest corner of Barsaive lie where the Peaks meet the Delaris Mountains, near the confluence of the Liaj, Delaris and Valley rivers. In this region, the terrain is more level than anywhere else for hundreds of miles in any direction, allowing caravans and foot travelers to traverse the region on their way south to Cara Fahd and Theran-controlled Vivane and Sky Point. Unfortunately for the unlucky traveler, the Bloodlore and Blackfang moots keep a watchful eye on the passes and often raid any party trying to travel through them.

With the recent heightening of the Theran presence in Barsaive and the rebirth of the ork kingdom of Cara Fahd, control of the Western Passes has become a vital issue for people other than the trollmoots. The Therans need safe access through the passes to move caravans and troops between Sky Point and Triumph, as well as bringing additional merchant caravans and slave shipments into Vivane. The orks of Cara Fahd need trade ties to the rest of Barsaive; lacking airships in which to bring goods over the Twilight Peaks, they must send caravans (frequently guarded by ork scorchers) through the passes to Jerris and other cities in northern Barsaive. The Blackfangs and Bloodlores gladly raid these and any other tempting tar-





gets. Despite the risk, however, both the orks of Cara Fahd and the Therans send caravans along the mountain route with surprising regularity.

Near the confluence of the Liaj, Delaris and Valley rivers lies the prosperous trading and farming town of Three Rivers, inhabited mostly by lowland trolls who cater to the needs of the caravaneers. Plagued by raiders from the Western Peaks, Three Rivers is considering allying with either Cara Fahd or the Therans for mutual assistance in establishing a safer trade route through the mountains. Krathis Gron, leader of Cara Fahd, is especially interested in ties with Three Rivers to improve the flow of trade to and from the new ork nation; the Therans, for their part, see control of the town as critical to securing their supply lines between Sky Point and the fortress of Triumph at Lake Ban.

The question of whether and with whom to make an alliance has turned the once-quiet town into a hotbed of intrigue between representatives of the Theran Empire, the ork kingdom of Cara Fahd and factions with an interest in the doings of either—especially the Kingdom of Throal, the Liferock Rebellion and the Holders of Trust (for more information on the latter two factions, see **Secret Societies of Barsaive**).

THE FORGIVEN OF JASPREE

The Forgiven of Jaspree—trolls who follow the Passion of Growth and the Land—arose a generation or so ago amid the denizens of the Great Sword Valley. This underground movement, ruthlessly suppressed by the major moots of the Western Peaks, believe that Jaspree's Gift was actually a curse; they see the blighting of the mountains as a punishment rather than a reward. By following Jaspree and seeking the Passion's forgiveness, they believe they can restore the mountains to the paradise they once were, allowing the trollmoots to give up constant struggle and live easily off the bounty of nature as their distant ancestors did. Other crystal raiders consider such notions blasphemous and a deep offense to troll honor; they believe Jaspree intended the trolls to prove themselves worthy of his gifts through struggle, not to take the bounty of the world for granted like other, lesser Namegivers do. Any troll known to espouse the beliefs of the Forgiven of Jaspree is exiled to the Southern Face, where a small group of other Forgiven exiles are working to bring life back to the ashen wastes and bare rock.

Members of the cult meet in secret to conduct their rites and exchange ideas. The cult has spread throughout the Twilight Peaks in the thirty-odd years since its founding, though cult members are far more common in the repressive, staunchly traditionalist western moots than in their more easygoing eastern counterparts. The Forgiven are one of the only groups among the highland trolls able to transcend traditional boundaries of clan and moot and come together for a common purpose.

Always alert for anything that might aid their cause, the Forgiven of Jaspree collect history and other lore about the Twilight Peaks, and can be a valuable source of information if approached correctly. Some cult members have also taken an interest in the Raisers of Ustrect (see p. 77); they believe that valuable secrets exist in the ruins of the ancient lowland troll kingdom and the forest that has grown up around them.

An air of mystery surrounds the cult's leader, a questor of Jaspree who goes by the single Name of Erak ("Severed"). A powerful elementalist by repute, Erak is said to live somewhere in the Great Sword Valley, though no one knows precisely where. Occasional bands of young Bloodlores, Blackfangs and even Thunderskies traverse the valley hunting for him, hoping for the honor of capturing the "criminal" whose very existence is an affront to troll honor—assuming, of course, that Erak *does* exist. Many trolls laugh him off as sheer invention by the Forgiven exiles in the Southern Face, desperate to reclaim some sort of honor by claiming to follow a powerful magician favored by a Passion. Though rumors describe Erak as unusually tall and strong, with eyes the green of new leaves, no one save for his followers has ever seen him in the flesh.

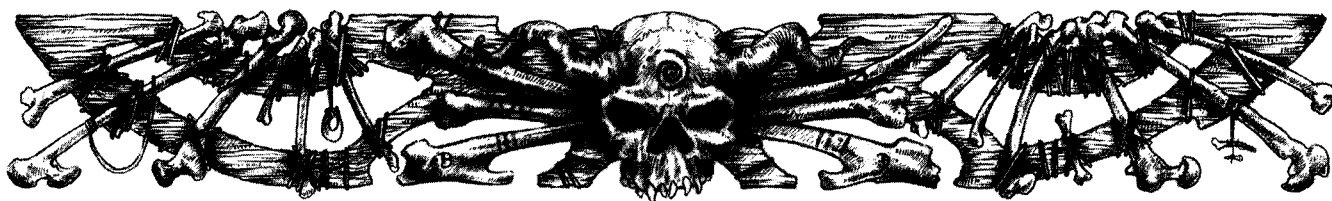
Among those outside the Forgiven who believe that Erak is real, there is considerable dispute as to which moot he came from. The Bloodlores insist that he must be a Blackfang, especially given his alleged elemental gifts. The Blackfangs, for their part, say he must be a Bloodlore—only someone from that less-than-stable moot would be crazy enough to call Jaspree's Gift a curse. Unknown to almost everyone, the Blackfangs are correct; Erak was born into the Bloodlore clan. Chorak Bonecracker Bloodlore, chief of the Bloodlore moot, is his older brother.

CAVE TROLLS

Several tribes of primitive cave trolls live in the lava tunnels and caves of the Western Peaks. Barely civilized even by the standards of the savage Bloodlores, they war constantly with each other and with the crystal raider moots. (For statistics and game information, see p. 288, ED.)

The cave trolls are the sad descendants of mountain troll tribes who turned lava tunnels and spent crystal mines into makeshift shelters during the Scourge. They did not believe the Therans' warnings about the destructive power of the Horrors, and so did not seek permanent shelter against them. Instead, they attempted to defend their territory against the Horrors' onslaught as they would against any other creatures. Centuries of battling against such fearsome opponents turned these trolls into little more than mindless fighting machines, able to do little more than attack anything they perceived as a threat. During the Scourge, they lost most of their culture and language, degenerating into savagery.





Out of dreadful necessity, the cave troll clans adopted ways that even the least civilized crystal raiders consider barbaric. They routinely leave sickly children as bait to lead creatures and the remaining Horrors into traps where warriors can kill them; they also eat the bodies of dead cave trolls and other Name-givers, both for sustenance and as part of a mystical ritual to take the strength of the dead into themselves. The Scourge cost them all knowledge of the Disciplines practiced in Barsaive, and virtually all magic save for primitive blood magic practiced by cave troll shamans (see p. 105, **Magic: A Manual of Mystic Secrets**). Elemental rituals and blood magic tied the cave trolls to the strength of the mountains they inhabit, imbuing them with immense strength but limited intelligence.

At least two dozen tribes of cave trolls live in the Twilight Peaks, more than half in the western region. Other cave troll tribes live in mountain ranges all over Barsaive. Much of civilized Barsaive does not consider cave trolls to be Name-givers, though it is clear they were once so.

BLOODLORE MOOT

The most savage and warlike troll-moot in the Twilight Peaks, the Bloodlores have a long history of conflict. They raid indiscriminately and make war against all the other moots, but their particular enemies are the Stoneclaws. The Bloodlores despise them for various reasons, but principally for adopting "corrupt" Throalic ways and thereby affronting troll racial honor.

HISTORY

The Bloodlore moot formed centuries before the Scourge, when the troll clans in the northern range of the western Twilight Peaks followed the example of their Skytoucher Mountain cousins and banded together. According to the traditions of Thystonius as laid down by troll questors, the leaders of the clans fought each other to determine which of them was the strongest and therefore most fit to lead the moot. After days of fierce conflict, only one clan leader remained standing: Magraik Shatterfist Bloodlore, head of the powerful Bloodlore clan. Legend has it that, battered and bloodied almost to death, he nonetheless found the strength to stand over the bodies of his defeated challengers and shout his victory to the skies. Thystonius is said to have rewarded him by healing the worst of his injuries, but leaving scars behind. To this day,

many Bloodlore warriors prize vicious-looking scars more than any other trophies of war.

Over the years that led up to the Scourge the Bloodlore moot became notorious for plundering in the Twilight Peaks and beyond. As their reach extended east all the way to Travar and as far north as the outskirts of the Wyrn Wood, fear of them spread throughout Barsaive. The moot grew strong on plunder, and during the Orichalcum Wars fattened on wealth stolen from Theran mining ships and from the warring kingdoms of Ustrect, Cara Fahd and Landis. Other trollmoots cut back on their raiding as the Orichalcum Wars heated up, but the Bloodlore moot continued their daring attacks and captured many rich prizes. All too soon, however, they would pay a bitter price for their success.

The Theran Empire, mightiest of all the realms that lost orichalcum to the Bloodlores, finally brought their power to bear against their troll enemies. The Therans sent a behemoth, a gigantic stone airship bristling with weapons, into

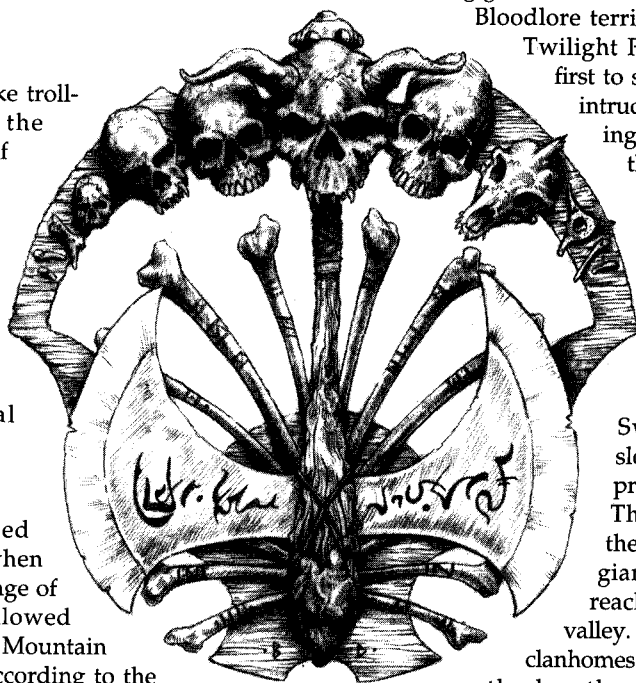
Bloodlore territory in the western spur of the

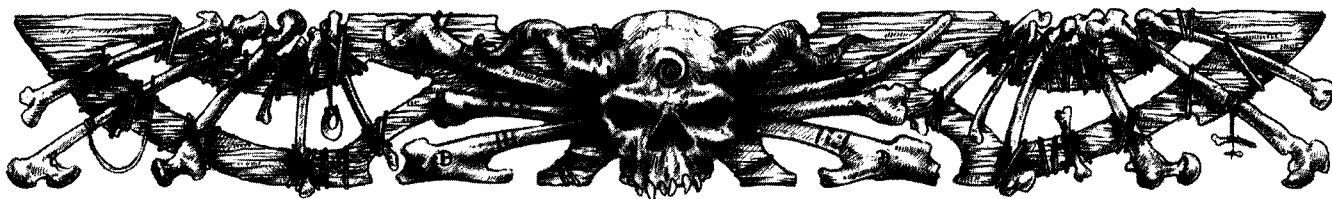
Twilight Peaks. The Bloodlores were the first to send drakkars against the Theran intruders, their wooden airships looking like a swarm of insects next to the city-sized Theran vessel. When the Theran commander offered the Bloodlores a chance to surrender, the Bloodlores replied by destroying the Therans' messenger-spirit and attacking the behemoth.

The behemoth then set its course along the Great Sword Valley, its progress not slowed in the slightest by the pinprick attacks of the troll drakkars. The massive Theran ship struck the troll ships from the skies like a giant hand swatting bugs, until it reached the westernmost end of the valley. The giant ship rained fire on the clanhomes there, sowing destruction down the length of the valley to the slopes of

Skytoucher Mountain and the ancient moothome of Skypoint. Unable to halt the destruction of their homes and families, the horrified crystal raiders had no choice but to surrender, though some Bloodlore raiders preferred suicide attacks against the behemoth rather than such dishonor.

The Theran assault left the Great Sword Valley in smoking ruins, the homes of the Bloodlore moot destroyed, their fighters dead or taken as slaves and their drakkars shattered and burned. Only scattered remains of the moots survived the battle to face the looming threat of the Scourge.





The clans took refuge in kaers they had built in the Great Sword Valley—not Theran-style kaers, which they disdained, but natural and troll-made caves lined with True earth, living crystal and orichalcum to protect them from the Horrors. During the Scourge, the surviving clans of the Bloodlore moot continued to retell the tale of the Battle of Sky Point, dwelling particularly on the dishonor of the Therans and the alleged cowardice of the eastern trollmoots who had survived the battle with less harm because they refused to confront the Therans as the western moots had. Ever since those dark days in the kaers, with little to sustain them but bitter memories, the western moots have borne a special grudge against their eastern kindred.

Upon emerging from their kaers four centuries later, the Bloodlore clans had become more vicious than ever. They rebuilt their drakkars and their numbers as quickly as they could, then resumed raiding across Barsaive. Only the return of the Therans to Barsaive prompted the Bloodlores to suspend their constant raiding and unite—temporarily—with other Barsaivians against the common enemy. Bloodlore warriors fought savagely in the Theran War, all too glad to begin repaying the Therans for the humiliation inflicted on the trolls at Sky Point. When Barsaivian forces beat the Therans back to their strongholds at Sky Point and Vivane, the Bloodlores returned to their old ways.

IMPORTANT CHARACTERS

The Bloodlore moot consists of roughly twenty-five clans living in the northern ridge of the western Twilight Peaks. The moot's most influential Name-givers include chief Chorak Bonecracker; Prokkuav Tornflesh, a questor of Raggok with ambitions to rule the moot; and Kolad Crystalshaper Swordcutter, the Bloodlores' master weaponsmith.

Chorak Bonecracker Bloodlore

The chieftain of the Bloodlore moot is a cunning and dangerous war leader who earned the Name of Bonecracker by literally crushing every challenger for the rulership of the Bloodlore moot. Armed with nothing but

his bare hands, he has won every Rite of Challenge, roaring his victory over the broken bodies of his unfortunate opponents. The entire Bloodlore moot recognizes Chorak as their greatest fighter, even though he is beginning to show his age a bit as he approaches his thirtieth year.

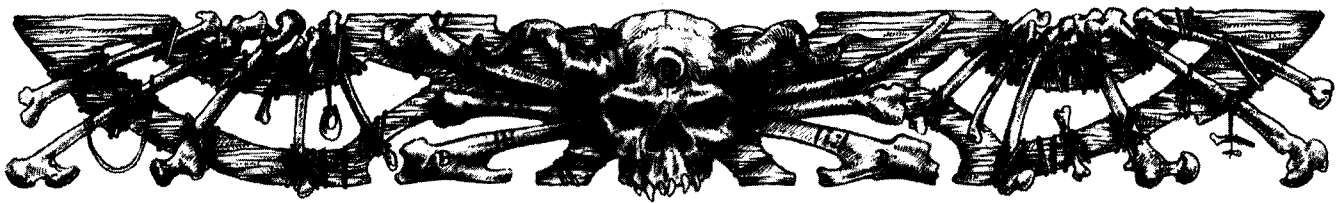
Chorak is a Ninth Circle sky raider and a troll's troll: fierce, honorable, strong and proud with a love of family, glory, good food and strong drink. He believes firmly in living life to the fullest and knows he may not see the next sunrise on any given day. This acceptance of life's riskiness gives him and his followers great courage and recklessness in battle.

A traditionalist to the core, Chorak believes in the crystal raider way of life as it has been for centuries. Kerththale Stoneclaw's fascination with Throalic ways, the Ironmonger moot's love of metal and the bizarre ideas of the Forgiven of Jaspree are not mere oddities to him; they are blasphemies, insults to the honor of all crystal raiders who ever fought and died to preserve their ways. The Forgiven of Jaspree are special targets of Chorak's ire; his brother's prominence among them, which he keeps a closely guarded secret, is a blot on Chorak's soul. The only way to erase

it, he believes, is to deal swiftly and harshly with any crystal raider foolish enough to express support for notions that Chorak deems un-troll-like. These unfortunate are immediately exiled from the moot, never to return on pain of death. Such rigid views of what does and does not define a highland troll have won Chorak a certain respect from the Thundersky moot, whose members often look back with nostalgia on the days when their ancestors were the Twilight Peaks' most feared warriors. Less hide-bound moots consider them just one more reason to treat the Bloodlores as enemies. True to his beliefs, Chorak would not have it any other way.

The Bloodlore chief distrusts followers of the magician Disciplines, seeing them as a sneaky lot who strike from a distance with spells and trickery rather than fighting with honest weapons or bare fists like real trolls. He tolerates the few magicians in the Bloodlore moot because he needs





them to build and maintain airships, but he considers them of far less worth overall than the fighters and raiders who make up the backbone of the Bloodlore clans. He will use his magicians as necessary to give him an edge over his enemies, but infinitely prefers to rely on good old-fashioned head-breaking. The Blackfang moot, with its emphasis on magical arts, is a source of constant irritation to Chorak. Their pride in their magical abilities is just one more incarnate insult to true trolls everywhere that Chorak would love to avenge—if he dared. In his heart of hearts, Chorak fears the Blackfangs, though he would rather lose his sword arm than admit it even to himself.

The Stoneclaws say Chorak Bonecracker hates everybody, so volatile is his temper; but the Bloodlore chief reserves special vitriol for the Theran Empire. Raised on tales of the Battle of Sky Point and the Therans' decadent ways, he has raided their airships and caravans with an almost religious fervor many times throughout his life. In his clanhome, he keeps a collection of Theran skulls as trophies of war. Members of several moots from elsewhere in the Twilight Peaks whisper that the Bloodlore chief uses blood magic to speak with the skulls, learning from them how better to kill Therans.

Attributes:

DEX: 6	STR: 9	TOU: 8
PER: 5	WIL: 5	CHA: 6

Prokkuav Tornflesh Firefang

Prokkuav Tornflesh is a young troll with ambitions. More than anything, he wants to replace Chorak Bonecracker as chieftain and lead the Bloodlores to a vaguely understood but certainly glorious destiny. A questor of Raggok, he believes that his Passion will make the Bloodlores supreme over all the moots of the Twilight Peaks, and so does what he can to further his Passion's plans.

Prokkuav earned his second Name when a Theran elemental cast an Earth Darts spell on him, severing his left ear, destroying his left eye and leaving a livid net of scars along the left side of his face and body. Prokkuav's sole concession to his injuries was to replace his lost eye with an astral sensitive eye; he wears his remaining scars as proud badges of his battle against "the Theran cur." The scarring of his face has permanently twisted his mouth into a sinister leer, but the wounds he suffered have cost him none of his fighting prowess.

Upon recovery, Prokkuav swore an oath to find and kill the Theran magician who had wounded him. Before long his oath became an obsession, and he found himself drawn to Raggok, the Passion of Vengeance. His hatred for the Theran magician extended to all Therans, and his heart burned with fury for the harm the Empire had done his people. His anger and pain made him an easy target for Raggok, who is turning Prokkuav's lust for vengeance toward his own ends.

With Raggok's power behind him, Prokkuav has become an even more formidable warrior. A Sixth Circle sky raider, he has advanced quickly in his Discipline, and has often performed legendary feats in battle. His exploits have caught the admiring attention of Chorak Bonecracker, but Prokkuav does not return the feeling. He considers the chief of the Bloodlores old, weak and too craven to drive the Therans from Barsaive forever. He scorns Chorak's cautious approach to battle with the Theran Empire—unlike his chief, Prokkuav does not acknowledge the possibility that the Battle of Sky Point might repeat itself if the Bloodlores lash out indiscriminately. He believes that those who fought that long-ago conflict died gloriously for their people, and he would willingly lead the Bloodlores into another such battle in a heartbeat.

When the Theran behemoth *Triumph* recently appeared in the skies over Barsaive, Prokkuav Tornflesh called for all the raiders in the Twilight Peaks to attack it. Chorak forbade the Bloodlore drakkars to launch, however; instead, he insisted on waiting to discover the Therans' plans and learn their weaknesses. Enraged at what he took for a display of cowardice, Prokkuav called for a Rite of Challenge against Chorak and lost. The embarrassment of that defeat further embittered Prokkuav against his chief and strengthened the power of Raggok within him.

Now a Rank 8 questor, Prokkuav frequently calls on Raggok to help him overthrow Chorak so that he can unite all the crystal raiders under his rule and bring an armada against the Therans. His desire to attack *Triumph* in force only deepened when he learned that the elemental who scarred him is an assistant to Azim Keel, the chief elemental of the behemoth-turned-fortress. He dreams of leading raiders against it and displaying the heads of its Theran inhabitants along its broken walls.

Those Bloodlores who follow Prokkuav call themselves the Cry of the Fallen, and support their leader's ambition to rule the Bloodlore moot with Raggok's aid. Should Prokkuav or his followers ever discover the blood tie between Chorak Bonecracker and the mysterious leader of the Forgiven of Jaspre, they may come closer to achieving their ends than many of them ever dreamed.

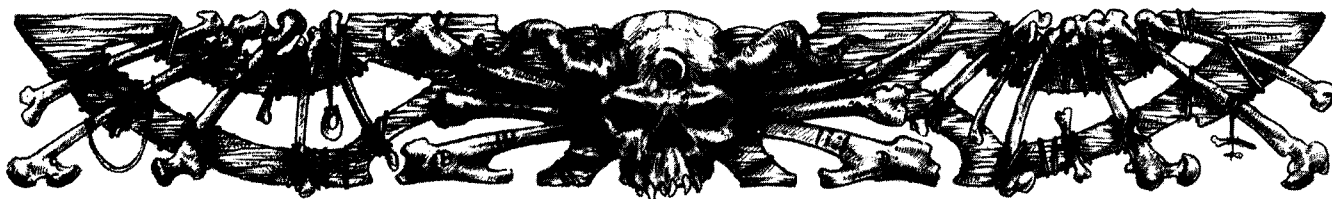
Attributes:

DEX: 6	STR: 8	TOU: 8
PER: 5	WIL: 5	CHA: 5

Kolad Crystalshaper Swordcutter

Master Kolad is from the Swordcutter clan of the Bloodlore moot, a clan renowned for producing fine crystal-smiths and weaponsmiths since before the Scourge. The eldest of his clan, Kolad is a master of his craft. He makes exceptionally fine crystal weapons and armor, and continually attempts to improve on his work. In addition to his abilities as a Tenth Circle weaponsmith, Kolad is a skilled





alchemist (p. 58, **Magic: A Manual of Mystic Secrets**). He combines crystalsmithing and alchemy to produce blood charms and potions used by Bloodlore raiders in battle; among other things, he crafted the astral-sensitive eye worn by the gifted warrior, Prokkuav Tornflesh.

Kolad experiments with new combinations of alchemy, blood magic and crystalsmithing to produce fantastic creations and expand his knowledge of his beloved arts. His latest experiment is rumored to be the creation of a falseman from living crystal, though not many Bloodlores dare claim to know too much. Some of them fear Kolad's mysterious gifts, even as they respect his ability to create powerful magical items. Chorak finds him useful, but doesn't wholly trust anyone versed in the ways of blood magic.

Most Bloodlore raiders consider alchemy and blood charms as different from the spell magic used by magicians, and so use Kolad's potions and charms freely. To earn a powerful magical item such as blood-pebble or living-crystal armor is considered a great honor; only the most gifted fighters of each troll clan can claim to be worthy of such a merging with the living stone of the mountains from which all trolls sprang. Almost every Bloodlore raider of note has at least one or two blood charms (for more information on blood charms, see p. 258, ED and p. 67, **Arcane Mysteries of Barsaive**).

Kolad has spoken with Vo'tanna, the Gray Woman of the Southern Face (p. 101), on several occasions. Rumor has it that he acquired some of his arcane knowledge and alchemical recipes from her, though no one knows for certain save Kolad and the Gray Woman herself.

Attributes:

DEX: 6	STR: 8	TOU: 8
PER: 7	WIL: 6	CHA: 5

CURRENT ACTIVITIES

The Bloodlore moot has launched many raids in recent times, sending their drakkars deeper into Barsaive to bring plunder back to the moothome. Though the moot prefers Theran targets, Bloodlore raiders consider fair game any settlement, caravan, ship or outpost within striking distance of the Western Peaks. They have struck caravans from Throal, caravans and airships from the cities of Travar and Jeris, and waterborne vessels belonging to the arpagoi of the Serpent River. The Overland Trading Company, owned by the obsidian merchant Omasu who leads the Liferock Rebellion, has also suffered from Bloodlore depredations of late. Omasu wants very much to turn the Bloodlores' attentions away from his own caravans and toward those of their common Theran enemy, but thus far has had no luck persuading Chorak or the Bloodlore moot to leave his trading company alone.

Chorak Bonecracker has little interest at the moment in sparing any potential raiding targets, lest orders to go

easy on anyone make him look weak. Unrest among the Bloodlores, fueled by factions like the Cry of the Fallen and the Forgiven of Jaspre, is on the rise, and its mere presence is beginning to make some of his supporters question his ability to control the moot. Chorak must do everything possible to maintain the loyalty of the strongest clan leaders and stave off increasingly frequent challenges by upstarts like Prokkuav Tornflesh, while simultaneously planning the campaign against the Therans that is dear to every Bloodlore heart. Chorak wants revenge for the Battle of Sky Point as much as any other Bloodlore raider but does not wish to lead his people into a brutal conflict they can only lose. For the moment, his position remains relatively solid, but his challengers are growing more numerous every day.

Some of the clan chiefs who know Chorak best believe he is planning to show his strength by leading a major strike against the Stoneclaws moot, with whom the Bloodlores are nominally at war. All he needs, they say, is the excuse of a Stoneclaw raiding party to launch a devastating assault against "the dwarf-trolls of the East."

AIRSHIP FLEET

The Bloodlores have a fleet of nine drakkars, all battle-worthy and armed to the teeth with a forward catapult and side-mounted ballistas that hurl rocks, spears and even casks of flaming oil at targets. The raiders use these weapons primarily to close within boarding distance of an enemy ship, as they consider ranged combat an inferior test of a true troll warrior's prowess. Bloodlore drakkars often mount powerful ramming spars along their prows as well, which allow them to inflict damage on an opposing ship's hull when they close for a boarding maneuver.

Chorak Bonecracker commands the ship *Bloodlore's Debt*; Prokkuav Tornflesh commands the *Vengeance*. Other drakkars in the fleet include the *Fireblood*, *Windslasher*, *Hullbreaker* and *Skyfury*. The latter three served in the Theran War; the *Fireblood* is the successor of a namesake vessel lost in the battle against the Stoneclaws in which the Stoneclaws' chief, Verrik, fell to Bloodlore might.

Adventure Idea: A Simple Negotiation

Omasu hires the player characters to go to Chorak Bonecracker and convince him to halt his moot's attacks against Overland Trading Company caravans in favor of attacking their mutual enemy, the Therans. Though not entirely opposed to the idea, Chorak must proceed carefully; should he simply agree to and proclaim such a ban, his people would see him as taking orders from outsiders. He knows that upstarts like Prokkuav Tornflesh will take advantage of any apparent sign of weakness to oust him; only the immense respect in which trolls generally hold obsidimen and the rumors Chorak has heard about Omasu's anti-Theran Liferock Rebellion make him willing to even consider the proposal.





Chorak will insist that the player characters accompany him on a raid to prove their worth and make them understand precisely what they are asking him to do. If the adepts refuse, Chorak will order them out of his territory, and their cowardly conduct (as he sees it) will diminish the Liferock Rebellion in Bloodlore eyes. If the characters agree, they join a raid against a Theran mining ship en route from the fortress at Triumph to Sky Point. The crystal raiders will judge them according to how well and honorably they fight. During this mission, members of the Cry of the Fallen might try to recruit the player characters to ensure that an accident befalls Chorak—a dishonorable act, but one for which Chorak's successor will doubtless be very grateful. If the adepts refuse, some of Prokkuav's followers may attempt the deed on their own, which the characters can try to prevent.

If the raid is successful, the crystal raiders return to the moothome to celebrate. The player characters will be invited to speak before the chief and the clan leaders, and just might be able to convince the Bloodlores to go along with Omasu's proposal if they are eloquent enough.

BLACKFANG MOOT

The Blackfang moot dwells in the southern range of the western Twilight Peaks near the ork nation of Cara Fahd and Death's Sea. Despite the rich veins of living crystal, True fire and orichalcum available to them on the slopes of the twin volcanoes known as Death's Eyes, the moot has not prospered in their exceptionally harsh and bleak territory. Recent attempts to raid southwestward into Cara Fahd have been less successful than the Blackfangs might have hoped; the orks of Cara Fahd have proven anything but easy targets, and even some of the villages populated by other races have begun to defend themselves more boldly since the orks' arrival. Though the Blackfangs still raid north and west toward the Delaris Mountains without much opposition, settlements in that region are small and widely scattered, making for slim pickings. The moot has turned increasingly to mining, but the necessity of trading their hard-won gains for food and other needed supplies that they cannot dig out of the ground sticks in many a Blackfang's craw. In addition, they have yet to regain much of the knowledge of mining that was lost during the Scourge.

HISTORY

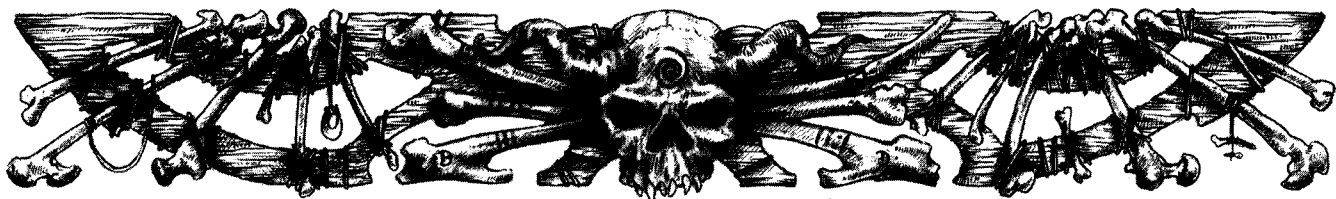
At the dawn of their history, the troll clans that make up the Blackfang moot were forced out of the more hospitable northern and eastern peaks by more powerful clans and moots such as the Bloodlores and the Skytouchers. They found refuge of a sort in the southern ridge of the Western Peaks, particularly in their portion of the sheltered Great Sword Valley. The sole advantage these clans had were the rich mineral and magical resources of the southern mountains, especially the pockets of True elements and living crystal they mined from the Fireslopes that face Death's Sea (see *The Southern Exiles*, p. 96).

With such a sizable supply of True elements, living crystal and orichalcum available to them, as well as their close proximity to Death's Sea, many members of the Blackfang moot pursued the study of spell magic and followed the elemental and nethermancer Disciplines in hopes of making up for relative weakness in combat. Blackfang magicians learned to create powerful airships from the volcanic stone so abundant in their lands and to make ship weapons and defenses that other trollmoots soon imitated. Though the Swiftwind and Thundersky

moots can boast superior shipbuilders, the Blackfang moot possesses unrivaled inventiveness and skill in creating magical enhancements for airships. As the only moot with extensive knowledge of such powerful magic, the Blackfangs greatly strengthened their position among their fellow crystal raiders.

The greatest magician of the Blackfang moot was Illim Blackfang, moot chief in the years just before the Battle of Sky Point and the Scourge. A nethermancer of vast power, Illim could command spirits to aid and protect his moot, strike down his enemies with magic and explore the depths of astral space. Illim eventually joined the nethermantic Order of the Silver Twilight, based in the nearby Central Peaks, and could use his magic to travel from his moothome to the Twilight Tower in a blink of an eye. As he plumbed the depths of astral space and learned more of its mysteries, his power grew, and he built himself a stronghold in the side of the westernmost Death's Eye—a vast labyrinth of basalt tunnels and caverns where he could freely conduct magical experiments. He read every magical treatise he could lay hands on, and began designing kaers for his people long before most of the other trollmoots in the Twilight Peaks had even begun to perceive the growing threat of the





began designing kaers for his people long before most of the other trollmoots in the Twilight Peaks had even begun to perceive the growing threat of the Scourge.

Unfortunately for the Blackfangs, Illim's astral explorations brought him to the attention of the Horrors. They offered him unique powers and magical knowledge in exchange for sacrifices and, ultimately, the betrayal of his moot. So great was Illim's thirst for knowledge that he accepted this evil bargain, and began to incorporate small but significant flaws into the designs of subsequent kaers. His younger brother Gallin discovered Illim's treachery, but the damage had been done. In a titanic battle in the heart of Illim's stronghold, Gallin slew him and his servitors, then sealed the entrance and turned the place into Illim's tomb.

Gallin assumed the chieftainship of the Blackfangs, just in time to die defending his moot in the Battle of Sky Point. Legend attributes his demise to Illim Blackfang's dying curse, though no one knows for certain whether the tale is true. The survivors of that bitter defeat retreated into their kaers and sealed them against the coming Scourge, hoping that the moot's remaining magicians had been able to detect and eliminate Illim Blackfang's sabotage. In most cases, strengthening the kaer's defenses with living crystal and True elements proved sufficient; in some, however, it did not. After the Scourge, tales of the Horror-breached kaers only added to the legend of Illim Blackfang's terrible power. Some Blackfangs believe that the ancient nethermancer's dying curse extended to the entire moot, and is responsible for the moot's slow decline.

In reaction to Illim's treachery, the clan chiefs of the Blackfangs forbade the practice of nethermancy. Any Blackfang exposed as a nethermancer is executed and his body cast into the cauldrons of Death's Eyes. The moot still produces the finest elementalists in the Twilight Peaks, and some Blackfangs have begun to follow the wizard Discipline; however, stories of Illim Blackfang's nefarious doings have spread beyond Blackfang territory and caused trolls throughout the Twilight Peaks to view Blackfang magicians with a hint of suspicion.

In fact, Illim Blackfang's curse is true, but not entirely in the way most of the Blackfangs believe. With his own powerful magic and the assistance of his Horror patrons, Illim managed to sustain his spirit in the material world after Gallin Blackfang killed his physical body. Illim's spirit remains bound to the location of his death, haunting the halls of his sealed stronghold. In addition to his still-considerable magical power, Illim has many servitors and ally spirits whom he sends to tempt Blackfang magicians to serve him in exchange for magical knowledge and power. Ultimately, Illim plans to lure a suitable troll to his tomb and possess him so that he can leave his prison.

IMPORTANT CHARACTERS

The Blackfang moot consists of fifteen clans. Important Name-givers among them include moot chief Drolak Irongrip; Delos Earthshaker, co-husband in Drolak's line marriage and a secret follower of the nethermancer Discipline; and the long-dead spirit of Illim Blackfang, who plans to reclaim the moot as his own.

Drolak Irongrip Blackfang

The chieftain of the Blackfang moot, Drolak is also chief of the Blackfang clan and patriarch of a large line marriage consisting of ten co-wives, seven co-husbands, their children and relations. Drolak earned his position as chief through iron determination and dazzling skill in his sky raider Discipline, to which he has added increasing wisdom and experience over the years. An Eighth Circle sky raider, he still flies on raids with the rest of his moot, though his time is increasingly taken up doing whatever he can to ensure the survival of the Blackfang moot through the difficult times ahead.

Life in the southern range of the Western Peaks is hard even for crystal raiders, but Drolak believes that recent ominous signs—among them increased activity in the westernmost Death's Eye and unusually violent thunderstorms over the Great Sword Valley—portend worse troubles to come. The storms and minor eruptions occurred just before the arrival of the Theran behemoth Triumph, and Drolak believes they foretold its coming. He has heard rumors of war against the Therans, and in some ways hopes they are true. The dispirited Blackfang moot needs a new cause to rally its spirits, and a war could prove an opportunity for glory as well as profitable raiding. Leading his moot to war against the accursed *Thera'in* might also rally support for Drolak's leadership at a time when he has begun to fear a challenge from a younger and stronger member of his clan. A legendary victory over the Therans could ensure Drolak more years as chief or a glorious death in battle, both worthy goals.

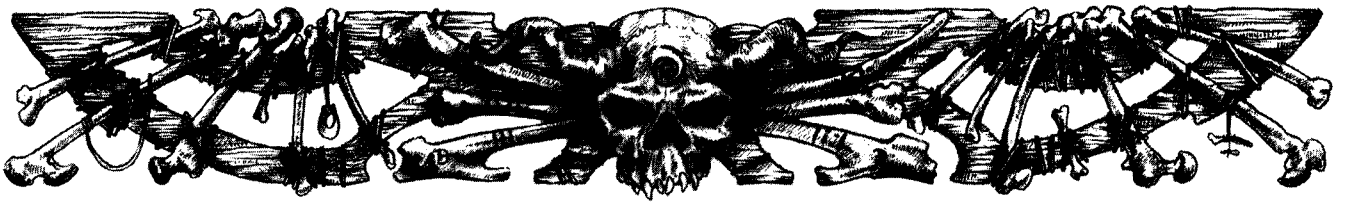
Attributes:

DEX: 6	STR: 9	TOU: 8
PER: 5	WIL: 5	CHA: 7

Delos Earthshaker Blackfang

A younger co-husband in Drolak's line marriage, Delos was Named for the tremor that shook Death's Eyes when he was born. A gifted magician, he openly practices the elementalists' arts, and is the Blackfang clan's finest elemental weaver. He also secretly follows the nethermancer Discipline, using grimoires he discovered while exploring the ruins of Blackfang clan-homes in the Great Sword Valley. Delos is an Eighth Circle elemental and has advanced to Seventh Circle as a nethermancer.





Through the bone circle, he reached the spirit of Illim Blackfang, and the two have been communicating for the past several months. Illim told Delos a highly edited version of his demise, saying that his brother Gallin was jealous of his power and conspired to strike him down so that Horrors could devour the Blackfang moot whole. Only special protections he built into his kaer designs saved the Blackfangs from utter destruction during the Scourge.

Illim has also become a ghost master of sorts to Delos, teaching him the ways of nethermancy. The more Delos learns from him, the more he wants to learn. Increasingly addicted to his secret studies, he has begun disappearing from home for longer and longer stretches of time. Delos passes off these absences as trips into the mountains to search for True elements, but some members of his clan are becoming suspicious. Without proof of any wrongdoing, however, they are reluctant to say anything to Drolak. Delos is one of the chief's favorite companions among his co-husbands and wives, and Drolak is unlikely to listen to accusations of such a dastardly crime as nethermancy without concrete evidence to back them up.

Delos dreams of one day taking over the moot and instituting permanent rule by magicians. With increased magical might, he believes that the Blackfangs can overcome the leaders of all the other crystal raider moots and unite the trolls into an army powerful enough to drive the Therans from Barsaive forever.

Attributes:

DEX: 5	STR: 7	TOU: 8
PER: 7	WIL: 7	CHA: 6

Illim Spiritmaster Blackfang

The ghost of Illim Blackfang remains trapped in the depths of his sealed stronghold, and the long centuries of imprisonment have sharpened his bitterness against his people to a keen edge. He sees them as fools who betrayed him because they could not understand the glory he would have brought them, and he wants very much to teach them a lesson. Completely malevolent, he desires nothing more than to escape his prison and rule the Blackfang moot once more. Thus far, however, the spirit can only appear outside its tomb when Delos summons it into his bone circle using the Ritual of the Ghost Master.

His contact with Delos Earthshaker offers the most hopeful possibility for escape that Illim has





His contact with Delos Earthshaker offers the most hopeful possibility for escape that Illim has ever known, and he does not plan to let it slip away. The spirit intends to make Delos a suitable vessel for his enormous power before possessing the young magician's body and permanently casting Delos's spirit into the netherworld. To this end, Illim has taken possession of one of the young troll's pattern items—his living heart, which Delos gave him as payment for his teaching. The spirit magically removed it from Delos's body and keeps it suspended at the center of a bone circle in his sealed stronghold. He is using the heart to weave threads to Delos's True Pattern, strengthening the connection between himself and Delos to enhance the young troll's abilities. The spirit can also grant Delos his own karma through this link.

Illim's spirit has become frightfully powerful, having continued to learn magical secrets after death. Treat his statistics as equal to a Strength 5 ally spirit (p. 89, **Magic: A Manual of Mystic Secrets**). Illim also has the spellcasting abilities and talents of a Thirteenth Circle nethermancer. He can cast spells using Raw Magic (p. 155, **ED**) as a Horror does, suffering no warping damage and no risk of being Horror-marked. Preventing Illim Blackfang from escaping his tomb or even destroying his spirit once and for all could become the focus of a series of adventures revolving around the Blackfang moot, and might even influence the fate of all the moots in the Twilight Peaks. Illim's tomb is likely to also contain the lost knowledge of constructing stone airships that the Blackfangs once possessed.

CURRENT ACTIVITIES

For centuries, the Blackfang moot raided the lands around the ancient kingdoms of Landis and Cara Fahd, as well as striking settlements north of Vivane and Sky Point. With the Therans increasingly militant and the reborn nation of Cara Fahd a stronger opponent than the scattered small villages and local ork tribes that the Blackfangs are used to facing, Drolak Blackfang has been forced to consider other options to provide for his people. The alternatives include seeking legitimate trade with Cara Fahd, making war on the orks and/or the Therans, or striking out into territory controlled by other, stronger trollmoots such as the Thunderskies or Bloodlores. All of these have their drawbacks, and Drolak is all too aware of his moot's relative weakness. He knows that lingering fear of the Blackfangs' magical abilities is one of the few things that has kept the neighboring Bloodlores from simply declaring war and wiping the Blackfangs out. If offered another option for ensuring his moot's survival—by agents of Throal or another Barsavian faction, for example—Drolak would seriously consider it.

The Blackfangs have been sometime allies of the Bloodlores in the past, but may not continue to be so in the future. The Bloodlores sense that the Blackfangs are weaker than they were, and Chorak Bloodlore's own deep-seated fear of magicians pulls him two ways with regard to the Blackfangs. Part of him fears provoking magical retaliation; another part would like nothing better than to eradicate a moot so lacking in honor as to depend on "despicable sorcerous tricks" for its survival. Depending on Chorak's ultimate decision, the Bloodlores may well descend on their neighbors in force if the Blackfangs do not strengthen their position soon.

AIRSHIP FLEET

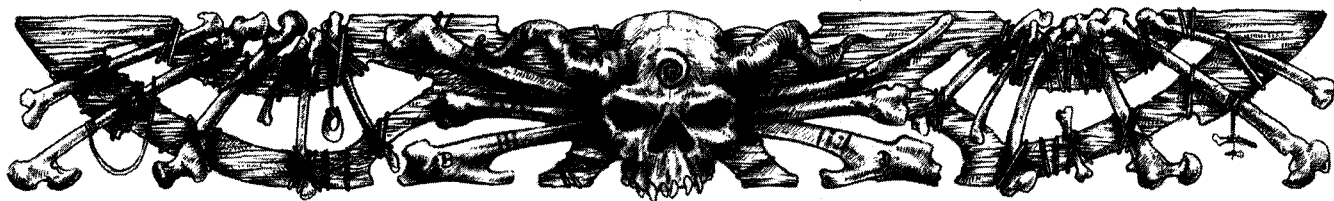
The Blackfangs own ten airships: seven of them standard drakkars, the other three cut from volcanic rock. The three stone ships, made by Blackfang magicians before the Scourge, are the only surviving examples of the ancient shipwrights' work. The secrets of making such ships were lost with the fall of Illim Blackfang and the chaos that descended on the moot with the Battle of Sky Point and the Scourge.

Like most airships, the hulls of the stone ships are woven with huge quantities of True air. However, the ancient troll magicians also imprisoned powerful air spirits in the ships' hulls; these spirits enable the vessels to fly. The ships are difficult to handle; a ship captain who wishes to command one must win a Contest of Wills with the vessel's resident spirit (see p. 94, **Magic: A Manual of Mystic Secrets**). The Blackfangs have only been able to use two of these ships since the Scourge; the third awaits a captain forceful enough to control it.

Blackfang ships use elemental weapons developed by Blackfang magicians, particularly dragon's breath and the fire sheath, along with spear-throwers and occasional thunderbolt throwers appropriated from Thundersky drakkars. The stone airships can carry several fire cannons as well, making them the equal of some Theran stone vedettes in combat. Blackfang airship crews frequently include a magician, usually an elementalalist who can repair damage to the ship and attack enemy vessels with spells (for more information, see **Airships and Ship Combat**, p. 115). Each of the stone ships includes a Fifth Circle or better elementalalist as part of its crew.

The three stone ships are the *Ago'norr*, the *Chada'gora* and the *Ker'ago*. The moot's wooden drakkars include the *Dark Omen*, *Gallin's Sword*, the *Burning Cloud* and the *Blood Moon*. The *Dark Omen* was captured from the Thundersky moot in the first years after the Scourge and reNamed by the captain who took it; the *Blood Moon* was originally a Bloodlore vessel, lost in a storm ten years ago and salvaged by the Blackfangs after crashing in their territory.





THE SOUTHERN EXILES

—From a report by General Ilmorian
Charassa, 1510 TH



The crystal raider legend of how Nemar Firewalker discovered the first airship reveals only a fraction of the potential that the Southern Face of the Twilight Peaks offers. If the tale is true, then the ruins Nemar found might hold other treasures, perhaps even other airships. Finding them, however, would require searching through the vast stretch of territory huddled in the shadow of the cold mountains, where they embrace the shores of the burning seas. This area is so inhospitable that even the fierce and savage highland trollmoots use it only as a place from which to mine living crystal and True elements, and a place to banish their unwanted outcasts. The region is hot, dry and choked with ash from several volcanoes. It is also inhabited by some of the most dangerous creatures of the Scarlet and Death's Seas, as well as pirates and wandering bands of troll exiles.

I have chanced to see the Southern Face of the Twilight Peaks while fighting Theran privateers over the Scarlet Sea, and I can say with some certainty that anything to be gained from an exploration of that dismal and desolate place must be worth the sacrifice of the lives that will be lost to the heat, the choking fumes and the wild creatures there. This is a poor trade in my view for some living crystal, some True elements and a few ruins that may not even exist outside of a crystal raider tale.

OVERVIEW

Though the Twilight Peaks are harsh and survival in them is difficult, the north-facing mountains described thus far are pleasant compared to the Southern Face that stretches along the flaming shores of the Scarlet and Death's Seas. The strip of desolation huddled between the mountains and the seas features scorched and ash-covered hills, barren rock and the dark expanse of the Gray Forest. The Southern Face is inhabited primarily by a variety of creatures that have migrated from surrounding regions (including the Badlands) and have managed somehow to survive and thrive. This area is also home to troll outcasts, bandits, pirates and various other unsavory Name-givers who survive as best they can.

IMPORTANT FEATURES

Though desolate and barren, the Southern Face of the Twilight Peaks contains several unusual and unique features, such as the Fireslopes, the Burning Shore, the Ashen Hills and the Gray Forest.

THE FIRESLOPES

The Fireslopes are the steep slopes of the western Twilight Peaks that run almost straight down to the shores of Death's Sea, leaving only barren rock and tall cliffsides above the sea's flaming surface. The Fireslopes are scored with deep cracks and crevasses said to have been made by Death's attempts to claw his way out of the sea of molten rock beneath which he lies imprisoned. These splits in the mountain stone expose a number of rich fire-stone and True earth deposits. They also serve as lairs and nesting places for creatures native to Death's Sea and its shores, such as fire eagles, firebirds and magma beasts. Many of the cliff-surfaces are actually composed of obsidian, or volcanic glass, making a slick and treacherous surface for climbers.

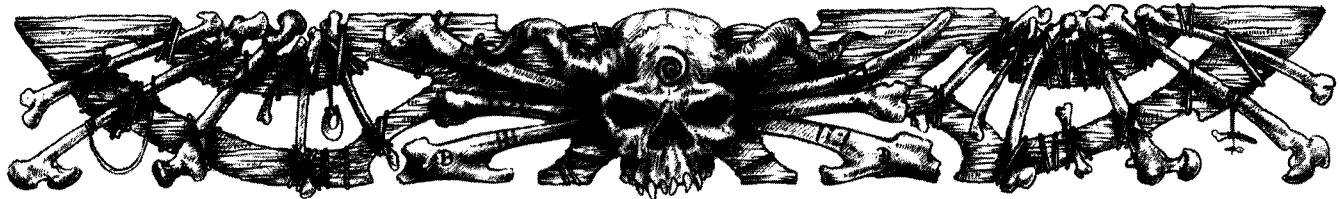
The crystal raiders of the northern faces, as well as other Name-givers, mine living crystal and True earth from the crevasses and cliffsides of the Fireslopes. Miners are usually lowered on ropes from airships to the cracks where they cut loose the minerals, which are then raised to the airship in baskets and nets. Miners risk encounters with the inhabitants of the Fireslopes as well as the hazards of plunging into a chasm, becoming caught or even impaled on the sharp crystal formations and bursts of magma and fire from the surface of Death's Sea. Hot, buffeting winds also threaten to smash airships against the cliffs, or destabilize them enough to tilt them drastically, spilling Name-givers and cargo to fiery doom. The molten sea actually has a tide, albeit a slow and steady one that inexorably flows, only rarely creating waves of any significance. At low tide, it is possible to harvest True fire kernels left lodged in the rockface when the magma receded. Some miners claim to have seen deep caverns revealed by the low tide; the caverns burrow under the cliffs and are rumored to hold treasuries of True elements.

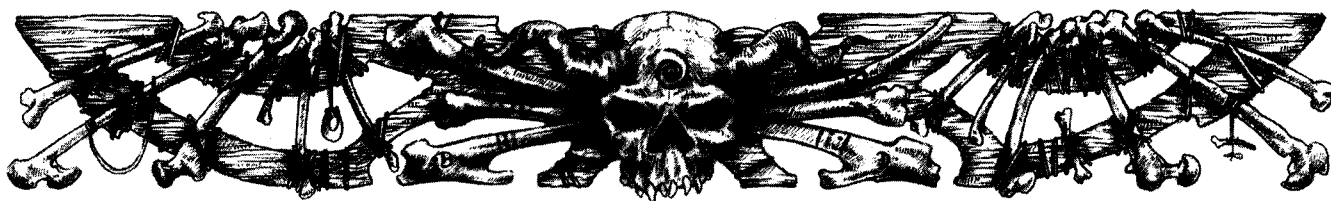
The final hazard faced by mining ships working the Fireslopes is the inhabitants of the Southern Face. Groups of troll exiles and other rogues have been known to lie in wait for mining ships, swarming up the ropes lowered for miners in an effort to seize the ship and its cargo. With control of an airship, the exiles can become pirates or escape from the confines of the Southern Face.

THE BURNING SHORE

The Burning Shore is a stretch of land along the northwestern shore of the Scarlet Sea. Composed of volcanic black rock, the shoreline is barren and lifeless save for the elemental fire creatures able to withstand the burning heat of the sea. The stone retains heat, making it almost impos-







sible to walk across it for more than a few hours without destroying footgear. Pack animals will not tolerate the conditions for long. Steam vents dot the shore as well, spewing white clouds and occasionally spouting a geyser that can be deadly to an unwary traveler. The vents' presence suggests underground water sources, most likely streams descending from the Twilight Peaks.

The black stone of the shore is broken occasionally by gleaming deposits of living crystal and orichalcum. Some mining ships attempt to dig out these valuable minerals in much the same manner as others mine the Fireslopes, keeping a close watch for elemental fire creatures and pirates. Parts of the shore are also said to contain ancient ruins covered over by the black rock and ash. If they exist, such ruins would be older than Death's Sea itself, dating to the time when it and the Scarlet Sea were filled with water instead of molten rock. The terrible heat and scorching terrain along the shore make searching for the ruins extremely difficult, and so few Name-givers know if they are more than just a fanciful troll tale.

THE ASHEN HILLS

To the northwest of the Burning Shore, between the Gray Forest and the Scarlet Sea, lie the Ashen Hills, lowlands of the Twilight Peaks that slope gently toward the fiery sea. The hills are covered with a fine layer of gray ash that gives them their Name, and are host to many forms of wildlife, from molgrims to hell hounds to hydras.

Little grows in the Ashen Hills, making them much like the Wastes on the western border of Barsaive. The hills are craggy, covered in tumbled boulders and pieces of sharp volcanic rock. They often have deep crevasses that are filled in with ash, turning them into quicksand-like deathtraps. Any creature that passes over the seemingly solid surface of the ash falls through and sinks out of sight, smothered and buried at the bottom of the crevasse. Creatures such as the volus actually dwell in such ash-pits, waiting for victims to be drawn under or springing forth to attack their prey. The outcasts living in the hills have learned to notice the signs of ash pits and to avoid them. For those mad or desperate enough to travel through these hills, the aid of a local guide is invaluable (assuming the traveler can find one).

The exiles from the Twilight Peaks make their homes in the Ashen Hills, usually digging deep into the hard-baked earth to build shelters from the surface heat. They also use ancient, dead lava tubes and caves as dwellings, and at least one sizable settlement of trolls and other Name-givers from the Twilight Peaks has been established. Named Kava'heim ("mud-home"), this settlement consists of several crude, low-slung stone structures covering larger living spaces dug deep into the hillsides. Here, the Name-givers of the Kava moot make their lives as comfortably as they can in the harsh wilderness of the Southern Face.

Like the Burning Shore, the Ashen Hills are believed to be home to impossibly ancient ruins buried beneath centuries of ash and volcanic rock. These ruins may also date back to some earlier age when Death's Sea was filled with water and the land between the sea and the Twilight Peaks was lush and fertile. Nemar Firewalker discovered some of these ruins on his legendary journey, where he found the first drakkar and brought it back to the crystal raiders. Tales tell of lost treasures and ancient secrets buried in the ruins, along with strange undead creatures and magical constructs left to guard their remains. Some of the exiles of the Southern Face, like the Followers of Nemar (see below), actively search for the ruins in hopes that the ancient structures hold the key to their redemption.

THE GRAY FOREST

The Gray Forest is a large expanse of woodland tucked in the crook between the eastern and central regions of the Twilight Peaks, bordered by the territories of the Ironmonger, Swiftwind and Thundersky moots. It is Named for the heavy layer of ash in the soil and the pale gray bark of most of the trees that grow there. Facing the Scarlet Sea, the forest is nourished by the soil-enriching, heavy volcanic ash and warmed by the sea's fires, allowing the trees to grow quickly and strong. Crystal raider folklore says the trees are constantly at war with one another, just like the trolls of the Twilight Peaks. They too must struggle for survival in a hostile environment.

The heavy, dark wood of the Gray Forest provides much of the building material for troll drakkars. Properly treated, the wood becomes as strong as metal and highly resistant to fire, a natural benefit born of the trees' close proximity to the molten sea. The wood also accepts being woven with True fire and other elements more easily than other wood, allowing the trolls to create wonders such as the fire-sheaths and other enchantments to better protect their ships from fire cannons and other weapons.

Occasional parties from various crystal raider moots fight over control of the forest, but the forest is too large and too wild to be effectively controlled by any one trollmoot. In general, all the moots share equally in the forest's bounty. Conflict only erupts when harvesters from different moots happen to encounter each other in the depths of the forest, which often results in small skirmishes between the different moots. Some of these clashes die down quickly, but many lead to raids on rival moothomes and the capture of wood recently harvested.

The outcasts of the Southern Face sometimes travel to the Gray Forest and fell trees for building homes and ships of their own, but they must be careful to avoid discovery by their former clan-mates, who will slay them on sight. For the most part, the outcasts avoid the depths of the forest, taking trees and deadwood from the outskirts to avoid being seen by the crystal raiders.





Creatures from the shores of the Scarlet and Death's Seas sometimes lair in the depths of the Gray Forest. Fire eagles nest in some of the burned trunks of great trees, while small animals burrow and dig in the rich soil and predators such as basilisks stalk the dark forest floor. The moots bordering the Gray Forest sometimes send ro'ona on their Rites of Passage into the woodland to survive on their own for a few days.

INHABITANTS

The Southern Face is home to only a few trolls, most of whom are outcasts subjected to the Rite of Severance. Among those who live in the Southern Face are the Kava'moot, several living legend cults, the mysterious Gray Woman Named Vo'tanna, and a handful of small pirate bands.

KAVA MOOT

Not a true trollmoot in the traditional sense, the Kava moot is a loose band of trolls banished into the wastes of the Ashen Hills. Many of these exiles have banded together to survive in their new home, and have taken the name "Kava," which means "mud people" in the troll tongue.

Many crystal raiders who become outcasts choose to wander across Barsaive in search of a new home and new purpose. Others either refuse to leave the mountains they call home or are sent to the Southern Face as an additional form of punishment. Once an exile goes to the Ashen Hills, it is difficult to leave the Southern Face without passing through the territory of another trollmoot, where outcasts are generally slain on sight. Because of this, the trolls living in the Southern Face are all but imprisoned there.

Kava moot does not have a chief, but there are certain trolls who have taken command of small bands. The largest and most visible of these bands is led by Draptha Iceblood, a female from the Bloodlore moot who, despite having proven her honor on many occasions, was exiled for stepping in as chief of her clan when the previous one was killed during a raid. While shunned by some of the kava, her leadership skills have drawn a good-sized following. An accomplished Third Circle sky raider and Sixth Circle outcast warrior, Draptha proudly wears a set of living crystal armor, and after several displays of violence, no one in the Kava moot will challenge her honor over it.

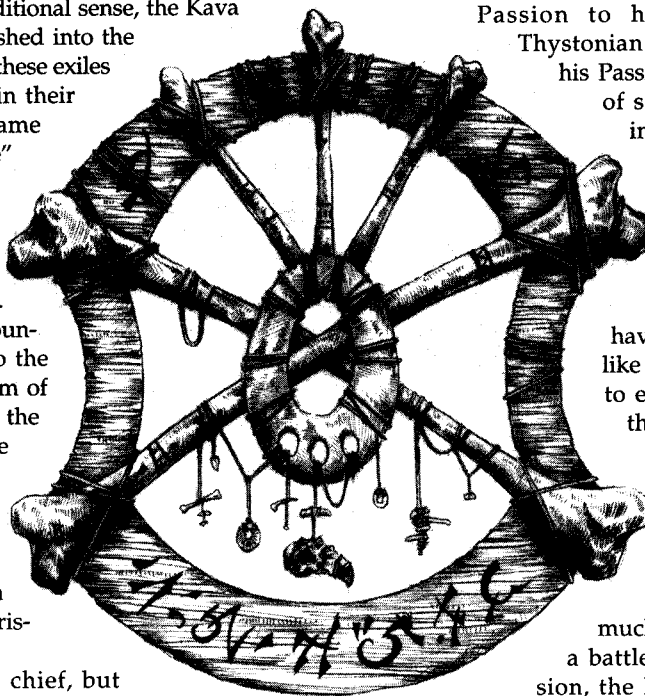
The trolls of the Kava moot are not much more civilized than the cave trolls of the western peaks, but they do what they can to scratch out a meager existence. A few other Name-givers, former newots who escaped or were exiled, also live among the Kava moot. Many moot members call themselves *jar'a'uli*, or "People of Passion" because of the central role played by the Passions in their lives. Some work with pirates plying the Scarlet Sea or simply go mad, but most become deeply involved with the strange beliefs that spring up among them. A few of these join living legend cults such as the Followers of Nemar and the Watchers of Death (see below).

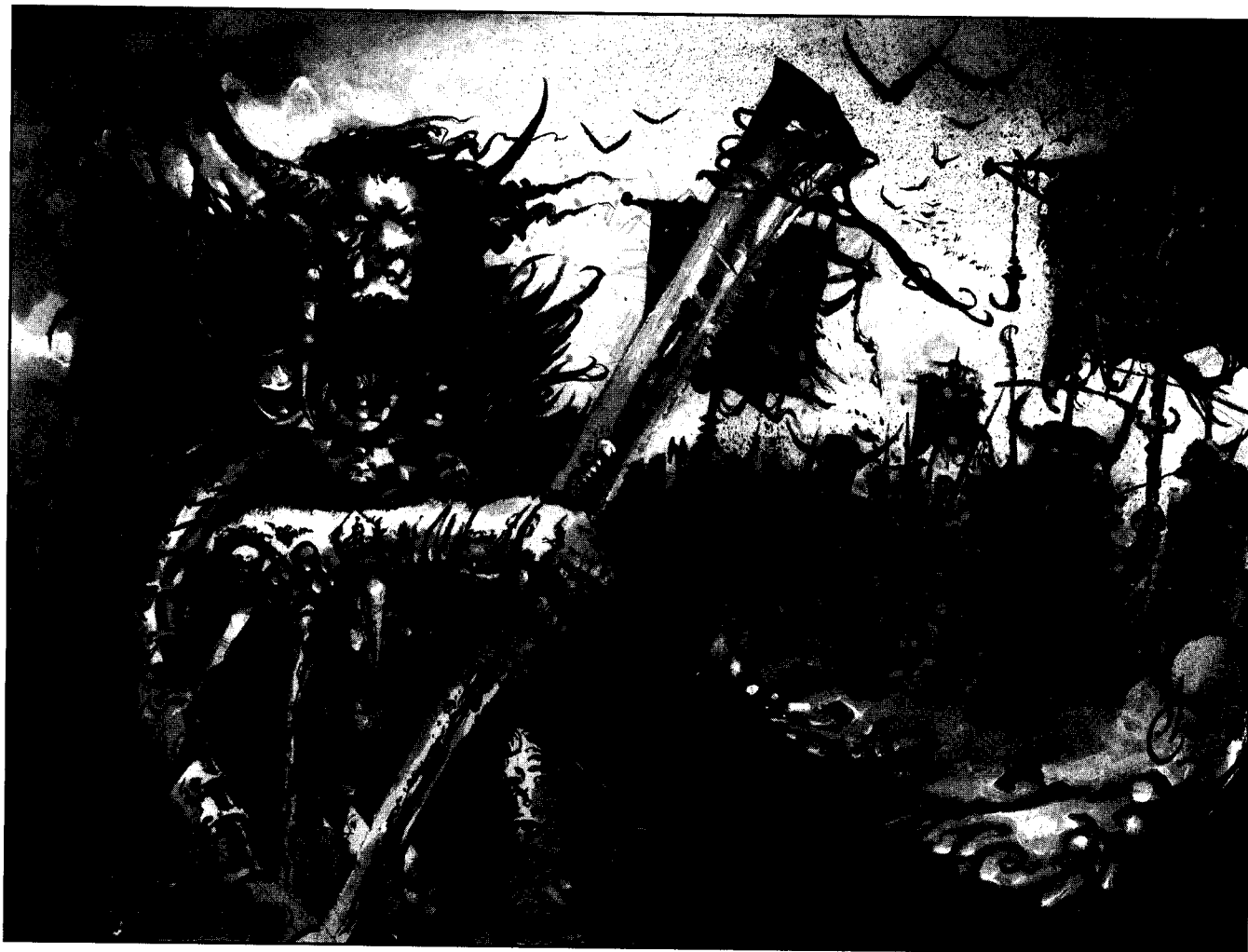
Most of the odd beliefs espoused by the outcasts involve the various Passions. Some of the Kava moot see their exile as a gift from Thystonius, the ultimate physical challenge: to survive in the most hostile environment offered by the Twilight Peaks in fulfillment of their Passion's nature. These outcasts, called Thystonians, revel in their daily struggles and call on the power of their

Passion to help them to survive. A Thystonian questor using the power of his Passion to perform amazing feats of strength and endurance, and inspiring others to do so, is a sight to behold. The Thystonians are one of the prime reasons for the continued survival of the Kava moot.

Other moot members have turned away from the warlike ways of Thystonius and seek to embrace Floranuus. They call themselves the Firedancers and seek to emulate the ways of the Passion of Motion and Revelry. As part of their worship, they hold rituals where they dance and whip themselves into a frenzy much like troll warriors do before a battle. At the height of their passion, the Firedancers can walk across hot coals or burning lava without harm. It is said that the greatest of them can even dance across the surface of Death's Sea for a short time. The ability of the Firedancers to resist heat and burning has allowed them to adapt well to life in the Southern Face.

The Keepers of the Hearth-Fire follow the Passion Garlen and seek to bring aid and comfort to those exiled from their homes by building a new community in the Southern Face. Though the drive and strength of the followers of Floranuus and Thystonius help the outcasts to survive, it is the Passion of Home and Hearth who brought





them together to create a moot of their own. The leader of the Kava moot, Jol'len Heartfire, is an outcast Sixth Circle warrior and a Rank 7 questor of Garlen. Jol'len balances his Discipline and his Passion by focusing them both on the survival and defense of his new family and community.

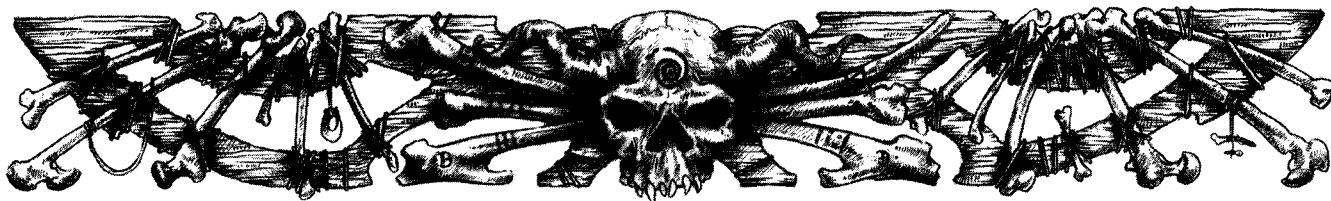
The fourth major Passion-cult among the exiles follows the Mad Passion Raggok. The Passion of bitterness and revenge finds many followers among crystal raiders exiled from their homes and families forever, stripped of their honor and sent to live out their lives in desolation. These trolls combine the desire to survive and overcome their misfortune with a burning need to avenge themselves on those they feel have wronged them. This cult, called the Avengers of Honor, has recently rallied around an exiled troll captain Named Rugar Copperblood (see *Stoneclaws Moot*, p. 63, for more information). Though not a questor of Raggok himself, Rugar has their support in his desire to avenge himself against Kerththale, chief of the Stoneclaws moot, for what Rugar considers his wrongful exile. Some among the Kava

moot fear that Rugar and the Avengers of Honor will bring retribution from the crystal raider moots down upon all of the exiles in the Southern Face; these trolls might act as allies of those who wish to stop Rugar's plans.

THE FOLLOWERS OF NEMAR

The Followers of Nemar are a small band of crystal raider outcasts living in the Ashen Hills who belong to a living legend cult based on the legend of Nemar Firewalker (see p. 18). These trolls believe that the ruins Nemar discovered still exist beneath the Ashen Hills, along with others yet to be found. The Followers wander the hills, searching for signs of the ruins and any ancient artifacts or other evidence to aid them in their never-ending quest. If they can find the ruins and uncover the treasures within them, the Followers believe that they, like Nemar, will be forgiven by their clans and welcomed home as heroes for the gifts they will bring to their people.





The other exiles of the Southern Face consider the Followers pitiful creatures willing to beg their way back into the favor of those who banished them. The Followers, in turn, consider themselves the only truly honorable trolls among the exiles because they have put the honor of their clan and race above their own personal honor.

The Followers are led by a troll exile from the Swiftwind moot Named Rego'am Goldfinder, a Fifth Circle outcast warrior and a Rank 4 questor of Upandal. Re'goam is fanatically devoted to the ideals and the legend of Nemar Firewalker and firmly believes the salvation of his band lies in finding the hidden treasures of the Ashen Hills.

THE WATCHERS OF DEATH

The Watchers are a living legend cult, a community of outcast trolls who live near the shore of Death's Sea not far from the territory of the Thundersky moot. They watch and wait, reading signs and omens in the flames of the sea and communing with various fire spirits and other creatures that live within it. The trollmoots of the Twilight Peaks, particularly the Thundersky moot, believe the Watchers are a death-worshipping cult similar to the Keys of Death. The Watchers themselves claim to be working to keep Death sealed beneath Death's Sea through the strange rites they practice.

Several members of the Watchers of Death are magicians banished from the Blackfang moot of the western peaks; these have instructed a number of other exiles in the magician Disciplines, especially the ways of the elemental-ist and the nethermancer, with the ultimate goal of furthering their knowledge of the mysteries of Death, the netherworlds and the forces of the elements. The Watchers combine their arts of elementalism and nethermancy in strange new ways, reflecting the combined natures of Death's Sea in relation to the Plane of Fire (p. 73, **Magic: A Manual of Mystic Secrets**), the netherworlds and Death's realm. By studying the True Pattern of Death's Sea, the Watchers hope to learn if the legend of Death being freed by blood spilled on the soil of Barsaive is true, and if it can be kept from coming to pass. Their fellow exiles leave the Watchers alone because of their macabre reputation for trafficking in things not of this world.

Adventure Idea: The Tablets of Death

Stories of the Watchers of Death and their arcane research have reached the attention of members of the Keys of Death cult. A small group of Keys and their followers believe that the lore of the Watchers might prove a means of speeding Death's release by learning more about the True Pattern of Death's Sea. The Keys want to get hold of the information, but they know little about the Southern Face of the Twilight Peaks or of the Watchers apart from rumor or legend. They decide to seek out a group of adventurers (the player characters) and sway them with

promises of silver and tales of the Watchers as a sinister cult of outcast trolls devoted to freeing Death. The Keys claim they want the lore of the Watchers to better understand Death's Sea so it can be mined and studied responsibly while making sure Death remains safely imprisoned.

If the characters agree to the quest, they travel to the Southern Face to seek out the Watchers and obtain their collected knowledge. The other exiles in the region agree with the Keys: the Watchers are a mad death-cult, to be carefully avoided. Throughout their travels, the characters continually get the feeling of being watched and followed. By the time they find the Watchers' small settlement near the Burning Shore, the characters should be thoroughly paranoid and convinced that the cult is utterly corrupt. For their part, the Watchers will refuse to surrender their secrets to outsiders and will be justifiably suspicious of the player characters. If the adepts manage to wrest some of the Watchers' lore from them (written down on living crystal tablets kept in a secret cave), they are attacked by a band of the Keys who have followed them and allowed them to do the dirty work. If the adepts fail to obtain any information, the Keys will try to steal the tablets themselves. In either case, the adepts can correct the situation by working with the Watchers to prevent their knowledge from falling into the hands of the Keys of Death.

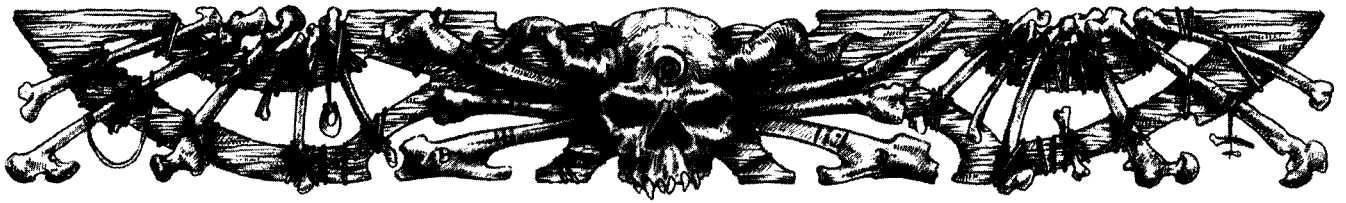
VO'TANNA, THE GRAY WOMAN

The most mysterious inhabitant of the Southern Face is unquestionably the Name-giver known as Vo'tanna, the Gray Woman. No one in the Twilight Peaks knows who Vo'tanna really is, where she came from or even her true Name. (The Name Vo'tanna was given to her by the trolls, and means "mysterious one.")

She is rumored to live in a cave or a house hidden somewhere in the Gray Forest, but no crystal raider or other Name-giver who has traveled through the forest can claim to have seen it. She has been seen in every part of the Twilight Peaks, but most often in the eastern mountains, ever since the first trolls emerged from their kaers after the Scourge. Vo'tanna can come and go like smoke; one moment she is there and the next she vanishes, disappearing behind an outcropping or stepping through a cloud of smoke or mist.

Vo'tanna is not simply a crystal raider tale. Many inhabitants of the Twilight Peaks have met this mysterious woman and say she is very real. They describe her as a tall, slender figure clothed from head to foot in somewhat tattered gray robes, including a veil and hood that covers all of her head save for her eyes (which are the same pale gray as her clothing). Even Vo'tanna's skin is gray, dusted with ash. Her voluminous robes make it difficult to determine her race for certain. Though many folk insist that she must be a troll simply because she appears only in the Twilight Peaks, some say she has the strength of an ork, and others





the grace of an elf or the smell of a human. Still others believe that Vo'tanna is not a Name-giver at all, but a spirit or other creature in Name-giver form—perhaps even a Horror or an avatar of the Passion Vestrial. Some fire miners believe she also appears on Bloodfire Mountain and rescues those in danger of death on the burning slopes; others, however, insist that this savior woman in white is the Passion Garlen, and that Vo'tanna is a different being entirely.

Whatever her true nature, Vo'tanna is universally thought to be a powerful sorceress, capable of commanding the forces of the natural world as well as the netherworlds. Her magic seems to combine elementalism and nethermancy, similar to the magic practices of the Watchers of Death, and she has cast powerful spells quickly and easily. Her magical powers also give her great insight. She seems to know of everything going on in the Twilight Peaks and elsewhere in Barsaive, and often shows up at opportune times when her presence can most affect a situation. Verrik Stoneclaws, father of the current Stoneclaws chief, claimed throughout his life that Vo'tanna appeared to him twice—once to save him from a pair of lightning lizards during his Rite of Passage in the Eastern Spur, and once before the Theran War, when she advised him to make common cause against Thera with the dwarf kingdom of Throal. Drega Ironhorn Blackfang, a prominent magician of the Blackfang moot, credits Vo'tanna with giving him the secret needed to create the lattice of True air and True fire known as the fire sheath. And Kolad Crystalshaper Swordcutter of the Bloodlore moot is said to have learned the makings of some powerful new blood charms from her, though he refuses to confirm or deny the rumor.

The oddest Vo'tanna story comes from Rego'am Goldfinder of the Followers of Nemar. He says that Vo'tanna came to him in the early days of his exile, when he was contemplating throwing himself into Death's Sea, and recited sagas of troll heroes fallen on hard times until he gave up the notion of suicide. She later appeared to him in a dream, standing by a small rock formation roughly shaped like a hawk. A depression in the rock that Rego'am took for an eye glowed bright blue at her touch, then became a massive crystal spell matrix. Rego'am has since spent days seeking the rock formation, convinced that it is the gateway to ancient ruins filled with treasures.

On occasion, Vo'tanna appears briefly to the chiefs of the different trollmoots to offer cryptic advice or words of warning. She has also appeared to other crystal raiders to offer advice or answer a question. She has even shown up at the Naming Rites of some young crystal raiders to offer them an adult Name, if they wish to take it. Some of those visited by Vo'tanna go on to achieve great honor, while others suffer accidents or other serious ill-fortune. In either case, a visit from the Gray Woman is an auspicious event.

Some crystal raiders and other Name-givers seek Vo'tanna out for her wisdom and magical knowledge. Many of them search in vain, however; Vo'tanna appears only to those seekers she chooses for her own reasons.

The crystal raiders look on Vo'tanna as a legendary figure, far more than a mere Name-giver. They consider her more a force of nature than a person, something to be respected but not relied upon. No one can say whether Vo'tanna's appearance will be a blessing, a curse or neither, but all of the trollmoots have learned to be polite and respectful of the Gray Woman when she chooses to grace them with her presence.

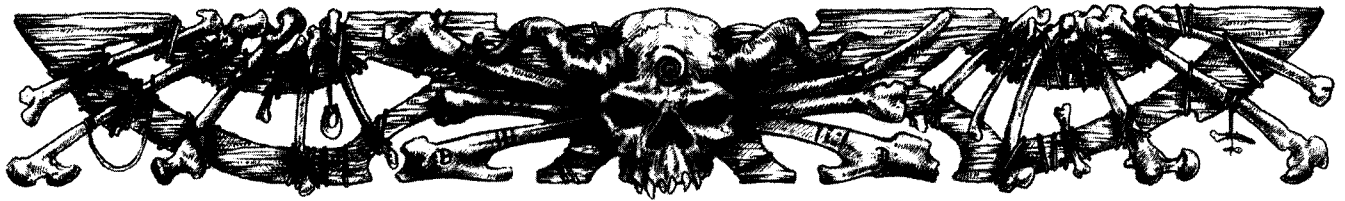
Of late, Vo'tanna seems to be appearing more frequently, speaking with crystal raiders from all the different moots, including the crystalsmith Ulig Stoneshaper Firewalker (p. 66) and master shipwright Sk'lag Prowjumper Rockfall (p. 67), both of the Swiftwind moot. Whether her meetings are chance or part of some larger plan remains unknown, but Vo'tanna has hinted at great events coming in the history of the Twilight Peaks and the crystal raider clans—events she might be arranging in some way. It remains to be seen if the destiny Vo'tanna speaks of will bode well or ill for the crystal raiders and Barsaive's other inhabitants.

PIRATES OF THE SCARLET SEA

In addition to the exiled inhabitants of the Southern Face, there are also several pirate airships that stalk the region. These pirates—not connected with the crystal raiders—raid mining ships and merchant vessels that choose to travel over the Scarlet Sea in hopes of avoiding the trollmoots' drakkars, which are rarely seen so far south. The pirates hole up in caves and lava vents along the shores of the Scarlet Sea, often aided by outcast trolls who help maintain and repair the pirate airships in exchange for needed supplies. The Therans and others consider the pirates a nuisance, but not a considerable problem compared to the crystal raiders. The crystal raiders likewise have little trouble with the pirates; the trolls respect any Name-givers who can capture riches through strength of arms. Indeed, some raiders make a point of attacking them because their feats have proven them worthy targets.

Some of these pirates are Theran privateers, and take captives for slavery as well as steal cargo. Several of the privateers pilot stone airships and make formidable antagonists. The crystal raiders, particularly those in the Western Peaks, recognize these vessels as Theran slaving ships and frequently go out of their way to attack them, both for the glory of assaulting such a dangerous foe and to avenge the trolls' long-ago defeat at the Battle of Sky Point. The privateers have exchanged bloody noses with trollmoot drakkars on several occasions.





DISTANT TROLLMOOTS

—From a report by General Ilmorian
Rua, 1510 TH



The trollmoots of the Twilight Peaks are not the only crystal raiders in Barsaive, though they are certainly the best known and most numerous. Other troll clans and moots live in other mountain ranges throughout our land, in particular the Delaris Mountains to the west of the Twilight Peaks and the Scol Mountains to the north. From what I have learned of them all, the powerful Firescale moot of the Scol Mountains is of far greater concern to us than the smaller and much less violent moots of the Delaris range—as Your Majesty will understand all too soon.

The Delaris moots are fewer and more widely scattered than those of the Twilight Peaks. Because the Delaris Mountains suffered neither as much devastation during the Scourge nor the ravages of Theran war machines, the trolls living there do not need to raid as widely or as often as their more infamous cousins. The strange quiet of the Delaris Mountains also seems to have had a gentling effect on local trollmoots, making them less of a threat to others (and to Throal's interests). Indeed, some of them may be more kindly disposed toward alliance with us than any Twilight Peaks moot, save perhaps the Stoneclaws, for a reason that will doubtless surprise you. I speak of their excellent relations with the obsidimen who dwell near them in the Delaris range. The Therans' capture of the Ayodhya Liferock has infuriated those obsidimen and made them intensely supportive of the Liferock Rebellion, whose aim is to free the Liferock and cause harm to the Empire in the process. If the Delaris obsidimen actually ally themselves with the Rebellion, the Delaris trollmoots may well follow. And having joined forces with one enemy of Thera, they may be willing to do so with another.

As an interesting side note, many Delaris crystal raiders are fascinated with the legend of the Martyr Scholar, and seek the lost monastery where he discovered and began translating the Books of Harrow. If their searches bear fruit, they might also unearth other similar and potentially useful artifacts. If nothing else, the activities of these seekers bears some watching.

Of more immediate concern—note I say concern rather than interest—is the Firescale moot of the Scol Mountains. Even by the standards of the fierce Bloodlore moot, the Firescales are savage raiders. In addition to raiding by airship, they ride massive magical beasts—named firescales, like their masters—similar to the thundra beasts favored by ork scorchers. These beasts, however, are larger than thundras by two handspans or more and can also breathe fire. According to legend, the Firescale clan—which has ruled the Firescale moot since its creation before the Scourge—took their Name from these creatures, which only they could tame.

Your Majesty may wonder why troll raids, however fierce, against lowland settlements near the Scol Mountains should be of great concern to Throal. The Scol Mountains lie near the city of Iopos and its ruling family, the Denairastas. I fear—though I am not certain—that the sinister masters of Iopos may be allied with the Firescale moot. Reports from the Eye of Throal describe known agents of the Holders of Trust traveling regularly to the Scol Mountains, possibly to meet with the leader of the Firescales.

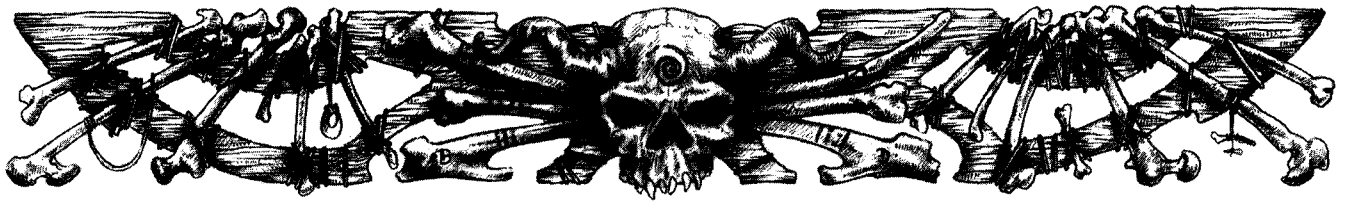
After their foul murder of your father, my king, I believe the Denairastas will do anything to advance their desire to control all of Barsaive—even ally with a trollmoot as brutal as the Firescales are reputed to be. With the addition of the Firescales' airships to the ones they are building, Iopos will soon be able to call upon a substantial airship fleet. I do not believe they can yet challenge us in the skies, but the day will doubtless come when Iopos can field an air navy equal to our own. If the Firescales act as their ground troops and cavalry, they will command a formidable conquering force indeed.

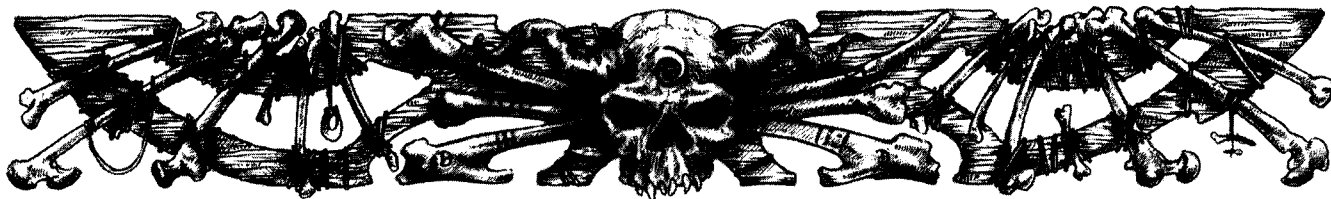
To deal with this potential threat, we must learn as much as we can, as quickly as we can, about the Firescales and their possible alliance with Iopos. No one knows much about this moot now, and the information I have gathered is fragmentary at best. The scholars of the Great Library tell me that the Firescales may be descended from the troll clans who left the Scol Mountains to found the kingdom of Ustrect, or that the founders of Ustrect may have been exiles from a war won by the ancestors of the Firescales. Beyond that, we know almost nothing for certain. Some of the trollmoots of the Twilight Peaks have attempted to contact the Firescales—particularly the Ironmongers, who know something of Ustrect's history and would like to learn more—but all of their efforts so far have ended in bloodshed. The Firescales do not tolerate other trolls in their territory. I recommend we devote more resources to learning about the Firescales and whatever plans the Denairastas have for them—otherwise, we may defeat the forces of Thera only to find an Iopan army waiting in the wings.

THE DELARIS MOUNTAINS

Rising to the west of the Twilight Peaks, the Delaris Mountains take their Name from the elven word *delara*, meaning “quiet” or “serene.” A strange silence hangs over these rugged peaks like a blanket, dampening all sound and creating a stillness both peaceful and eerie. No bird-calls echo across the slopes, no wind seems to stir the air and no animals call out from the mountains' hidden caves and crevasses. Even voices do not carry as far in the Delaris Mountains as they normally would.







This odd quiet—whose source no one has yet managed to determine—can be a blessing to those seeking solitude and silence for contemplation. Indeed, this very silent serenity may have attracted Elianar Messias, the Martyr Scholar, to the Delaris Mountains centuries ago after Queen Failla exiled him from the Elven Court at Wyrn Wood. The silence can also be a hazard, however. Mountain creatures stalking their prey offer few warning sounds of their approach, and rockslides occur without any discernible warning rumble until the falling stones are almost on top of their unlucky victims. Creatures native to the Delaris Mountains have adapted to the quiet terrain and move with great stealth. Travelers in these mountains have gotten lost and perished of hunger just a short distance from their camps or their friends, unable to make their voices carry far enough for rescuers to hear.

The nature of the Delaris Mountains and the legends surrounding them have shaped the two major trollmoots who live in these peaks: the Rockhorn moot to the east and the Skyseeker moot to the west. The Delaris Mountains are also home to more than one obsidiman Liferock, as well as to the mysterious order of nethermancers known as the Fellowship of Night. (For more information on the Fellowship, see pp. 56–61, *Secret Societies of Barsaive*.)

Though the Scourge inflicted its share of damage on the Delaris Mountains, they were not stripped bare of life as the Twilight Peaks were. With the help of their obsidiman allies, the Delaris trollmoots have made considerable progress toward repairing the harm done by the Horrors and restoring the Delaris Mountains to their former state. While not exactly lush, the Delaris Mountains offer much more in the way of wild game, edible plants and even occasional patches of fertile soil for farming than do the Twilight Peaks or the Scol Mountains. The moots of the Twilight Peaks say that their Delaris cousins are not as beloved of Jasprey as they, or the Passion would have given them more of his Gift and made them struggle more for his bounty.

ROCKHORN MOOT

The Rockhorn moot is a loose alliance of clans that controls most of the eastern half of the Delaris Mountains, including the passes between the Delaris Mountains and

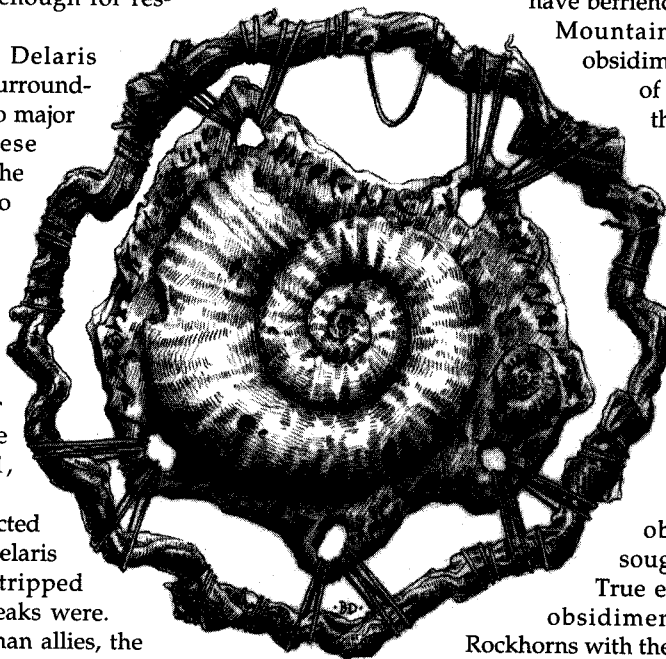
the Twilight Peaks that lead to the lands to the south. Though they raid lowland villages and other trollmoots, the Rockhorns are considerably more peaceful than the trollmoots of the western Twilight Peaks.

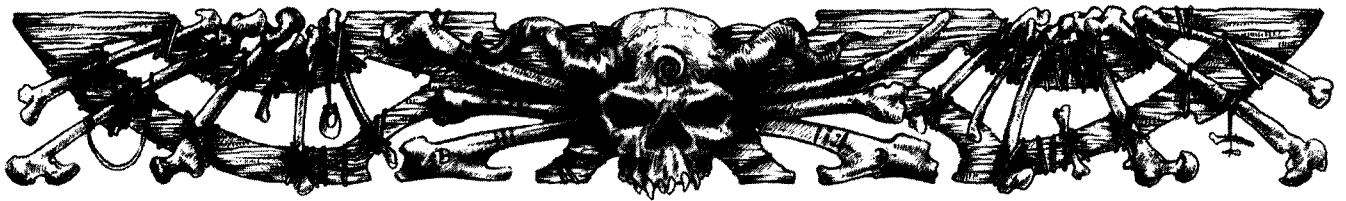
HISTORY

The Rockhorn moot was founded long before the Orichalcum Wars by offshoots of troll clans from the western and central Twilight Peaks who settled in the eastern Delaris range. Finding the Delaris Mountains greener and more welcoming than the Twilight Peaks, the settlers prospered and built up their clans, eventually coming together to form the Rockhorn moot. The Rockhorn clan, the driving force behind the moot's creation, leads the moot to this day.

Since the earliest days of their history, the Rockhorns have befriended the obsidimen of the Delaris Mountains. Trolls in general consider obsidimen the only other true children of the Spirit of All Things, calling them "rock brothers" and treating them with respect bordering on reverence. The Rockhorns believe that the presence of obsidiman Liferocks throughout the eastern Delaris range is a sign of special blessing, and it may well have been one of the factors behind their decision to stay. For centuries the obsidimen and the trollmoot lived together in peace; the trolls used their fierce strength to protect the obsidimen from raiders who sought to mine their Liferocks for True earth and orichalcum, while the obsidimen guided and nurtured the Rockhorns with their quiet wisdom.

When the Scourge came, the Rockhorns emulated their cousins elsewhere in Barsaive and disdained the Therans' Rites of Protection and Passage. Instead, they took shelter with the obsidimen, building kaers and citadels around their Liferocks. While the obsidimen merged with their Liferocks in the Dreaming, the trolls remained vigilant in their kaers, devoting themselves to keeping Horrors and their constructs away from the Liferocks. Generation upon generation of living in close harmony with the sleeping obsidimen gave the Rockhorns a powerful affinity with the elemental earth spirits that inhabit the mountain range, as well as an almost obsidiman-like sense of centeredness. Since the Rockhorns emerged from their shelters, their ties with the obsidimen have grown into even stronger bonds.





Rockhorn airships raid northward toward Jerris and also east and south of their territory, including the new ork kingdom of Cara Fahd. Until recently, they have remained neutral in Barsaive's various conflicts, preferring to keep close to their mountain homes rather than involve themselves with the outside world. They even chose to sit out the Theran War, so much do they prize their isolation.

One recent event, however, has finally brought the Rockhorn moot out of its self-imposed shell: the landing of the Theran behemoth *Triumph* on the Ayodhya Liferock near Lake Ban. The seizure of the Liferock and the enslavement of the obsidimen trapped within it has outraged obsidimen throughout Barsaive, including the Brotherhoods of the Delaris Mountains. They, in turn, have roused the righteous wrath of their troll allies, many of whom are eager to avenge the injustice done to their rock-brothers. The Rockhorns have stepped up raids against Theran targets since the landing of the *Triumph*; greatly encouraged by this, the Liferock Rebellion has contacted the Delaris Brotherhoods in hopes of arranging a formal alliance with them and the Rockhorn moot against the Therans.

Unknown to the Rockhorn moot and the local Brotherhoods, they may soon have even more reason to act against the forces of Thera. The Delaris Mountains are home to the Fellowship of Night, a nethermantic order whose members have discovered how to tap the power of a Liferock. The Therans at *Triumph* would dearly love to learn this secret, and are rumored to be seeking the precise location of the Fellowship's stronghold.

Omasu and the Liferock Rebellion know of the Fellowship's existence as well, but Omasu believes that the nethermancers are more valuable as allies than as enemies. He finds the Fellowship's use of a "dead" Liferock profoundly distasteful, but sees them as the lesser of two evils compared to the Therans.

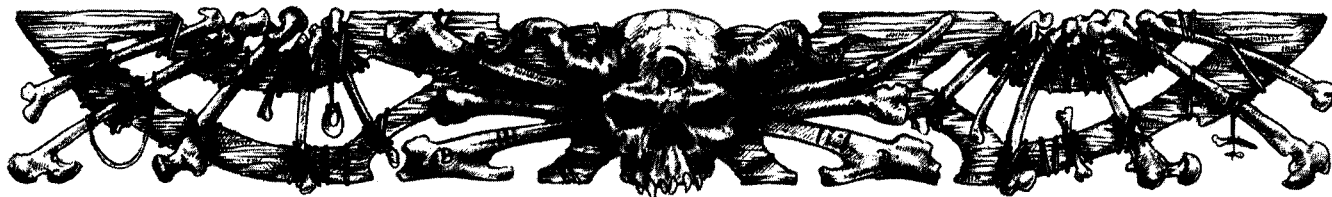
IMPORTANT CHARACTERS

The Rockhorn moot consists of sixteen clans. The most influential Name-givers among them include Cern Stonefriend Rockhorn, chief of the moot, and Feld'a'sar, an Elder of a nearby Liferock.

Cern Stonefriend Rockhorn

Unusual for a troll chieftain, the chief of the Rockhorn moot is a magician rather than a warrior or sky raider. Cern Stonefriend is a Seventh Circle elemental mage who specializes in the element of earth (p. 125, *The Adept's Way*). Though also a skilled air sailor and fighter, his first love is the lore of the living earth. Cern knows his moot's territory like the back of his huge hand, and often communes with the elemental spirits of its rocky peaks and slopes as well as the spirits of the winds, the cold mountain streams and the trees and





plants. From these elemental allies, Cern learns whatever he needs to know about everything going on in Rockhorn lands, and very little escapes his notice for long. Cern is part of a large line-marriage and has the respect and loyalty of all his clan.

Recently, he has heard disturbing rumors of Therans passing through the Delaris Mountains. In investigating their activities, he and his moot are close to learning of the existence of the Fellowship of Night, whose citadel lies near Rockhorn territory. Should they discover the nether-mantic order and the use they make of their Liferock, the Rockhorns might well launch an all-out assault against the corrupters of their rock-brothers ... unless the Fellowship offered them some way of freeing the Ayodhya Liferock from the Therans' cruel grasp.

Attributes:

DEX: 5 STR: 8 TOU: 8
PER: 7 WIL: 7 CHA: 5

Feld'a'sar

Feld'a'sar is an Elder of the obsidiman Brotherhood of the Greenstone Liferock, closely bound to the Rockhorn moot. The Liferock resembles dark jade, with veins of paler stone throughout. Many of its obsidimen likewise have a deep emerald cast to their skins, and often paint colored designs on their bodies to set off the colors and patterns of the rocks that are their home.

Before the Scourge, in his long-ago youth, Feld'a'sar wandered across Barsaive and had many adventures, advancing to Ninth Circle as a warrior adept before returning home. When a Horror drove one of his Liferock's Elders mad during the Scourge, Feld'a'sar felt a call to become the new Elder of the Greenstone Liferock, a position he has held for many years.

The obsidiman is something of a mentor to Cern Stonefriend, teaching him to listen to the earth as an obsidiman does; he has cultivated patience and wisdom in the troll chief since Cern was a boy. Feld'a'sar shares Cern's anger over the capture of the Ayodhya Liferock, all the more because he visited it once before the Scourge. He even walked the Pilgrimage Route to House Syrtis, and is saddened as well as outraged that such a sacred place has become a Theran conquest.

Attributes:

DEX: 5 STR: 7 TOU: 8
PER: 7 WIL: 7 CHA: 6

CURRENT ACTIVITIES

The capture of Ayodhya has enraged the normally calm and collected Rockhorn chief, who sees the seizure of the Liferock as an insult to the honor of his own people as well as to the obsidimen he loves. For five centuries, from

the beginning of the Scourge to the present day, the Rockhorns have sworn to protect their rock-brothers; and though the Ayodhya Liferock lies far from Rockhorn territory, Cern Stonefriend nonetheless feels that all obsidimen have a claim to his clan's promise of aid.

Since the landing of the *Triumph*, Cern has become more involved in raiding Theran targets, flying aboard some Rockhorn drakkars himself and casting spells at Theran ships. Many of their cargoes turned out to be purloined True elements and other materials mined from the Hill of Ayodhya, and the Rockhorn raiders take great satisfaction in having deprived the Therans of these ill-gotten gains. Such activities have bolstered Cern's legend and popularity among his people, who share his fury at the fate of the Ayodhya Liferock. If he chooses, Cern might even use his current high standing to overcome his people's historic distrust of the outside world and seek an alliance with various other forces in Barsaive trying to oust the Therans. He is currently negotiating with representatives of the Liferock Rebellion, but has not yet decided to join them openly. The Rebellion, for its part, has carefully avoided mentioning the Fellowship of Night for fear that the Rockhorns would turn against the Fellowship—and, by extension, against the Rebellion, whose members have done nothing to stop the Fellowship's use of a Liferock for their own ends.

Cern's anger at the Therans has awakened long-dormant warrior instincts in Feld'a'sar, prompting the old obsidiman to practice the talents of his Discipline again in earnest. Feld'a'sar knows his friend and pupil, and believes that the time will soon come to bring war to the Theran desecrators. Though he does not like the thought of his troll allies losing their lives, he knows that honorable death in battle against the Theran enemy is a fate they will gladly face—and if the Rockhorns and others can succeed in driving the Therans out of Barsaive permanently, then no sacrifice is too great.

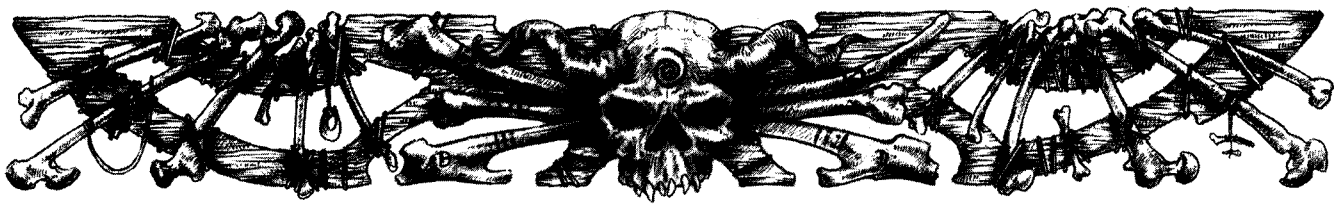
AIRSHIP FLEET

The Rockhorn moot possesses eight drakkars, most lightly armed, with only a catapult or a ballista each. Within the past few months, however, the moot has begun acquiring weapon designs from the trollmoots of the western Twilight Peaks and outfitting their vessels for war. Rockhorn ships work well in groups and often coordinate their attacks to disable enemy vessels. The Rockhorn fleet includes the *Golden Eagle*, the *Sharpsail*, the *Rockbrother* and the *Whisperwind*. The *Golden Eagle* is a particularly feared sight in the skies near Jerris; the richly loaded merchant airships of that city are a favorite target of the *Eagle's* captain. Much of the Rockhorns' True air supplies come from captured Jerris vessels.

Adventure Idea: The Liferock Alliance

The Rockhorn moot's fury at the capture of Ayodhya offers the Liferock Rebellion an opportunity to cultivate allies in the Delaris Mountains while searching covertly for





the hidden citadel of the Fellowship of Night. Omasu hopes to negotiate for—or take by force if necessary—the arcane knowledge about Liferocks that the Fellowship has collected over the years, in hopes that he can use it to contact his brothers trapped within the Ayodhya Liferock. If the player characters are members of the Rebellion or trusted confidants or agents of Omasu, they may be assigned the dual task of traveling into the Delaris Mountains and forging an alliance with the Rockhorn moot and the Greenstone Brotherhood, while finding the location of the Fellowship's citadel and getting whatever useful magical knowledge they can.

Cern Stonefriend will be inclined to trust the player characters, provided they show the proper respect for him and his rock-brothers. If the adepts include an obsidiman in their number, they increase their chances of a good reception among the trolls. Some members of the Rockhorn moot, however, remain deeply suspicious of all outsiders. Any unusual questions or actions on the part of the player characters could damage their chances of forging an alliance between the Rockhorns and the Rebellion. To pull off both parts of their assignment, therefore, will require ingenuity and good role-playing.

SKYSEEKER MOOT

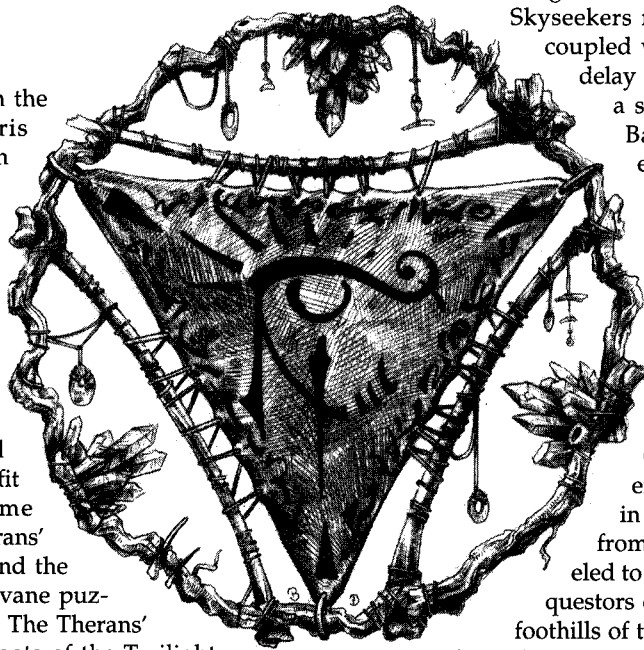
The Skyseeker moot lives in the western half of the Delaris Mountains, closer to the Theran outposts of Vivane and Sky Point than any other trollmoot in Barsaive. Unlike most other crystal raider moots, the Skyseekers have no particular hatred for the Therans; to them, the Theran Empire and its representatives in Sky Point and Vivane are simply potential trading partners whose wealth should be exploited for the moot's benefit rather than disdained. Some Skyseekers even admire the Therans' military strength, though they find the slick, urbane ways of Theran Vivane puzzling and occasionally offensive. The Therans' depredations against the trollmoots of the Twilight Peaks do not much concern the Skyseekers; as they see it, their fellow trollmoots never had much use for them except as raiding targets, and so they find it difficult to shed tears over a misfortune that the other moots brought on themselves by failing to defend their homes against a mightier enemy.

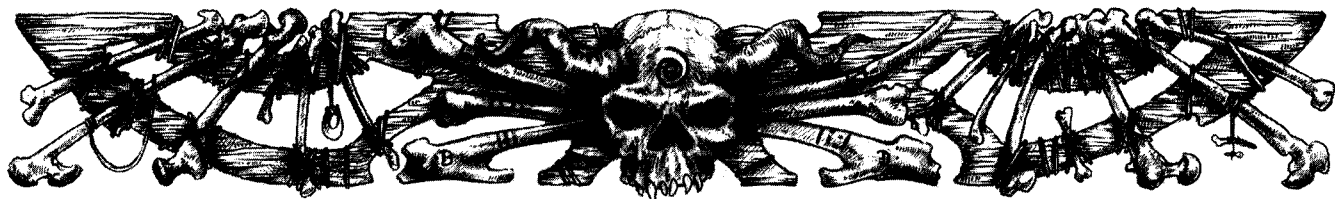
Some among the Skyseekers, however, regard the Therans with a more jaundiced eye. The Theran tendency to treat all Barsaivian trolls as dimwitted savages is not lost on the moot, and some Skyseekers believe that the Empire will eventually turn its military might against them as it did against the moots of the Twilight Peaks. All the Therans need, they say, is an excuse. Some see this argument as all the more reason to remain completely neutral in the looming conflict between Thera and Throal; others say that the Therans will lump the Skyseeker moot with Barsaive's other trolls and attack them regardless, so why not join their fellow Barsaivians against the Empire? With the Theran presence in Barsaive growing and war on the horizon, the Skyseeker moot may swing to either side, depending on which voices gain the upper hand—and also on the workings of an ancient curse still affecting the moot.

HISTORY

The Skyseeker trollmoot, founded long ago in the forgotten mists of time, eked out a precarious existence for years from their mountain homeland through hunting, a little farming and occasional trade with lowland villages. The knowledge of airship construction reached the Skyseekers relatively late in their history; coupled with their small numbers, the delay ensured that they never became a significant force for raiding in Barsaive. Far more often, they ended up as targets of raids by other trollmoots. Much of what little wealth they could claim came from trade with Vivane, a relatively prosperous city even before the Therans conquered it in the early centuries of the Empire.

The turning point in the moot's history came when Queen Failla of Wyrn Wood exiled Elianar Messias—known in legend as the Martyr Scholar—from the Elven Court. Messias traveled to a small monastery inhabited by questors of the Passion Mynbruje, in the foothills of the Delaris Mountains. There he planned to retire from the world and spend his life in contemplation. Soon after his arrival, however, Messias discovered the *Books of Harrow*, ancient tomes that told of the Horrors and the coming Scourge. The knowledge contained in the books drove Messias to take his own life; six other brethren of the monastery died the same night. Messias's student, Kearos Navarim, took the *Books of Harrow* to an island in the Selestrean Sea and continued to





study them, founding the community that would one day grow to become the heart of the Theran Empire.

The Skyseeker moot often traded with the monks at this same monastery, and so learned of the *Books of Harrow* long before the Therans began to barter their knowledge of the Scourge for the fealty of Barsaive's people. Though the Skyseekers did not know everything that the books contained, they knew that Messiah had found lore of importance to everyone in the world, and saw his followers use that knowledge to make themselves powerful beyond most Name-givers' dreams. Reasoning that where one ancient tome lay, others might be found, the Skyseekers devoted themselves to discovering other such books and artifacts in the Delaris Mountains. They dug caves and mines and overturned rocks in their search for any sign of ruins, lost artifacts and other scraps of lore that could expand on the *Books of Harrow*. But though they searched for many generations, they found nothing.

In desperation, the Skyseekers turned their attentions to the monastery where the Martyr Scholar had once lived, looting the place and attacking the questors there. The final surviving questor, dying in the monastery ruins, cursed the Skyseeker moot to forever seek what they could not find. He also prophesied that their quest would lead them to disaster.

At first, it seemed that the curse was meaningless. The Skyseeker moot found its fortunes no worse, and the Orichalcum Wars seemed to bring a turn for the better. The Skyseekers had continued to trade with Vivane after the Theran takeover, and so chose to take orichalcum and True elements from parties other than the Therans and trade their hauls to Theran merchants in Vivane for rich rewards. Consequently, when the Therans struck back against the crystal raiders, they spared the moots of the Delaris Mountains. As the Scourge approached, the Skyseeker moot built its kaers with the Rites of Protection and Passage while their cousins in the Twilight Peaks were frantically attempting to find shelter in mines and crystal caves.



Since the end of the Scourge, however, the Skyseeker moot has not fared well. They have continued to seek lost artifacts in the Delaris Mountains and have found occasional treasures from before the Scourge, but nothing as substantial or ancient as the *Books of Harrow*. During the centuries underground, they forgot the location of the ancient monastery, a blow to their hopes of making the brilliant discovery that nearly all of their chieftains have craved. Worse, the Skyseekers could not renew their ancient ties with the Therans of Vivane after the Theran War; still smarting from their defeat, Vivane and Sky Point's current inhabitants largely refuse to engage in commerce with "a lot of ignorant, unwashed louts who only understand breaking heads." For most of the past sixty years, the Skyseekers have languished, making the current clan chiefs all the more determined to find some lost treasure that will turn their moot's fortunes around.

The one bright spot in all this misery is the Fellowship of Night, a nethermantic order with a citadel on the border between Skyseeker and Rockhorn territory. The nethermancers aid the trolls in their quest for mystical artifacts and lore in return for trade, as well as for the trolls' protection against outsiders who might stumble onto the citadel.

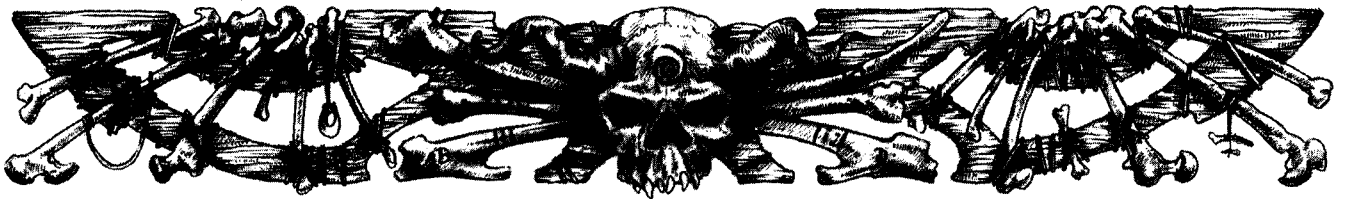
IMPORTANT CHARACTERS

The Skyseeker moot is made up of thirteen clans. The most influential Name-givers among them include moot chief Cho'arras Brightstone Skyseeker and Tana Lunnar, the leader of the Fellowship of Night.

Cho'arras Brightstone Skyseeker

The chief of the Skyseeker moot, Cho'arras Brightstone is an intelligent and sharp-witted questor of Mynbruje. Like other chiefs before him, he continues to search for ancient mystical artifacts, unaware that he and his people were cursed to seek fruitlessly forever by a questor of Mynbruje who died at the hands of the moot long ago. The curse ensures that Cho'arras and his people will never find whatever they look for, whatever it might be. If the Skyseekers look for an alliance with the Therans, circumstances will intervene to ensure that it fails. If they seek an alliance with Throal, circumstances will turn the other way. If they seek ancient lore, they will find only tantalizing tidbits, and so on.





Mynbruje entitles him to such good fortune. He also cares deeply about his moot; with profitable trade sparse and Skyseeker raids unusually prone to failure, he knows that some dramatic find may soon be his moot's only hope for survival. He is a Seventh Circle sky raider and a Rank 5 questor of Mynbruje.

Attributes:

DEX: 6 STR: 8 TOU: 8
PER: 7 WIL: 6 CHA: 7

Tana Lunnar

The leader of the Fellowship of Night (pp. 56–61, **Secret Societies of Barsaive**), Tana Lunnar is a human woman of mature years and considerable wisdom in the arts of nethermancy. Like the rest of her order, Tana was raised in the village protected by the Fellowship throughout the Scourge. This village arose around an ancient Liferock that had been corrupted by a Horror before the nethermancer Sovik Nightwalker, founder of the Fellowship of Night, discovered it. Sovik destroyed the Horror and then created a community to study the Liferock and learn the secrets of the elemental spirit inhabiting it. Over time, Sovik's fellowship learned to tap the powers of the Liferock and make it a focus for their mystic arts.

A Thirteenth Circle nethermancer, Tana is always protected by two Black Guards, undead obsidimen animated by nethermantic magic (p. 60, **Secret Societies of Barsaive**). She knows that the Theran Empire is interested in the Fellowship's arcane knowledge, and is on guard against outsiders. After finding two Theran scouts virtually on the doorstep of the Fellowship's citadel recently, Tana questioned them and discovered where they had come from. She then had them killed and left their bodies in a distant region of the mountains.

In addition to keeping the citadel's whereabouts hidden, Tana is doing her utmost to find the Fellowship's lost grimoire, the Chain of Skulls (p. 93, **Arcane Mysteries of Barsaive**). The Chain contains many of the order's nethermantic secrets and is being sought by Therans as well as agents of the Liferock Rebellion. Tana is attempting to get the Skyseekers to look for it, without telling them precisely what it is or why it is so valuable to the order. Regarding the brewing conflict between Throal and Thera, Tana prefers not to involve her people. Though she would consider allying with the Liferock Rebellion in order to regain the Chain of Skulls, she will do so only if she has no other choice. All her concern is for the Fellowship; what happens in the rest of Barsaive does not matter to her. Alliance with the Therans is out of the question, however; she fears that her order would ultimately be absorbed into the Empire rather than left alone to conduct its magical research in peace. More than anything, she wants to keep secret the

existence and location of her order. As far as Tana is concerned, the more Name-givers who learn about the Fellowship, the greater risk her people face.

Attributes:

DEX: 6 STR: 5 TOU: 5
PER: 9 WIL: 7 CHA: 5

CURRENT ACTIVITIES

The Skyseeker moot generally raids to the north of the Delaris Mountains, toward Jerris and the surrounding area. Most of their raids have not gone well, however, and the moot is suffering because of it. Skyseeker captains have begun flying their ships farther and farther afield in search of prime raiding territory, which is bringing them into conflict with other moots like the Rockhorns, the Firescales and the Bloodlores.

Concerned about the failing fortunes of his moot, Cho'arras Brightstone has begun asking Mynbruje for guidance. The Passion's replies, however, have been couched in strange visions and riddles which Cho'arras is trying to unravel. To undo the curse, the moot must find the lost monastery destroyed by their ancestors and make reparations to the long-dead monks by rebuilding it as a center of learning devoted to Mynbruje. But because the curse makes it impossible for the Skyseekers to find anything they look for, the moot is highly unlikely to lift the curse without outside aid.

AIRSHIP FLEET

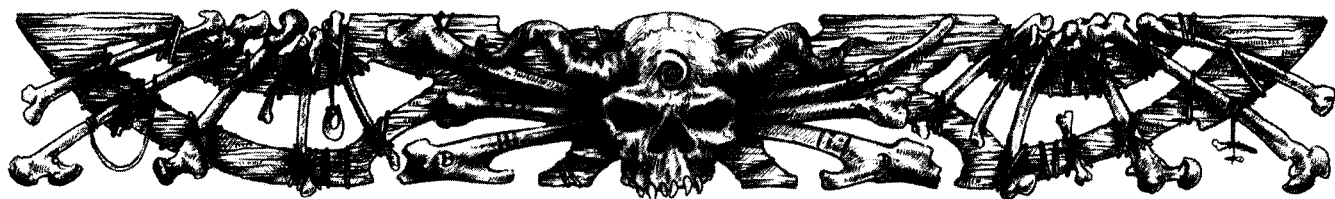
The Skyseeker moot owns seven drakkars, most lightly armed with a single ballista or catapult stolen in a raid. The Skyseekers rely heavily on boarding tactics and are ill-suited for ship-to-ship combat. If faced with a clearly superior opponent, they are likely to evade a fight and wait for a better day. The Skyseekers' most famous ship is the *Seeker*, which Cho'arras Brightstone uses as his personal vessel; other Skyseeker drakkars include the *Passion's Claim*, the *Wind Arrow* and the *Falcon*.

Adventure Idea: The Lost Monastery

In order to escape from the curse laid on them, the Skyseeker moot must find and rebuild the lost monastery where Elianar Messias studied the Books of Harrow. Because the curse guarantees that the Skyseekers never find what they are looking for, they cannot find the monastery without outside help.

Player characters can become involved in the quest for the lost monastery in various ways. They may be emissaries of Throal seeking an alliance with the Skyseeker moot, and the troll chief asks for their aid in exchange. Or they may be working to prevent an alliance between the Skyseeker moot and another power, or may wish to find the lost monastery for their own reasons. A questor of





Skyseeker moot and another power, or may wish to find the lost monastery for their own reasons. A questor of Mynbruje among the adepts might receive visions indicating that the player characters should help the Skyseekers atone for the crimes of their ancestors.

Locating the monastery will take the adepts on a hazardous quest into the Delaris Mountains, where they will face various creatures and other dangers. The adepts must also brave the border between Skyseeker and Rockhorn territory, and may run afoul of the Fellowship of Night. In addition, the Therans will certainly take interest in any effort to locate the place where Elianar Messiah unearthed the tomes on which their Empire was founded. An item from the ruins of the monastery might even prove to be a Pattern Item for the Theran Empire, something the Therans could not allow to fall into Barsaivian hands.

The ruins themselves are well hidden, nestled in a narrow valley in the foothills of the central Delaris Mountains. Little remains of the monastery save for crumbling foundations, though some underground portions of it remain intact and may be inhabited by native creatures or even a Horror. The spirit of the last surviving monk is there as well, and has become a spectral dancer (p. 308, ED) bound to the place of his death by the power of his last curse. The adepts must overcome the spectral dancer and the other hazards in the monastery before anyone can begin to rebuild it.

Finding the lost monastery could cement an alliance with the Skyseeker moot, but could also bring Theran forces to the Delaris Mountains to secure the ancient site they consider their empire's birthplace.

THE SCOL MOUNTAINS

The Scol Mountains in northern Barsaive are high and forbidding, with upper reaches of barren rock that are hazardous to travelers and virtually unlivable. The lowlands and foothills boast more life, but remain harsh and bleak; dangerous creatures are among their most numerous inhabitants. The greatest danger in the Scol Mountains, however, is not the extraordinarily rough terrain or the mountain predators, but the trolls who call these peaks home. Brutal even by the standards of the savage Bloodlore trollmoot, the trolls of the Scol Mountains are a dire potential threat to all the people of Barsaive, should the rumored alliance between them and the Denairastas family of Iopos prove true.

FIRESCALE MOOT

The Firescale moot is the dominant trollmoot in the Scol Mountains, having absorbed or eliminated all of their enemies over the years. They raid surrounding lands in airships, and also conduct cavalry raids on the backs of massive beasts known as firescales. The moot takes its Name from its members' ability to tame and train these huge, fire-breathing creatures; the sight of Firescale cavalry thundering down from the heights to plunder and raid lowland settlements strikes terror into the heart of every beholder. The animals exist nowhere else in Barsaive, and legend hints that they may be somehow related to dragons.

The Firescale moot is more clannish than any other crystal raider moot, and its members are said to kill strangers on sight. Though such tales may exaggerate somewhat, it is true that the Firescales want little to do with most outsiders, including other crystal raiders.

HISTORY

Troll clans have lived in the Scol Mountains since ancient times. Legends and historical documents concerning the ancient kingdom of Ustrect that have survived the Scourge say that the founders of that nation came from the Scol Mountains originally, leaving their homes and eventually settling a valley near the Twilight Peaks. The histories and legends do not, however, definitively state the reason that Ustrect's founders left the Scol Mountains. Some tales insist that the founders of Ustrect sought a gentler land where they could live without constant and unrelenting struggle, while others suggest they were driven out of the peaks by savage clan wars that eventually left the Firescale moot the sole masters of the Scol mountain range. Records from Jerris, legends preserved by a few settlements bordering the Liaj jungle and fragmentary historical documents from Cara Fahd all speak at least in passing of brutal fighting between different Scol Mountain clans and moots; legends from Ustrect that tell of such battles state that the blood feuds created by them lasted for generations. From the earliest days of their existence, the trollmoots of the Scol Mountains raided the lowlands and used their plunder to continue warring among their own kind. Originally, the raiders rode mountain thundra beasts; only much later did they begin to use airships to extend the





range of their raids further and further outward from their native territory.

No one knows for certain where or how the trollmoots of the Scol Mountains acquired airships. The airships used by the crystal raiders of the Twilight Peaks and the Delaris Mountains can be traced back to Nemar Firewalker's discovery in the Southern Face, and the subsequent spread of airship-building lore throughout the southern mountains of Barsaive. But the trolls of the Scol Mountains had no contact with their southern cousins, and thus could not have learned shipbuilding from them. Yet the Scol crystal raiders had airships of their own within a few generations of the vessels' appearance among the southern trollmoots. Speculation among scholars that Upandal gave an artisan of the Scol raiders a vision similar to Nemar Firewalker's has raised the question of whether or not ruins might exist in the Scol Mountains similar to those in the Southern Face of the Twilight Peaks. Other, wilder explanations include tales of dragons native to the Scol Mountains providing the northern trollmoots with the principles of airship construction—or even possibly the ships themselves.

Even before the Scourge, the Firescale moot overcame its neighbors and claimed the Scol Mountains for its own. From its earliest days, this moot has followed the fierce Firescale clan that gave it its Name, whose members were the first to tame the magical beasts that the Firescales ride. Like so many of their fellow trolls, the Firescales rode out the Scourge in deep caves and tunnels, reinforced with the Rites of Protection and Passage. Having been spared the destruction of the Battle of Sky Point, the Firescale moot saw no reason to hate the Therans or to refuse their magic. And with the abundance of easier victims elsewhere, few Horrors sought to reach them.

When the Firescales emerged from their shelters, they found their mountains stripped of what little life they had held. To survive, they raided more often and further into the lowlands of Barsaive. But raiding proved insufficient for their needs; lowland settlements struggling to revive after centuries underground had little worth taking. The Firescales therefore began taking over entire settlements in the foothills of the Scol Mountains, reasoning that only complete control would give them enough from the settlements to sustain themselves. Unlike their southern cousins, who maintain their mountain homes partly as a practical defense against their enemies, the Firescales have spread further and further into the lowlands, building homes and raising food for their moot. Firescale raiders often divide their time between raiding and farming, regarding the latter as a form of combat with the earth and the forces of Nature.

The Firescales' conquests—unusual for crystal raiders—may have brought the moot to the attention of the Denairastas family. This magically gifted clan gained firm control over the city of Iopos during the Scourge, and after emerging from their citadel, began to turn their sights

toward the rest of Barsaive. They formed an alliance with the t'skrang House Ishkarat of the northern Serpent River, and also sent emissaries to the Scol Mountains. Impressed by the Denairastas' cunning, ruthlessness and magical power, the Firescales forged a tentative alliance with them that is only now coming to fruition. This alliance may have grave consequences for the rest of Barsaive.

IMPORTANT CHARACTERS

The Firescale moot is made up of twenty-five clans. The most influential Name-givers among them include Mar'tok Man-slayer Firescale, chief of the moot; N'rela Hardeyes, one of Mar'tok's co-wives; and Gellad Denairastas, Iopan envoy to the Firescale moot.

Mar'tok Man-Slayer Firescale

The chief of the Firescale moot is a powerful warrior and a shrewd and wily leader. He has fought in many battles, as the numerous scars on his body attest. Not all the scars come from battle, however; a fair share reflect his extensive use of blood magic to increase his fighting prowess and secure his position as moot chief. Mar'tok wears blood pebble armor and has replaced the right eye he lost in battle with a targeting eye. Additional blood charms are embedded in his flesh, giving him an almost monstrous appearance.

Since becoming chief by defeating his predecessor in a swift and bloody Rite of Challenge, Mar'tok has done everything he can to stay in power. He supports strong ties with the Denairastas, finding them worthy allies for a moot as mighty as his. He considers the dwarfs of Throal too weak and the Therans too honorless to be worthy of his attention. The Denairastas, he believes, will lead the Firescale moot to glory when they become rulers of Barsaive. Denairastas envoys have promised him that the Firescales will be allowed to build their own kingdom in the Scol Mountain lowlands, and Mar'tok believes his people will also be able to claim the ruins of Ustrect.

Mar'tok believes in leading by example, and glories in leading raids. He is an Eighth Circle warrior adept with formidable abilities that his many blood charms enhance. In battle, he wields a magical, threaded sword Named Wyrmsfang, which is said to be carved from the tooth of a dragon that has allegedly laired in the Scol Mountains since before the Scourge. The power of the sword in Mar'tok's hands testifies to the truth of the tales.

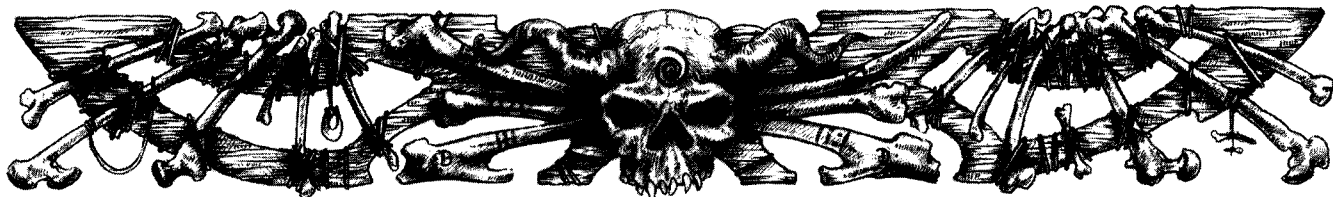
Attributes

DEX: 6	STR: 8	TOU: 8
PER: 5	WIL: 5	CHA: 6

N'rela Hardeyes Firescale

N'rela Hardeyes is a fairly recent addition to Mar'tok Man-Slayer's line marriage. Despite being a younger wife,





N'rela has risen to unprecedented fame by becoming the moot's chief questor of Thystonius, the Firescales' patron Passion. N'rela dearly loves physical contests and conflict, more so than any other troll in the moot. Mar'tok fell in love with her when she bested him during a competition in honor of Thystonius—a feat few Firescales can boast. He has said that N'rela is the only troll who could challenge him for the chieftainship and have a chance of winning—an ironic statement, as tradition prevents N'rela from becoming chief by virtue of her gender.

In truth, N'rela has no desire to be chief. Her position as the moot's highest-ranking questor and as part of Mar'tok's marriage brings her more than enough prestige. She fully supports her co-husband and chief, and has helped rally the moot behind Mar'tok's leadership. Some of Mar'tok's elder co-wives are jealous of N'rela's fame, power and beauty, but Mar'tok will not hear a word against her. The chief loves N'rela from the depths of his soul, and the Firescale moot believes there is nothing the two of them cannot accomplish together.

As a devout questor of Thystonius, N'rela loves raiding and battle as much as any other test of strength and endurance. A formidable fighter, she is a Seventh Circle sky raider and a Rank 10 questor of Thystonius. Her Passion has shown her favor by granting her Inspire Endurance, a unique questor power described below.

Inspire Endurance

Step: Charisma + Rank

This ability allows a questor of Thystonius to inspire the wounded in a battle to fight on regardless of their injuries. The questor speaks to a number of Name-givers no greater than his or her questor rank for 3 Combat Rounds. At the end of that time, the questor makes an Inspire Endurance Test, comparing the result to the Social Defense of each character to whom the questor spoke. If the test is successful, all affected characters reduce their current

damage by a number of points equal to the questor's rank times 2, to a minimum of zero. This power does not affect Wounds.

Attributes

DEX: 6	STR: 8	TOU: 8
PER: 6	WIL: 6	CHA: 5

Gellad Denairastas

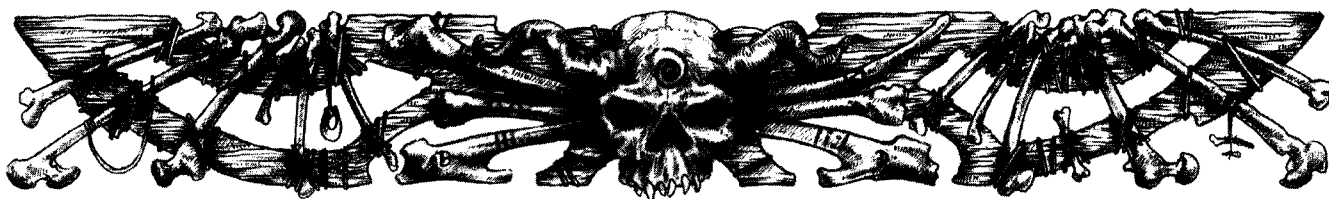
Gellad Denairastas is the Iopan envoy to the Firescale moot, charged with passing information from Iopos to the trolls and directing their activities to suit Uhl Denairastas's plans. A member of the Gold Branch of the Holders of Trust, Gellad is an Eighth Circle Illusionist and Sixth Circle Wizard, an accomplished agent of the Holders and a skilled diplomat who understands the unique requirements of interacting with crystal raiders. (For more information on the Holders of Trust, see pp. 30–41, **Secret Societies of Barsaive**.) Though not a physically powerful man, Gellad makes up for his small size (by troll standards) through immense cunning and ruthlessness, qualities that the Firescale trolls understand and admire.

Like most scions of the Denairastas clan, Gellad hopes to move up in the world. He sees his work with the Firescale moot as a means to enhance his own legend and position within his family. If he can make the Firescale raiders valuable allies and use them to aid Iopan plans of conquest, he stands to gain great prestige, which he hopes will allow him to attain a more influential position upon his return home. Though he is far from it now, Gellad harbors dreams of one day sitting on the Malachite Seat and ruling Iopos himself. More than likely, Gellad's ambition is one of the reasons Uhl Denairastas sent him on such hazardous diplomatic duty so far from home.

Attributes

DEX: 5	STR: 5	TOU: 6
PER: 8	WIL: 7	CHA: 7





CURRENT ACTIVITIES

The Firescale moot has thrown itself fully into the alliance with Iopos, even allowing Gellad Denairastas to direct and orchestrate its ground and air raids in order to take full advantage of the recent death of King Varulus of Throal and the growing conflict between Throal and the Theran Empire. Firescale raids into lands around the Scol Mountains have left Iopos and its Ishkarat t'skrang allies the sole islands of peace and the sole trading partners who can move goods with any degree of safety in this region of Barsaive. Foreign merchants and traders passing through often fall foul of Firescale attacks, as do towns and villages that do not pledge at least tacit support to Iopos or House Ishkarat. Gradually, the region surrounding Iopos and the Scol Mountains is coming to view Iopos as its legitimate ruling power.

Though aware of these activities, Throal can so far do little about them. The Throalic Navy is spread thin, and the dwarf kingdom cannot risk an aerial conflict with Iopan or Firescale ships with Theran forces so close at hand. The Eye of Throal has placed agents near Lake Vors and the Scol Mountains to counter the efforts of the Denairastas and their operatives, but the Eye is likewise spread thin throughout Barsaive as its members work against agents of the Theran Empire or come to the aid of anti-Theran groups like the Liferock Rebellion. To cope with its personnel shortage, the Eye is recruiting trusted adepts to work for Throal in the region near Iopos. These adepts often defend villages and merchants from Firescale attacks and help to convince the local people that they need not bow to Iopan demands. So far, such efforts have been small in comparison to the scale of the troll raids, but they have had some effect.

AIRSHIP FLEET

The Firescale airship fleet numbers eleven ships, more than most other raider fleets in Barsaive. The airships are being outfitted with weapons provided by the Denairastas, including some fire cannons as well as the equivalents of dragon's breath and thunderbolt throwers used by the moots of the Twilight Peaks. Some of the ships also mount catapults that can hurl munitions designed by Denairastas magicians; these contain alchemical or elemental compounds designed to destroy enemy ships and crews, including various flammable materials, acids and poisons.

The flagship of the fleet is the *Dragon's Fang*, commanded by Mar'tok Man-Slayer. Other ships include the *Venom*, the *Carnage*, *Thystonius' Spear*, the *Ironscale* and the *Gnasher*. All have become known and feared sights in the skies of northern Barsaive.

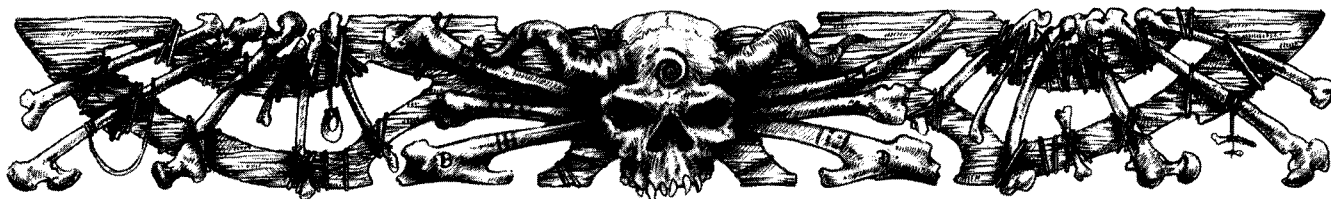
Adventure Idea: Scouting the Scales

The rest of Barsaive knows little about the Denairastas family's new troll allies, and with Iopos poised to take control over more of Barsaive, other factions of the province badly want to learn more about the Firescales. Player characters employed by the Eye of Throal, the Theran Empire or even the Elven Court or the arpagoi of the Serpent River may be sent to the Scol Mountains to gather information about the Firescales and their alliance with the Denairastas.

Spying on these volatile, suspicious and clannish trolls is no easy task, especially when combined with the usual hazards of travel through the mountains (see **Mountain Travel**, p. 31). As they make their way toward the Firescales' moothome, the characters are nearly spotted several times by Firescale scouts, but eventually get close enough to watch the trolls' encampments. They may even infiltrate the moothome to gather information about its inhabitants.

During their surveillance, the player characters see Gellad Denairastas arrive to meet with the Firescales' chieftain. Gellad is accompanied by a pair of bodyguards, both Fifth Circle warriors. He has come to dictate the targets of the moot's next raids so that Iopan forces can move through the region without difficulty. Soldiers from Iopos are slowly spreading south and east of their city, clamping down on the territory, while the Firescales provide them with aircover. If the player characters can get this tidbit of information back to their employers, they can put a crimp in Iopan plans. If discovered, they must escape from Gellad and the Firescales. In this case, the adventure culminates in a fantastic chase scene with the adepts fleeing a contingent of firescale-mounted trolls through treacherous mountain terrain.





AIRSHIPS AND SHIP COMBAT



This section describes the various types of ships characters are likely to encounter in their adventures. The following material includes explanations of ship statistics, rules for ship travel including speed and navigational hazards, an overview of ship combat and rules for repairing and maintaining airships. This section also includes descriptions of several different types of airships, from the crystal raider drakkars and wooden airships used elsewhere in Barsaive to the powerful stone airships of the Theran Empire.

TYPES OF AIRSHIPS

There are two primary types of airships in Barsaive: the wooden vessels used by the various cities and nations of the province, such as galleons, galleys and drakkars, and the stone airships used by the Theran Empire. Within these two classifications are a number of variations, from warships to trading ships to the swift raiding vessels of the highland trollmoots.

Drakkars are wooden-hulled ships used by the crystal raiders, up to 60 feet long and 10 to 15 feet wide. Though generally powered by oars, drakkars can also use sails. Some drakkars have masts that can be taken down or raised as the situation demands. Crystal raider drakkar crews typically number about thirty trolls.

Galleys are mid-sized wooden airships most commonly used by the cities and nations of Barsaive. A typical galley is 100 feet long and more than 20 feet wide, powered by both oar and sail. Crewed by a hundred, galleys have more cargo capacity than drakkars, which they can use to carry an extra two hundred troops or passengers. Most galleys are merchant vessels, carrying goods quickly across Barsaive. Other galleys are military ships. Usually, galleys have two upper decks—fore and aft—and two lower decks. A galley can carry weapons like fire cannon (often mounted on the fore or aft castles), and even a merchant ship often has some weapons to defend itself against attacks by pirates and raiders.

Galleons are the largest wooden airships, virtually unseen in Barsaive since the Scourge. These ships reach lengths of up to 150 feet and may be as wide as 35 feet or more, with multiple decks, masts and sails. Galleons are rarely powered by oars, but they require many air sailors to rig and control the sails. Galleons usually have several decks and can carry up to five hundred passengers or troops. Galleons can also carry considerable firepower, but

they lumber by comparison to the more maneuverable drakkars and galleys and even the smaller stone airships of the Theran Empire.

Vedettes are the smallest stone airships, used by the Theran Empire as mining barges, attack ships, cargo carriers, troop transports and fighter escorts for larger airships. They are similar in size to drakkars, up to 60 feet long and 10 to 15 feet wide, though they usually feature lower and upper decks. Though highly maneuverable, vedettes cannot mount as much firepower as larger ships. Their stone hulls make vedettes as tough or tougher than wooden ships more than twice their size and protect them from many hazards that affect wooden airships.

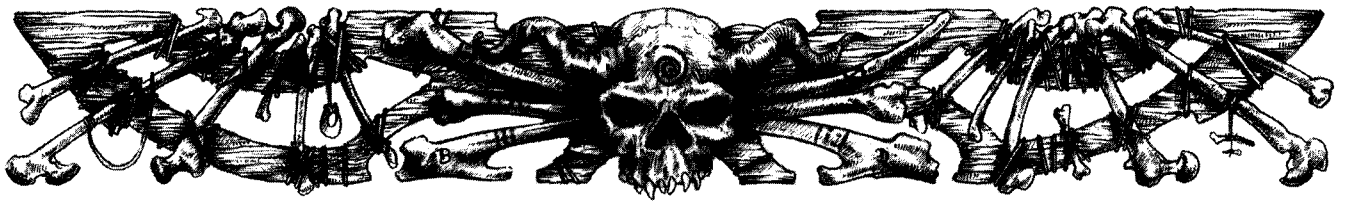
With kilas, the resemblance between wooden and stone airships ends. Kilas are floating fortresses—imagine small castles torn from their foundations and set in the sky by the power of Theran magicians. Kilas are most often square-shaped, measuring up to 100 yards on a side, with towers reaching four or five stories tall. The walls and towers of a kila can mount many fire cannon and other weapons, but the weapons cannot turn, and so can only be brought to bear on targets on the side on which they are mounted. Smaller and more maneuverable ships often take advantage of this limitation.

Behemoths are the largest and most awe-inspiring airships. A behemoth is a small floating city, measuring roughly 250 yards to a side, surrounded by high stone walls and surmounted by many towers and structures. A behemoth is a weapon of war second to none; its thick stone walls enable it to resist attacks from smaller ships while numerous fire cannon and other weapons mounted on those same walls rain destruction down on targets. A single behemoth defeated the gathered crystal raider moots at the Battle of Sky Point, and the behemoth *Triumph* has become a stronghold of Theran might in the heartland of Barsaive.

AIRSHIP NAMES

Because all airships are Named and have True Patterns (p. 47, **ED Companion**), they can be affected by magic like other Named people, places and objects. Though strictly speaking, airships are closest to magical items, in game terms they function more like Named places, with their own Pattern Items. Most Named airships have at least one Pattern Item, particularly if the airship is old or has been involved with many legendary deeds on the part of its crew. These Pattern Items can be used to study the True Pattern of the airship and to weave threads to it. It is common for the captain of an airship to hold one or more of its Pattern Items and to have one or more







threads woven to the ship's True Pattern. These threads may be used to increase the weaver's abilities aboard ship (p. 50, **ED Companion**), or the thread rank may be used to increase one of the ship's Step Ratings. Crystal raider captains naturally guard the Pattern Items of their ships very carefully to avoid having them fall into the hands of their enemies. Since many of the crystal raider drakkars are connected to and crewed by a particular clan, the ships themselves have effectively become Pattern Items for their clans.

SHIP STATISTICS

All airships have six Attributes: Speed, Maneuverability, Firepower, Hull, Damage and Crew. Most of these Attributes are given as step numbers, and are used in the same way as a character's step numbers. Some ship Attributes, however, represent other characteristics of the ship, such as the amount of damage the ship can sustain before becoming derelict, or the strength of the ship's armor. Each of these six Attributes is described more fully below. The **Ship Combat** section includes specifics for how many of these Attributes are used in the game. Always use the current step of an Attribute (modified by Wounds, Air Sailing Tests and so on) when making tests or using the Attribute as a Difficulty Number.

The statistics for each of the ships in this book are presented in an expanded format from those given in the **Earthdawn Companion**. The statistics and rules in this book supersede those of the **Earthdawn Companion**.

Unless stated otherwise, all airships are considered to have a Spell Defense of 12.

SPEED

A ship's Speed Attribute represents how fast a ship can move over a period of time. The Attribute listed is the ship's cruising speed. Most ships can run faster for short bursts when necessary: the drummer on a galley can beat out a double time to the oarsmen or the ship can catch a strong gust of wind. Successful use of the Air Sailing talent or skill can also increase a ship's speed (see below). A ship's Speed Attribute is the step number used when making certain tests for the ship while it is traveling or in combat.

The Ship Speed Table (p. 118) shows a ship's actual speed (in both miles per hour and yards per Combat Round) based on its Speed step, as well as how far a ship can travel (in miles) during an eight- or sixteen-hour period. Most airships travel for sixteen hours per day under normal conditions.

MANEUVERABILITY

A ship's Maneuverability reflects how quickly it can change course, flank opponents and break off from an attack. A ship's Maneuverability is used as the step number when making tests for various maneuvers (p. 120), and is also the Difficulty Number for certain tests made against the ship. An

airship's Maneuverability step can also be increased by the use of Air Sailing skills or talents (p. 118).

FIREPOWER

A ship's Firepower represents how effective the ship's weapons are in combat. This Attribute takes into account the number of weapons, their placement and their range. The number to the right of the slash represents the Attack step; the number to the left represents the Effect (usually Damage) step. When the ship attacks with its weapons, the captain can split the Attack steps into any number of attacks that add up to the ship's total Firepower. See the **Fire** maneuver, p. 121 for more about how a ship's Firepower Attribute works in combat.

For most airships, the Firepower step represents the power of fire cannon mounted on the ship. Some airships (such as crystal raider drakkars) have weapons other than fire cannon. These weapons apply the Firepower step differently. See the individual weapon descriptions on page 122 to determine how these weapons are used in combat.

HULL

A ship's Hull Attribute represents the vessel's durability. This Attribute includes the actual thickness of the ship's walls, how cleverly the ship's design protects vital areas and so on. A ship's Hull covers three factors: Armor, Ramming and Cargo. The Armor Rating reduces the damage of all attacks made against that ship. The Ramming rating represents the Damage step of the ship's ramming attack against an opposing ship. The ship's Cargo Rating represents the amount of freight the ship can carry and still go at full speed. This rating is measured in *duari*, a barrel that is the standard unit of measurement used by every Trade Covenant on the Serpent River, as well as every trading company in Barsaive. A standard *duari* is a cask four feet tall and three feet in diameter, capable of holding 300 pounds of rice. Every 20 *duari* a ship carries above its Cargo Rating reduces the ship's Speed by one step. If the Speed Attribute of the ship is reduced to zero through a combination of weight and combat Wounds, the ship becomes a derelict.

DAMAGE

A ship has three Damage Ratings, just like a player character. A ship's Destroyed and Derelict Ratings are the ship equivalents of a character's Death and Unconsciousness Ratings, while a ship's Critical Threshold is equivalent to a character's Wound Threshold. Specifically, a ship's Critical Threshold is the amount of damage the ship can take from a single attack, after applying armor, before it suffers a Wound. Each Wound reduces the ship's Speed, Firepower, Hull and Crew Attributes by 1. When a ship accumulates damage equal to its Derelict Rating, it may no longer move or fire. When it accumulates damage equal to its Destroyed Rating, it sinks or crashes.





CREW

Each ship has a Crew Attribute that represents the overall abilities of its captain and crew. A ship's Crew Attribute includes five factors: its Captain Rating, Crew Size, Crew Skill, Crew Rating and Morale.

A ship's Captain Rating represents the minimum Air Sailing talent or skill rank for a captain of that type of ship. The gamemaster can use this number to make tests for a ship when he has not fully fleshed out the captain's abilities and statistics. The Crew Size represents the number of crewmen it takes to operate the ship at its full potential, while the Crew Skill represents the average talent or skill ranks of the ship's crew. A ship's Crew Rating is an abstract rating used in boarding maneuvers in much the same way Firepower is used in ranged combat. Lastly, a crew's Morale is the amount of damage the ship and the crew can sustain before the crew will consider surrendering. Any damage done to the ship's hull, or any damage done to the crew in a boarding action are applied toward the Morale rating to determine if a crew will surrender. Consider hull and crew damages as separate, not combined, for the purpose of this comparison. Of course, player characters may always choose to keep fighting or surrender. The Morale rating applies only to crewmen who are gamemaster characters.

SHIP TRAVEL, SPEED AND HAZARDS

Airships often travel vast distances at high speeds, whether on raids, military missions or carrying trade goods to their destinations. The following rules describe game mechanics for two important aspects of airship travel: speed and hazards.

AIRSHIP SPEED

Each ship has a Speed step that determines the speed at which it can travel. Most airships have a Speed step of 10. This is the ship's cruising speed under normal conditions.

The Ship Speed Table shows the distance, in miles, traveled in an eight-hour and sixteen-hour period for each Speed step. The number before the slash represents the distance traveled in eight hours, while the number after the slash is the distance traveled in sixteen hours. Most airships operate sixteen hours a day (traveling at night can be dangerous), and so most usually travel the second number of miles each day. The wind can also affect the airship's speed. To reflect this in the game, lower the Speed step of ships traveling against the wind by 1 and increase the step by 1 for ships moving with the wind.

Captains and crews can increase their ship's Speed through use of the Air Sailing talent (or skill) based on the captain's rank in Air Sailing. To do this, the captain makes an Air Sailing Test against a Difficulty Number equal to the modified Speed step of the ship. For each success level achieved (p. 246, ED), the captain increases the Speed step

SHIP SPEED TABLE

Speed Step	Yds./Combat Round	MPH	Distance (in 8/16 hours)
0	8	1	8/16
1	11	2	18/36
2	14	3	23/46
3	18	4	30/60
4	22	5	36/72
5	27	6	44/88
6	33	7	54/108
7	40	8	66/132
8	50	10	82/164
9	65	13	106/212
10	80	16	131/262
11	100	20	164/328
12	130	27	213/426
13	165	34	270/540
14	220	45	360/720
15	265	54	434/868

of his airship by 1. In addition to the captain, other members of the crew can use their Air Sailing talents (or skills) to boost the ship's speed. Aside from the captain, this is most often done by the helmsman.

In combat, this type of increase to the ship's speed lasts for a number of combat turns (see **Ship Combat**, p. 120) equal to the captain's rank (or the rank of whoever makes the test) in Air Sailing.

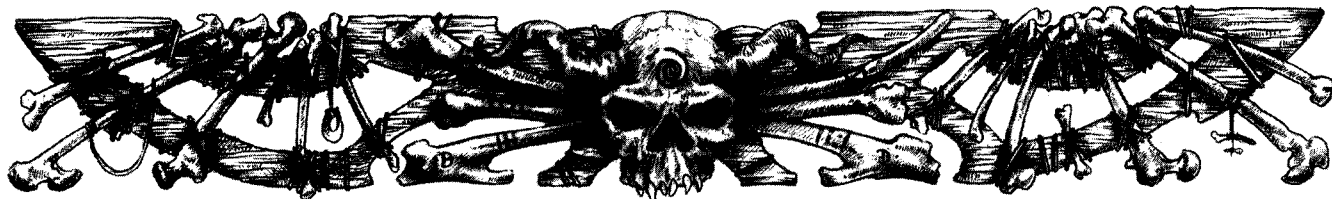
AIR SAILING

The most important talent for the operation of an airship is Air Sailing (p. 96, ED). Air sailor and sky raider adepts are the primary characters who practice this talent, but the talent can be learned as a skill by non-adepts and airship crewmen of other Disciplines. Human adepts who serve on board airships often learn Air Sailing through the use of their Versatility talent. Even characters with no knowledge of Air Sailing can make use of certain aspects of the talent by defaulting to Willpower (see **Default Attributes**, p. 94, ED).

The Air Sailing talent includes the practical knowledge of serving on board an airship: how to row, trim sails, steer and perform all of the functions necessary to keep an airship running. Airship crews use Air Sailing for many of the various tests described in this chapter (see **Using Talents in Ship-to-Ship Combat**, p. 124).

Air Sailing also provides much of the magic that allows an airship to soar through the sky as easily as an ordinary ship sails across water. A normal wooden oar rowed against nothing but air will do little to move a massive ship, even a free-floating airship. But the symbolic act of rowing combined with the power of the rower's will has





magical effects. Rowing is a symbol of the rower's desire to move the ship. Air Sailing takes this desire and magically translates it into motive power that drives the airship. This is one of the reasons rowing is commonly used to propel airships: the force of Air Sailing magic usually allows rowed ships to travel more quickly than airships under sail. Air Sailing magic also comes into play in steering and the use of sails, but airships under sail receive more of their impetus to move from the winds than the efforts of the crew.

Even non-adepts untrained in Air Sailing can make use of this magical aspect of the talent. Because the will of the rowers represents the most important factor in ship propulsion, using unskilled rowers requires a much larger number of people; skilled air sailors, of course, can move an airship with a fairly small crew. The larger Theran stone ships, kilas and behemoths use large crews of slave rowers as an additional means of propulsion along with sails—countless numbers of slaves have had their lives drained away to propel Theran ships.

The minimum number of crew required to move and maneuver an airship is one-half of its Crew Size. That is the number of people who must successfully use the Air Sailing skill or talent (or an equivalent number if higher than average successes are obtained; see p. 96, ED) in order to propel the ship in any direction. The Difficulty Number for this test is 4, plus 1 for each Wound the ship has taken. In most situations, the gamemaster can assume or improvise what happens with a ship, but if large numbers of crewmen are wounded or killed in combat, rolling out the results may be necessary. If not enough Air Sailing successes are achieved to fly the ship, it goes adrift. The magic and True elements will keep it afloat, but it will drift indefinitely unless a crew manages to take control of it.

TRAVEL AND HAZARDS

The skies of Barsaive require great skill and experience to navigate. The most common problems are storms or turbulence, and airship crews constantly check the wind and weather to prevent mishaps from occurring. Other hazards, like flying creatures, are also a factor. In each eight-hour time period that a ship is flying, its captain must make an Air Sailing Test against a Hazard Level based on the area where the ship is traveling (usually 7) to check for hazards. On an Average success, the ship runs at its normal speed, but the captain cannot use his Air Sailing talent to increase the ship's speed. A Good success or better entitles him to attempt such a speed increase (see **Air Sailing**, p. 118).

If the test fails, the gamemaster makes a Hazard Test using a step number equal to the Hazard Level of the area against a Difficulty Number equal to the airship's Maneuverability. On an Average success, the ship's Speed is reduced by one step. On a Good success, the ship's Speed is reduced by two steps. On an Excellent success or better, the ship is damaged and receives a Wound. Each Wound reduces all of the ship's steps by 1 (see **Damage in Ship-to-Ship Combat**, p. 123). This Wound is an abstract representation of stress or damage caused to the ship by tight maneuvering, accidents, creatures and so on.

The various Hazard Levels of Barsaive's major air routes are shown on the Hazard Table. The Hazard Level for most of Barsaive is 7. Controlled territory is any region controlled by the airship's owners, such as a Stoneclaws airship flying over that moot's territory in the eastern Twilight Peaks or a Theran airship over Vivane or Sky Point. Rival territory is controlled by an unfriendly aerial power, such as a Theran ship flying over the Twilight Peaks. Certain areas of Barsaive have higher Hazard Levels, particularly regions of the Twilight Peaks and other mountain ranges, the Mist Swamps, the Servos Jungle, the Liaj Jungle and other regions where large numbers of aerial monsters live, including Death's Sea and the Scarlet Sea. If a ship runs through adjacent regions with two different Hazard Levels during an eight-hour period, it must use the highest Hazard Level when making the Air Sailing Test.

In addition to the inherent hazards, weather and daylight are key factors in travel. For airships that travel part of their daily distance in darkness, it becomes more difficult to identify hazards during that period. Add +1 to the Hazard Level for any eight-hour period during which the ship is traveling in darkness. Rain also limits visibility and increases the Hazard Level by +1. A storm, with gusting wind and driving rain, increases the Hazard Level by +2; violent storms add +3, sometimes even +4 to the Hazard Level.

Terrain and hazards can also affect an airship chase. The Pursuit Modifiers in the second column of the Hazard Table are applied to the Speed steps of all ships involved in pursuit (see **Ship-to-Ship Combat**, p. 120).

HAZARD TABLE

Area	Hazard Level	Pursuit Modifier
Controlled territory	5	+1
Open plains of Barsaive	7	+0
Mountains (Twilight, Delaris, Scol, etc.)	8	-2
Servos Jungle	8	-2
Badlands (Mist Swamps, Liaj Jungle, etc.)	9	-3
Scarlet Sea	10	-4
Death's Sea	12	-6
Rival Territory	+1	-1
Darkness	+1	-1
Rain	+1	-1
Storm	+2	+2
Major storm	+3	+3
Severe storm	+4	+4





SHIP-TO-SHIP COMBAT

Like travel and trade, ship combat is a fact of life for the crystal raiders and others who fly airships in Barsaive. Airships must be prepared to do battle with raiders, pirates, Theran slavers and similar menaces. The following rules expand on the Ship Combat rules in the **Earthdawn Companion** (p. 129), putting more emphasis on the specific concerns raised by airship combat. Specifically, these rules add the element of range, including horizontal and vertical ranges. For those familiar with the Ship Combat rules in the **Earthdawn Companion**, range rules require the incorporation of standard range modifiers (p. 196, ED) when using ship weapons, and also impose restrictions on certain ship maneuvers. These changes add some complexity to ship combat, and so gamemasters should review the **Ship Combat** section of the **Earthdawn Companion** before running airship battles using these rules. Alternatively, gamemasters may feel free to ignore these changes and use the original Ship Combat rules.

All types of ship-to-ship combat can be conducted according to a standard, three-step procedure: Declaration, Initiative and Resolve Actions. Various maneuvers that can be used during the combat sequence appear below.

1. Declaration: The captain of each ship declares which specific maneuver his or her ship will follow.

2. Initiative: The captain of each ship makes an Initiative Test using the ship's Maneuverability step.

3. Resolve Actions: In descending order of Initiative, each captain resolves the maneuver chosen in the Declaration Phase. As soon as a ship succeeds at its declared maneuver, no other ship may complete a maneuver against it that turn (nor can it hold over an uncompleted maneuver until the next turn—the captain must declare a new maneuver).

In keeping with this abstract combat style, time is made abstract as well. Instead of Combat Rounds, captains maneuver their ships in turns of unspecified length. If a gamemaster finds it necessary to put a time limit on ship maneuvers, we recommend that a turn be equal to one minute. Remember that once the action moves back to the scale of the characters, time once again becomes divided into Combat Rounds.

Unless otherwise decided by the gamemaster, ships engaging each other in combat are considered to be at a distance of 500 yards. This is the maximum possible range for ship combat using these rules.

PURSUIT

When two or more ships meet in the skies over Barsaive, one or more may try to engage another in battle. If one (or some) of the ships wish to avoid combat while another (or others) wishes to engage in combat, the ships desiring combat must begin pursuit.

Pursuit consists of a series of Speed Tests made by each side in the combat. Every turn, each ship that is either pursuing or being pursued makes a Speed Test, rolling its Speed step against a Difficulty Number equal to the opponent's Speed step. Apply any Pursuit Modifiers from the Hazard Table. If there is more than one ship on each side, the Difficulty Number for the pursuer is the lowest Speed step among the ships he is pursuing, while the Difficulty Number for the fleeing side is the highest Speed step among the pursuing vessels. The first side to make three successful Speed Tests wins the pursuit; the victorious pursuing ship initiates combat or the fleeing ship evades combat. If the two sides achieve three successes in the same turn, the first ship to score one more success than its opponent wins the pursuit. When there is more than one ship on each side, the gamemaster may apply the results of the pursuit to all ships. Once an airship successfully engages another, it is considered to be roughly 500 yards away from its opponent—the maximum distance at which airships can engage in combat.

If the fleeing ships evade their opponent, the pursuer can make another Speed Test after an hour has passed. If this test succeeds, the pursuer may begin pursuit once again using the rules above. If the test fails, the quarry has escaped.

SHIP MANEUVERS IN COMBAT

Airships can use six different maneuvers in combat, each described below. When the captain of a ship performs one of these maneuvers, he makes a Maneuver Test. Note that this is *not* the same thing as a Maneuverability Test. Each maneuver also has a Failure Modifier, which is a number of steps that all opposing captains and ships add to their Maneuver Tests made against a ship that failed its declared maneuver in a given turn.

Alter Distance

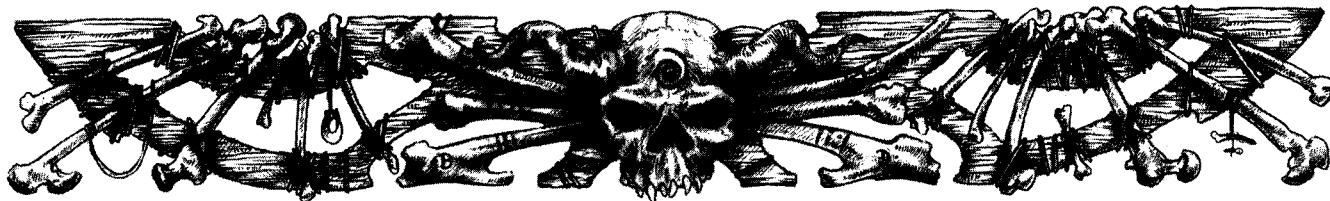
This maneuver allows the airship to close or extend the distance between it and an opposing ship. The captain makes a Speed Test for the ship against the Speed step of the opposing ship. Each level of success allows the captain to alter the vertical or horizontal distance between the two ships by 50 yards. This distance can be split in increments of 50 yards between the vertical and the horizontal as desired. This maneuver is only needed against opposing airships that are also maneuvering in combat. Closing range with stationary targets does not require an Alter Distance maneuver.

Failure Modifier: +2

Board

A successful boarding maneuver brings a ship up alongside another, so the crews of the ships may battle directly. In order to board and storm an opposing ship, the attacker makes a Maneuverability Test against a Difficulty Number equal to the defender's Maneuverability step. If





successful, this maneuver allows the attacking crew to engage the enemy crew in hand-to-hand combat in the next turn. This maneuver can only be attempted against ships within 100 yards of the attacking vessel.

Boarding actions can be accomplished in two ways. In the first, the boarding crew grapples their ship to the one they are boarding. Because they are grappled together, both ships suffer -4 to their Maneuverability and Speed steps. The second method of boarding involves sending a wave of attackers over, using Great Leap and similar talents in conjunction with the initial boarding maneuver. Both ships remain free to maneuver without the grappling penalty while their crews slug it out. However, in order for the attacking ship to get its boarding parties back onboard, it must at some point make another boarding maneuver, at which point its crew returns to their ship.

In a boarding battle, each side makes an Attack Test using its Crew Rating to physically harm the opposing crew. The Difficulty Number for these tests is the opposing Crew Rating. If an Attack Test is successful, that crew makes a Damage Test using its Crew Rating. To resist damage from a boarding attack, a crew uses the Armor and Critical Threshold of its ship. If the damage from a single attack exceeds a ship's Critical Threshold, the crew is Wounded and its rating is reduced by one step. The Wound also means that five percent of the crew has received deadly injuries and will not survive without medical assistance. If a crew takes damage equal to or higher than its Morale Rating, it may surrender to the enemy.

A crew can fully recover its Morale after three turns providing it does not take any additional damage in those three turns and it did not surrender. A crew can only recover from Wounds by recruiting more crew members or allowing the wounded among the crew to heal completely. This most often takes at least one week.

Player characters who wish to enter boarding engagements should be able to affect the outcome of the combat. A turn of ship combat represents about one minute. If player characters enter the boarding combat, the gamemaster should run the combat in Combat Rounds as normal, using the sample sky raider and air sailor statistics on pp. 131-33 for the opposing crew. The gamemaster should reduce the enemy crew's Morale by 1 point for each combatant the player characters incapacitate, and simultaneously raise the Morale of the player characters' crew by 1.

The boarding battle described above represents the bigger picture of the combat; the crew Attack Tests should be made in the first round of combat, and then every sixth round thereafter. The gamemaster should warn the player characters when their own crew's morale is about to break, because once their allies surrender, it is usually fruitless for the characters' small party to fight on against the sudden shift in the odds.

Failure Modifier: +4

Ground Assault

In a ground assault, the captain attempts to bring his ship's weapons to bear on a target on the ground. The idea is to swoop in for a swift pass over the target, then veer off sharply to prevent retribution. To use this maneuver, the captain makes a Maneuverability Test against a Difficulty Number 8. If successful, this maneuver entitles the ship to fire its weapons as described under the Fire maneuver, but at ground targets. If the test fails, the ship is unable to achieve the correct angle for an attack and cannot fire effectively. This maneuver can only be attempted against targets within 100 yards of the attacking vessel.

Failure Modifier: +4

Break Off

A ship that wishes to break off combat must make a Speed Test against a Difficulty Number equal to the highest Maneuverability among the ships in the opposing fleet. The fleeing ship must succeed at this test in three consecutive turns before it may break off the combat and run, at which point the opposing ship will likely pursue it. This means that each time a pursuer manages to catch up with his quarry, he has at least three chances to damage that ship before it gets away once more.

In order to break off from an enemy that has successfully boarded and grappled, a ship must achieve an Excellent or better success on a single Speed Test for the break-off maneuver. (Remember that both ships will suffer a -4 step penalty to their Speed and Maneuverability because they are grappled.) If this happens, the enemy crew is assumed to have returned to its own ship.

Failure Modifier: +2

Ram

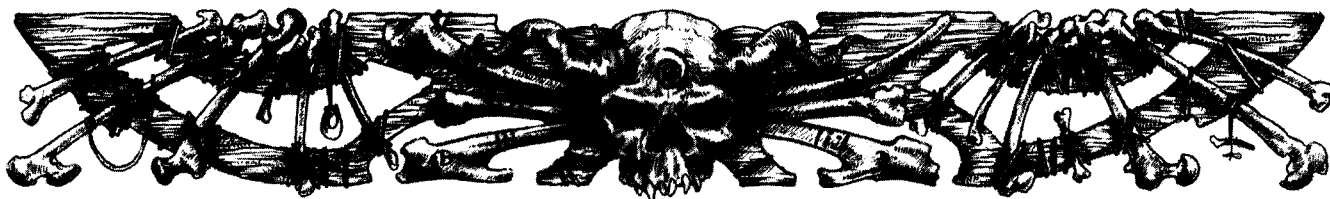
A ship that wishes to ram its opponent must make a Speed Test against a Difficulty Number equal to the target ship's Maneuverability. If the test is successful, the attacker has struck the enemy ship, and makes a Damage Test using its Ramming step. This damage is reduced by the target's Armor as normal. This maneuver can only be attempted against targets within 100 yards of the attacking vessel.

Failure Modifier: +6

Fire

The Fire maneuver is used when a ship attacks an enemy ship with its weapons. The captain of the attacking ship can split the Firepower among his weapons to attack any number of opponents, provided that the sum of Firepower for all his attacks adds up to his ship's Firepower Attack step. Each attack requires a separate test using the designated Attack step against each separate target's Maneuverability step. The captain may only make one Attack Test against each target. If a ship attacks a single target, the Failure Modifier does not apply. However, if





attacking multiple ships, the ship suffers a Failure Modifier of +1 for each attack that fails to hit the target.

The effect of the weapon attack (usually damage) is equal to the ship's full Firepower Effect step, minus one step for each target after the first. For example, Captain Gro'tan has Firepower 18/18 on his ship. He could choose to split his Firepower into three attacks of Step 6 each. Each attack that hit would do Step 16 damage (18 minus 2 equals 16).

Called Shots may be made against a specific ship Attribute—targeting the mast to reduce a ship's Speed, for example. Such an attack is made at a -3 step penalty, and damage is applied normally. However, if any damage gets past the armor, the specified Attribute suffers a Wound (which does not affect any other Attributes). If an armor-defeating hit occurs, only a single Wound is inflicted on the entire ship (the targeted Attribute does not take two Wounds).

Failure Modifier: +0 if attacking only 1 ship/+1 for each additional ship attacked

SHIP WEAPONS

An airship's weapons use the ship's Firepower step to hit and the Firepower Effect step to determine their effect (usually damage). Airships can mix different types of ship-board weapons, but must split the Firepower step among them. For example, a drakkar with a Firepower of 10/13 can carry both spear throwers and net throwers, but must split the Firepower step between them as if it were attacking multiple targets (see the **Fire** maneuver, p. 121). When firing weapons in this manner, the Effect step is reduced by 1 for each split. The sample drakkar therefore could have used Firepower 6 for the spear throwers and Firepower 4 for the net throwers with an Effect step of 12 (13 - 1) for each.

Ship weapons can fire once per ship combat turn (once every six Combat Rounds). Thunderbolt throwers can only be fired once before they must be recharged.

Ballista

An individual ballista has a maximum Damage step of 12, unless special spears (tipped with living crystal, True earth or such) are used as ammunition. The specific damage done by special spears is up to the gamemaster, but should be at least Step 16. When fired at a single character, a ballista does its normal Step 12 damage.

Catapults

Catapults most often fling stones. A hit from a catapult stone usually does Step 13-15 damage. Catapults may also hurl more exotic ammunition, including small casks of oil, alcohol or other flammable materials that can be ignited by fire cannon or dragon's breath weapons. Typically, a burning oil cask does Step 15 damage upon impact, and fire

does Step 8 damage to a wooden ship per turn until put out. Some sky raiders even use ship-mounted catapults to launch themselves at enemy ships, gaining a bonus equal to half the airship's Firepower step on a Great Leap Test to reach the target ship. If multiple sky raider characters are launched in the same ship combat turn, the ship's Firepower must be divided among them. When fired at a single character, a catapult does Step 13 damage.

The airships of the Firescale moot (**Distant Moots**, p. 114) often use special catapult ammunition such as poisons or acid. These types of catapult rounds typically do less initial damage to the target, but the target often continues to take damage for several combat turns after the munition lands. A typical acid or poison catapult shell has a Damage Step of 9-10, but does damage each turn for 2 ship combat turns (or 12 Combat Rounds).

Dragon's Breath

The damage done by the Dragon's Breath weapon is figured into the Firepower of ships on which it is used, and so Dragon's Breath does normal ship weapon damage against airships. Dragon's Breath weapons function by using a True fire kernel and a command word to activate an effect roughly similar to the Ninth Circle elemental spell Dragon's Breath (pp. 75-76, **ED Companion**). Against individual characters, the flames do Step 14 damage, and two characters can be targeted at once. Victims of this weapon catch fire, taking Step 7 damage each round until the fire is quenched.

Net Throwers

Net throwers are intended as anti-personnel weapons, and only do temporary damage to the ship's Crew Rating as the nets entangle the crew. A Called Shot (-3 steps) with a net thrower can also reduce the target ship's Firepower, by entangling a weapon and preventing it from being fired. Such shots would reduce a ship's Firepower by 2 steps for one turn.

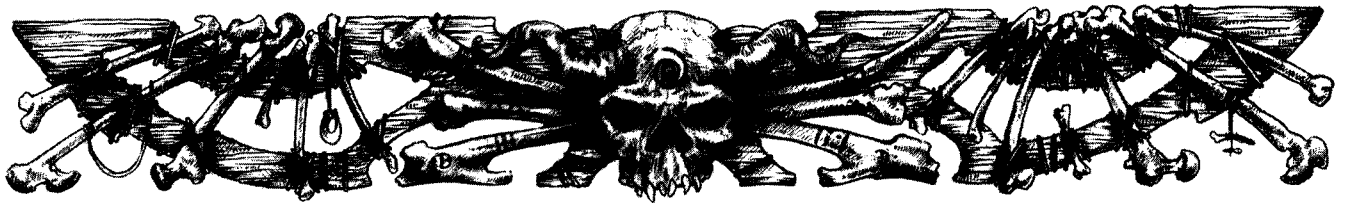
Spear Throwers

Spear throwers have a maximum Damage Step of 12, unless special spears are used as ammunition (see **Ballista**, above). When fired at a single character, a spear thrower does its normal Step 12 damage.

Thunderbolt Throwers

Thunderbolt throwers have the equivalent range and targeting ability of fire cannon, and gain a +6 step bonus to the ship's Firepower step for their Damage Test, but may only be used once before recharging. The strike of a thunderbolt thrower creates a deafening boom of thunder as well, imposing a -2 step modifier to the targeted ship's Maneuverability for the next ship combat turn.





AIRSHIP RANGE TABLE

Horizontal Distance	Vertical Distance									
	50	100	150	200	250	300	350	400	450	500
50	50	100	150	200	250	300	350	400	450	500
100	100	150	200	200	250	300	350	400	450	500
150	150	200	200	250	300	350	400	450	450	500
200	200	200	250	300	300	350	400	450	500	NA
250	250	250	300	300	350	400	450	450	500	NA
300	350	300	350	350	400	400	450	500	NA	NA
350	350	350	400	400	450	450	500	NA	NA	NA
400	400	400	450	450	450	500	NA	NA	NA	NA
450	450	450	450	500	500	NA	NA	NA	NA	NA
500	500	500	500	NA	NA	NA	NA	NA	NA	NA

Fire Sheath

A fire sheath surrounds a drakkar with an elemental shield that protects against fire cannon and flame weapons such as Dragon's Breath. It must be activated by a word of command, usually known only to the ship's captain and mate. For each kernel of elemental air and fire used, the sheath adds +2 steps to the ship's Maneuverability against such attacks and increases the ship's Armor against all fire-based attacks by +5 for three ship combat turns, after which time the sheath burns out and must be refueled (see **Airship Maintenance**, p. 126).

RANGE

The range at which ship weapons can be used is an important factor in ship combat. Because airships can move in two dimensions (vertically as well as horizontally), figuring out range for the purposes of making weapon attacks is somewhat more complex than in combat between waterborne ships. The approximate range—short, medium or long—between any two airships can be calculated by taking the vertical distance and the horizontal distance between the two ships and comparing them on the Airship Range Table to determine the actual range. Round the distances between ships to the nearest 50 yards when using this table. Numbers in plain type indicate short range, numbers in italics medium range, and boldface numbers long range. NA (Not Applicable) means that the ship is out of attack range. All ranges are based on the range of a fire cannon.

An airship can increase or decrease the range between it and other ships using the Alter Distance maneuver (p. 120).

Fire cannon and thunderbolt throwers have the longest ranges of all ship weapons, with a short range of up to 100 yards, medium range from 101 to 250 yards and long range from 251 to 500 yards. All other ship weapons have roughly half the range of fire cannon (short range 50

yards, medium 51–100 yards, long 101–250 yards). For this reason, crystal raider ships usually try to quickly close the distance with an enemy ship while avoiding attacks from the enemy's longer-range weapons.

Standard range modifiers (p. 196, ED) apply to ship combat. The range penalty is applied to the Firepower Attack step, but not to the Damage step. These penalties are in addition to any others that might apply to the Attack step due to environmental conditions or other modifiers described below, such as reductions to the ship's Firepower because of damage.

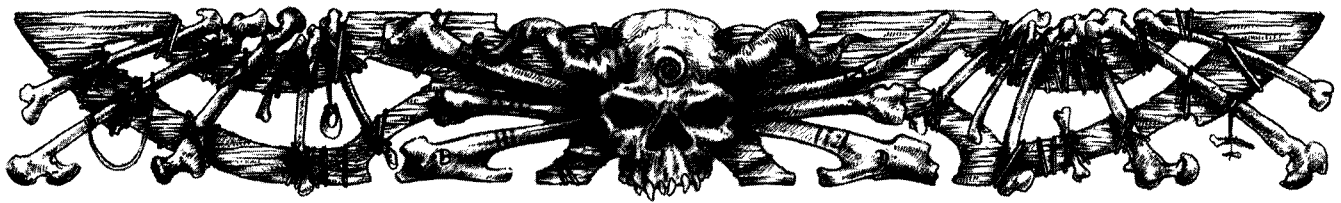
USING SHIP WEAPONS IN COMBAT

The question of firing ship weapons at a character (or more likely, a creature or Horror) is bound to arise. The following rules apply to those occasions. Characters can use the Missile Weapons talent or skill when firing airship weapons. The fire rate for a ship weapon is once per ship combat turn, which is once per six standard combat rounds, so characters should try to make that first shot count!

For anti-ship weapons like fire cannon and thunderbolt throwers, remember that it takes considerable time and effort to line up a shot, so unless the target is as big as an airship, the attempt will be a Called Shot (–3 steps to the Attack Test). A ship's Firepower Attack step is based on many weapons attacking in concert over a wide area. As a result, the Attack Test is made using a step number equal to half the maximum Firepower step. If the attack hits, it does the normal Firepower Effect step in damage.

Other ship weapons used by the crystal raiders are anti-personnel in nature and are intended to hit targets on the decks of airships. A Called Shot is still required to target a specific individual on board a ship, but the Firepower Attack step is not reduced. The weapon does its normal damage if it hits the target.





or Maneuverability reduced to 0), it becomes incapacitated and can no longer perform any combat maneuvers. When the damage exceeds the Destroyed Rating (or the ship's Armor Rating is reduced to 0), the ship crashes to the ground, and any crew trapped on board are considered dead. On an airship, most adept crewmembers know the Wind Catcher talent (p. 121, ED) and will try to leap to safety before the ship crashes.

If a single attack penetrates the ship's armor and does damage that exceeds the ship's Critical Threshold, the ship takes a Wound, which reduces all of its Attribute steps by 1. A Wound to the ship also reduces the Crew step, and indicates that up to five percent of the crew has received deadly injuries. A Wound to the Crew step received in boarding combat, however, does not count as a Wound to the ship. If a ship's Crew Attribute is reduced to 0 by accumulated Wounds, it no longer has a crew and is pretty much useless.

When making Attack Tests in ship-to-ship combat, keep in mind that Armor-Defeating hits are possible, particularly when attacking with ship weapons like fire cannon and thunderbolt throwers. In addition, the ratings of a ship may be reduced by the effects of hazards encountered while traveling (see **Travel and Hazards**, p. 119).

USING TALENTS IN SHIP-TO-SHIP COMBAT

A ship's crew can often affect the outcome of a battle by using their talents and skills. The key talent or skill used in airship combat is Air Sailing (see **Air Sailing**, p. 118). A ship's captain is usually at the helm of the airship, and can use this talent to enhance the ship's Maneuverability step, much as he can enhance its Speed step (see **Airship Speed**, p. 118).

In order to enhance one of a ship's Attributes, a character makes an Air Sailing Test against a Difficulty Number equal to the (modified) Attribute step he wishes to enhance. For each success level achieved, the Attribute increases by 1 step for a number of turns equal to the character's rank in Air Sailing.

In tight airship combats, members of a crew might use the Talent Linking knack (p. 28, **Magic: A Manual of Mystic Secrets**) to temporarily weave threads to the captain's Air Sailing talent for increased maneuverability or speed.

When engaging an enemy in ship-to-ship combat, characters may want to use magic and missile weapons to target enemy personnel. All such attacks should be considered Called Shots (-3 steps to the Attack Test), and are made using range modifiers based on the range between the airship and the character's target. Most such attacks take place at a range of approximately 50 yards, which for most missile weapons is medium range (-2 steps on the Attack Test, -2 steps on the Damage Test).

REPAIRING DAMAGED SHIPS

Crystal raider airships see a great deal of use and consequently suffer damage from ordinary wear and tear as well as from frequent combat. When not in use, they must be sheltered to protect them from the elements and from the trollmoot's enemies. They must also periodically be repaired to keep them combat-ready.

Repairing airships requires the skills of a shipwright and an elementalist to handle damage to the ship's physical structure and enchantments. Most minor repairs can be made solely by craftsmen without magical aid, but elementalists can accomplish many difficult repairs more easily, using magic to knit the airship back together.

Unless a ship is destroyed in battle (a rare event), it is eventually repaired, either by its crew while traveling or in a berth (see **Shipyard Repairs**, p. 125). The following guidelines describe how to repair damage done to ships in combat or through hazardous travel.

A ship's crew can perform minor repairs on their ship while in the air. Repairs require the ship to set anchor and stay in the same place for one full day for each Wound to be repaired. The step number for crew Repair Tests equals the ship's Crew Rating. Repair Tests are made against a Difficulty Number equal to the number of Wounds the ship has taken plus 8. For each success level achieved on a Repair Test, the crew repairs one Wound. For each Wound repaired, the ship makes a Recovery Test using a step number equal to its Armor Rating to recover damage done to the hull. The crew may make a Repair Test to repair a damaged hull even if the ship has no Wounds, but can only make one such test to a Wounded vessel before it must seek repairs in a fully equipped berth. In this case, the Repair Test is the Recovery Test. If its crew fails a Repair Test or achieves only a Poor success, the ship takes an additional Wound, and no further repairs are possible until it makes port.

The Ship Repair Table on p. 125 summarizes the Difficulty Numbers for ship repairs made by a ship's crew.

REPAIR ON THE FLY

Sometimes a crew needs to get underway more quickly than usual repair methods will allow. Under extreme circumstances, a crew can try to make repairs while the ship is still moving—"on the fly," so to speak. The Difficulty Number for these types of Repair Tests increases based on the amount of time spent on the repair, as shown on the Ship Repair Table. A crew can also concentrate on repairing a specific Attribute—for example, the Speed of the ship. In this case, the crew gains a +3 bonus to the step number used for the Repair Test. One other way to make a quick repair is through the use of the elementalist Repair spell (p. 161, ED). In this case, the Effect Test is used in place of a normal Repair Test, but suffers modifiers to the





SHIP REPAIR TABLE

Repair Conditions	Base Difficulty Number
Normal repairs	8 + number of Wounds (requires 1 day per Wound)
One day	+1
5 hours	+2
1 hour	+3
10 minutes	+4
Repair on the fly	+2
Repair one Attribute only	+3 to Repair Test step number

number used for the Repair Test. One other way to make a quick repair is through the use of the elemental Repair spell (p. 161, ED). In this case, the Effect Test is used in place of a normal Repair Test, but suffers modifiers to the Difficulty Number equal to that of a repair made "on the fly" after ten minutes (+6).

SHIPYARD REPAIRS

All crystal raider moots have a shipyard where they stock the equipment necessary to make full repairs to an airship. Major cities like Jerris, Travar and the Kingdom of Throal also have shipyards. When a ship enters a yard for repairs, it must undergo repairs to each of its Attributes in need of them, except for its Crew Attribute (see **Recovering Crews**). This means the ship must pay for and await separate repairs on its Speed, Maneuverability, Firepower and Hull Attributes.

Ship repairs in a foreign port can be long, involved and frustrating for the crew. Fortunately for the crystal raiders, the issue of cost rarely arises. Trollmoots do not charge members of their own moot for repairs, and a rival crystal raider moot will almost never repair a ship from another moot. Few places in Barsaive will offer to repair a crystal raider drakkar, though on rare occasions Throal has been known to repair ships belonging to the Stoneclaws or Swiftwind moots.

The Shipyard Repair Table shows the costs and time required for each type of repairs to any wooden ship. Most shipyards will give an estimate on the time and cost for repairs to an airship, and request a twenty percent cash deposit before initiating the process. Hagglng is expected. A crew that returns to its native territory for repairs (as most crystal raiders do) does not pay money for them, but must spend the time indicated to guarantee that those repairs are made. If the ship docked at home is in a hurry to get back into the air, the crew can make the repairs using the Ship Repair Table. The crew can still harm the ship by failing a Repair Test or achieving a Poor success, but can continue making tests over time regardless of success or failure.

The minimum cost to repair a damaged hull is 200 silver pieces, whether it took Wounds or not. When a hull is

repaired in port, all damage points are recovered. Repairing the hull of a stone airship costs ten times the amount listed on the Shipyard Repair Table and requires facilities only available at Theran ports such as Sky Point.

Superior shipyards exist in Jerris and Travar, where

SHIPYARD REPAIR TABLE

Attribute Repaired	Cost	Repair Time
Speed	200 sp per step	1 week per step
Maneuverability	300 sp per step	1 week per step
Firepower	300 sp per step	1 day per step
Hull		
Less than 25% of Destroyed Rating	200 sp per step	2 weeks per step
25-75% of Destroyed Rating	800 sp per step	4 weeks per step
More than 75% of Destroyed Rating	x2/3 original cost	6 months

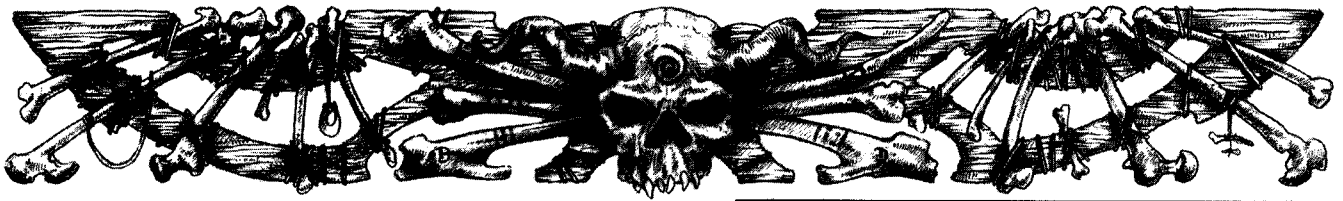
all repair times are halved without an increase in cost. The same is true at Sky Point, but only Theran military ships may put in for repairs there.

RECOVERING CREWS

A ship can recover Crew steps only by recruiting new members. This can lead to an interesting problem for crystal raiders, because most crystal raider airships are crewed by members of a given clan and are part of the moot that owns them. New crew members from outside the trollmoot are almost never recruited. A troll drakkar in need of additional crew members often seeks out adepts and other travelers willing to exchange work on board the airship for passage, particularly if the drakkar is returning home. Other airships are more lenient about recruiting crew members, but still have a difficult time finding skilled air sailors anywhere other than in major cities where a decent airship yard exists. Only if absolutely necessary will an airship take on unskilled crew, usually starting them out as deck hands so they can learn the ropes.

The Travaran merchant galley Goldwind has an unfortunate encounter near the Badlands with a Swiftwind drakkar. After a frightening exchange in which the crystal raider vessel rammed its opponent, the Goldwind manages to break off. However, it has taken three Wounds and 52 points of damage to its hull. Knowing his ship will not escape pursuit unless he can get more speed within the hour, the Goldwind's captain orders his crew to make repairs on the fly to the ship's Speed step. The Difficulty





Number for repairing this first step is 16: Base Difficulty of 8, +3 for Wounds, +3 for an hour of time, +2 for making the repair on the fly. The Repair Test step is 19: 16 for the Crew Rating, +3 for repairing the ship's Speed only. The captain makes the Repair Test and gets a 24, a Good success! The crew manages to recover two ship Wounds, and pushes the ship's Speed back up from 7 to 9 (one step short of its normal Speed of 10). They also get to make two Recovery Tests for the Hull at Step 14 (the Armor Rating of the hull -1 for the remaining Wound), and recover 36 points of damage. With the boost in speed, the galley evades the Swiftwinds drakkar on the subsequent Speed Tests for pursuit.

Some time later, the Goldwind limps into Jerris. The shipyard there tells the captain it can refit the damaged fire cannon and fill in the holes to the hull. The captain asks for an estimate on the work, and the yardmaster tells him the fire cannon, which still has three Wounds, will take 900 silver pieces and three days to repair. The damage to the hull is down to 16 points, but the hull is still more than 25 percent damaged. Repairing it will cost the Goldwind three months of time and another 2,400 silver pieces. The captain and the yardmaster sit down to haggle over the total price tag (3,300 silver pieces). The captain still needs to find some good sailors to replace his casualties, and begins considering how to replace his lost crew.

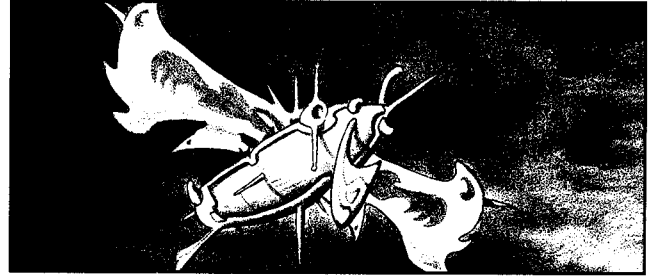
AIRSHIP MAINTENANCE

Airships require regular maintenance in order to remain in perfect working order. The rudder must be balanced and checked; decks must be cleaned and maintained; the hull and sails must be kept patched and any weather damage must be repaired; and the large number of appurtenances, from ropes to oars to doorknobs, must be refurbished or replaced. Once each month, the captain makes a Maintenance Test using his Air Sailing talent against a Difficulty Number equal to the number of months since the ship's last complete overhaul. If the test fails, the ship takes a Wound. A full overhaul is best performed in a shipyard, where the crew must spend a week and ten silver pieces for each point in the ship's Critical Threshold in order to return the ship to proper working order.

WEAPONS MAINTENANCE

Most ship weapons use True elements, which require periodic replenishing and/or recharging according to the following rules.

Each fire cannon can hold five kernels of elemental fire and five kernels of elemental air. The cannon works by mixing one kernel of each elemental substance, creating a fireball. Elemental air can be purchased five kernels to a



box. Because elemental air can be found throughout the skies of Barsaive, its price is relatively stable across the province at four hundred silver pieces per five kernels.

A single volley of a ship's fire cannon uses one elemental kernel of each type for each point of Firepower up to 12. Above 12, a single volley uses one of each type of kernel per extra point of Firepower. For example, a warship with Firepower 17/17 would use 5 kernels of fire and 5 kernels of air ($17 - 12 = 5$) each turn it fires its cannon.

Dragon's Breath requires a kernel of elemental fire for each shot fired; spear throwers require a kernel of elemental air. A single volley of either weapon uses one elemental kernel of the appropriate type for each point of Firepower above 12. For example, a Dragon's Breath attack at Step 14 would require 2 kernels of True Fire. A fire sheath uses one kernel of True fire and one of True air for every point of Maneuverability it adds, making it a last-ditch and expensive form of defense.

Thunderbolt throwers can only be recharged by an elemental mage or weaponsmith while the airship flies through a storm. Fire sheaths can be recharged by an elemental mage or weaponsmith in an hour, but doing so requires five kernels of both True air and True fire.

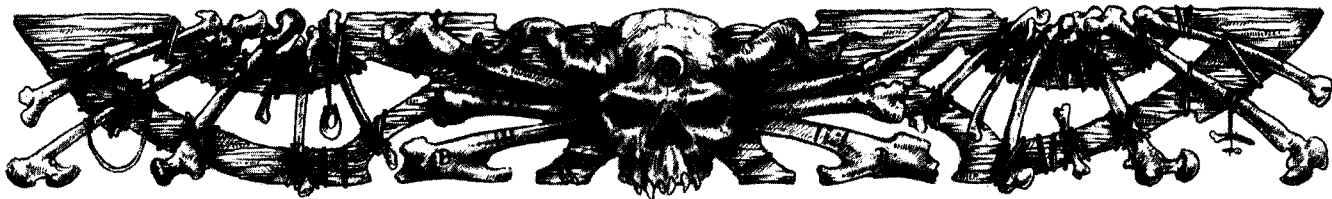
WEAPON CONSTRUCTION

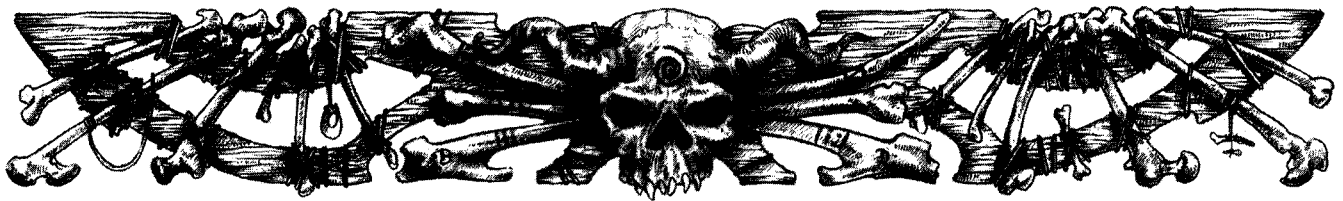
It is possible, though not easy, to construct and enchant airship weapons. A thunderbolt thrower requires two kernels of True air, a thousand silver pieces' worth of orichalcum, and living crystal. The Enchantment Test (see p. 48, **Magic: A Manual of Mystic Secrets**.) has a Difficulty Number of 17 (13 with the materials). A Dragon's Breath weapon requires five kernels of True fire, 2,000 silver pieces' worth of orichalcum, and has a Difficulty Number of 25 (18) for the Enchantment Test. Installing a fire sheath in a drakkar is a lengthy, complicated process that requires twenty kernels each of True air and True fire to cover the hull, with an effective Difficulty Number of 15 (not reduced for the elements).

AIRSHIP PROFILES

The following profiles provide descriptions and game statistics for the most common types of airships that travel the skies of Barsaive and the Theran Empire.







AIRBOAT

This is the smallest type of airship, capable of carrying up to five human-sized Name-givers or three trolls without undue strain. Airboats are propelled by a single rower or a pair of rowers sitting side by side. Like larger airships, the Speed step of an airboat can be increased with a successful Air Sailing Test (see **Ship Speed**, p. 118). Airboats are most commonly used as lifeboats and launches for larger airships such as galleys and galleons. Drakkar-sized or smaller ships rarely carry airboats on board.

Speed: 4

Maneuverability: 5

Firepower: None

Hull:

Armor Rating: 4
Ramming: 6
Cargo: 3

Damage

Critical: 6
Derelict: 18
Destroyed: 27

Crew

Captain: 0
Crew Size: 1
Crew Skill: 0
Crew Rating: 5
Morale: 16

SMALL DRAKKAR

This type of drakkar is one of the smallest used by the crystal raiders and other Name-givers of Barsaive as a small, fast scout and patrol ship. These vessels have limited firepower and hull protection, relying instead on speed and maneuverability to avoid combat and escape so that they can warn their home bases of intrusion or impending attack. Such small drakkars are also used as messenger ships to carry urgent information quickly across great distances.

Speed: 12

Maneuverability: 10

Firepower: 8/12 (spear throwers)

Hull:

Armor Rating: 10
Ramming: 18
Cargo: 30

Damage

Critical: 15
Derelict: 50
Destroyed: 58

Crew

Captain: 4
Crew Size: 15
Crew Skill: 1
Crew Rating: 10
Morale: 45

PIRATE DRAKKAR

These larger drakkars, similar to those used by the crystal raiders, are flown by freelance pirates, particularly along the shores of the Scarlet Sea. The pirate ships attack and seize the cargoes of mining ships and other vessels that fly over their territory. Though these ships are occasionally equipped with one or two fire cannon, they specialize in ramming and boarding actions and often carry reinforced prow spars to increase their ramming power. Because

pirates tend to be a cowardly lot when facing a superior opponent, pirate crews have fairly low Morale Ratings.

Speed: 10

Maneuverability: 10

Firepower: 10/13

Hull:

Armor Rating: 12
Ramming: 23
Cargo: 120

Damage

Critical: 17
Derelict: 54
Destroyed: 61

Crew

Captain: 5
Crew Size: 30
Crew Skill: 1
Crew Rating: 15
Morale: 50

CRYSTAL RAIDER DRAKKAR

This ship is the typical raiding and war drakkar used by the crystal raider moots. It measures up to sixty feet long and at least fifteen feet wide, with banks of oars and sometimes a single mast for a sail. These drakkars may carry any of the ship weapons described on p. 122 and in **Of Ships and Raiding** (p. 49), except for fire cannon, but they most often use spear throwers and catapults. Some crystal raider drakkars also use more exotic weapons such as thunderbolt throwers and fire sheaths, but these are usually reserved for times of war rather than for raids. Crystal raider crews are fierce combatants who fight savagely and almost never surrender.

Almost all drakkars have a crystal figurehead on their prows (see **Design and Construction**, p. 46) whose enchantments add one step to a ship Attribute of the gamemaster's choice.

To reflect their superior craftsmanship, Swiftwind airships have somewhat better statistics than airships of other moots. With the exception of Firepower, raise one Ship Attribute on each Swiftwind drakkar one step higher than normal. For example, a Swiftwind drakkar might have a Speed or Maneuverability step of 11 rather than 10.

Speed: 10

Maneuverability: 10

Firepower: 10/13

Hull:

Armor Rating: 12
Ramming: 20
Cargo: 120

Damage

Critical: 17
Derelict: 54
Destroyed: 61

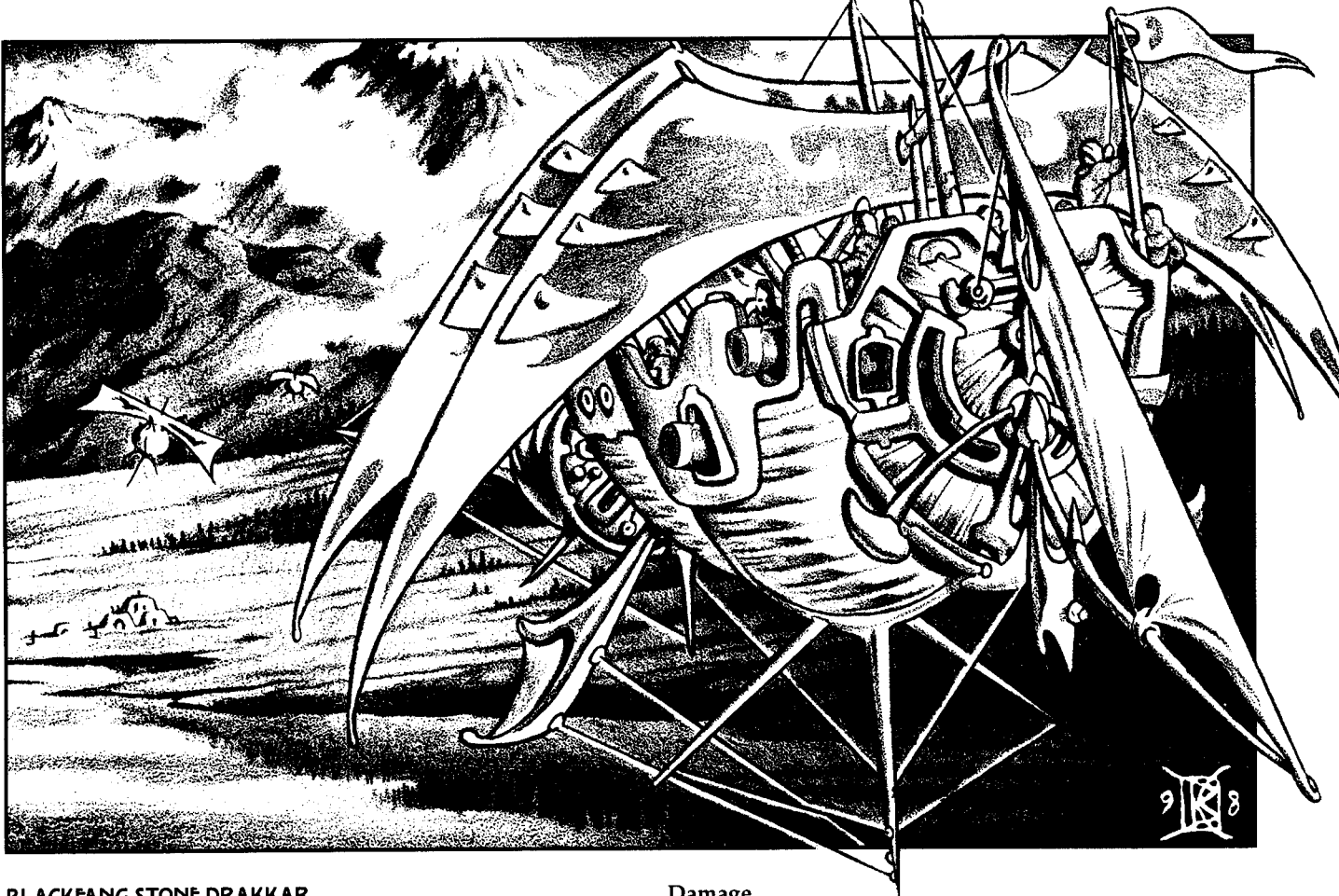
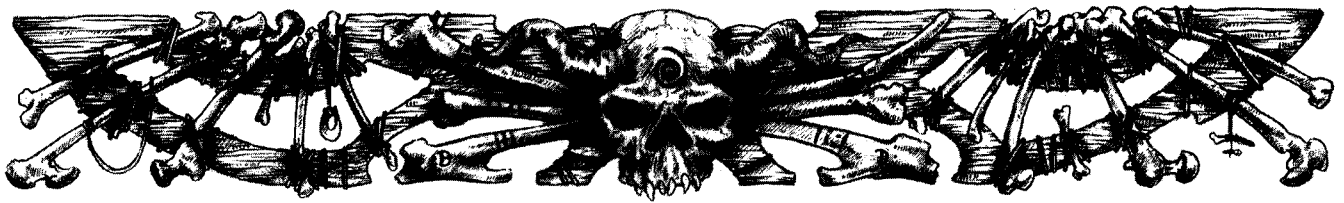
Crew

Captain: 5
Crew Size: 30
Crew Skill: 2
Crew Rating: 18
Morale: 61

BLACKFANG STONE DRAKKAR

The statistics given below are typical of the three stone drakkars owned by the Blackfang trollmoot (**Trollmoots of the Western Peaks**, p. 95). In addition to the statistics, each





BLACKFANG STONE DRAKKAR

The statistics given below are typical of the three stone drakkars owned by the Blackfang trollmoot (**Trollmoots of the Western Peaks**, p. 95). In addition to the statistics, each airship has a Strength 2 air spirit bound into it by Blackfang shipbuilders. The captain of the ship can draw upon the spirit's powers by making a successful Contest of Wills (assume the standard sky raider captain has a Willpower step of 5). The air spirits have the following powers: Aid Summoner, Astral Sight, Detect True Element, Engulf, Enrage Element, Manifest, Manipulate Element, Share Knowledge and Spear. (For more information on air spirits and their powers, see pp. 84-85, **Magic: A Manual of Mystic Secrets**.)

Speed: 10

Maneuverability: 10

Firepower: 11/15

Hull:

Armor Rating: 20

Ramming: 25

Cargo: 100

Crew

Captain: 5

Crew Size: 35

Crew Skill: 2

Crew Rating: 18

Morale: 61

Damage

Critical: 18

Derelict: 65

Destroyed: 70

MERCHANT GALLEY

This vessel, about 100 feet long and 20 feet wide, typically appears in the fleets maintained by cities across Barsaive for shipping goods. Most galleys have sails as well as oars, giving them decent speed and maneuverability, and most mount fire cannon for defense against pirates and raiders. Galleys have enough cargo space for up to 300 passengers or troops or large amounts of cargo (up to 300 duari). Generally, a galley will try to outrun or evade attackers. Combat risks the loss of the ship and its cargo, and so most merchant captains will fight only if forced to do so.

Speed: 10

Maneuverability: 9

Firepower: 16/16

Crew

Captain: 4

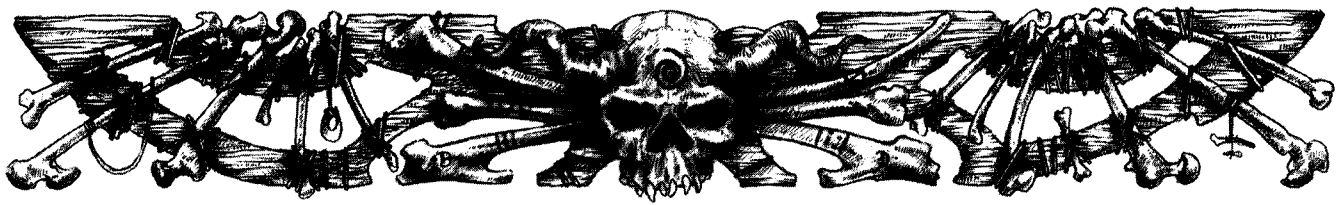
Crew Size: 100

Crew Skill: 1

Crew Rating: 15

Morale: 55





Hull:

Armor Rating: 15
Ramming: 25
Cargo: 300

Damage

Critical: 18
Derelict: 63
Destroyed: 70

WAR GALLEY

A war galley is similar in design to the merchant galley, but with a stronger hull and more firepower. War galleys exist in the fleets of Throal, Travar, Iopos, Jerris and other great powers of Barsaive. War galleys can carry up to 300 troops and are usually commanded by captains of greater than average skill. Though war galleys can carry up to 300 duari worth of cargo, they rarely do so. The values in parentheses below indicate a war galley with a full complement of troops on hand to repel boarding maneuvers and such, while the other statistics reflect the standard crew complement of a war galley on patrol.

Speed: 10

Maneuverability: 9

Firepower: 20/20

Hull:

Armor Rating: 18
Ramming: 30
Cargo: 300

Damage

Critical: 18
Derelict: 65
Destroyed: 73

Crew

Captain: 6
Crew Size: 150 (300)
Crew Skill: 2
Crew Rating: 18 (20)
Morale: 70

GALLEON

A galleon is the largest of wooden airships, 150 feet long and more than 35 feet wide, triple-masted with multiple decks and two levels of oars and capable of mounting many fire cannon. The Throalic navy currently has three galleons, two recovered from Throal's pre-Scourge fleet (see *The Air Galleons of Throal*, p. 34, *Prelude to War: An Earthdawn Epic*), and a third recently completed by Silver Clouds Shipwrights of Jerris; the latter is General Ilmorian's personal flagship. An air galleon can carry up to 500 troops and is a formidable airship in time of war, though it remains to be seen if such ships can equal the power of Theran kilas.

Speed: 11

Maneuverability: 8

Firepower: 25/25

Hull:

Armor Rating: 27
Ramming: 30
Cargo: 450

Crew

Captain: 8
Crew Size: 200
Crew Skill: 3
Crew Rating: 20
Morale: 73

Damage

Critical: 20
Derelict: 71
Destroyed: 76

TRANSPORT VEDETTE

The following statistics represent a typical wooden airship used by the Theran Empire for a variety of purposes, usually as a passenger or cargo transport, sometimes as a swift messenger-ship. These statistics can also be used for the wooden merchant ships and private pleasure yachts owned by some wealthy Therans. Transport vedettes are lightly armed at best, usually with fire cannon; for armed ships, use the Firepower shown.

Speed: 11

Maneuverability: 10

Firepower: 8/10

Hull:

Armor Rating: 10
Ramming: 20
Cargo: 80

Damage

Critical: 15
Derelict: 50
Destroyed: 58

Crew

Captain: 4
Crew Size: 30
Crew Skill: 1
Crew Rating: 12
Morale: 50

MINING VEDETTE

This workhorse Theran stone ship is used for elemental mining throughout the Empire. It is crewed primarily by slaves, overseen by a few Theran soldiers and a slave-master along with the ship's captain. The ship's slavemaster can make a Charisma or Social Skill Test to increase the vedette's Speed by driving the slaves to work harder; this works in the same way as making an Air Sailing Test to increase speed. Because the crew are mostly slaves, crew statistics of mining vedettes are often lower than might be expected. Mining vedettes rarely carry weapons, but sometimes mount fire cannon for defense. For armed mining vedettes, use the Firepower given in parentheses.

Speed: 9

Maneuverability: 10

Firepower: 8/10

Hull:

Armor Rating: 20
Ramming: 25
Cargo: 150

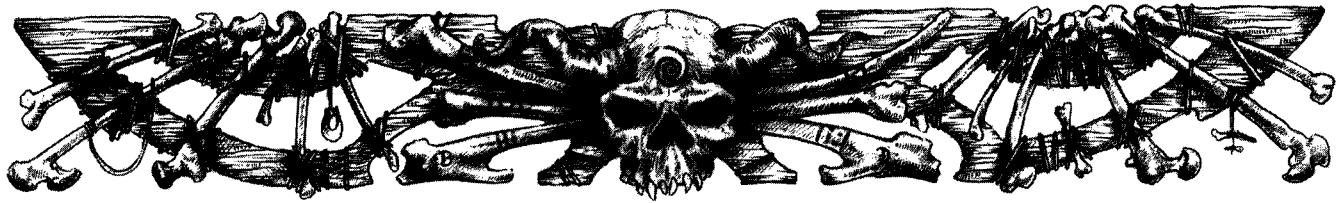
Damage

Critical: 18
Derelict: 63
Destroyed: 70

Crew

Captain: 3
Crew Size: 20 (100)
Crew Skill: 0
Crew Rating: 13
Morale: 55





MILITARY VEDETTE

A military vedette is equipped with a full crew of air sailors and soldiers and can carry an additional 100 troops as needed. Military vedettes are rowed by slave crews, and the ship's slavemaster can use Charisma and Social skills to increase the ship's Speed as described for mining vedettes, above. Military vedettes mount fire cannon and commonly use ramming maneuvers against wooden airships, breaking or crushing their lighter hulls.

Speed: 9

Maneuverability: 10

Firepower: 16/16

Hull:

Armor Rating: 20

Ramming: 25

Cargo: 100

Damage

Critical: 18

Derelect: 63

Destroyed: 70

Crew

Captain: 5

Crew Size: 40

Crew Skill: 1

Crew Rating: 15

Morale: 65

KILA

A massive floating fortress, averaging 200 feet on a side, a Theran kila is more like a flying castle than a traditional airship. Though a kila mounts many fire cannon along its battlements and towers, the shape of the fortress allows only one side's weapons to be brought to bear on a target at a time; the Firepower values below reflect this limitation. A kila can, however, attack targets on all sides simultaneously with no loss in Firepower for multiple targets. Only multiple targets on the same side of the ship reduce Firepower as described under the **Fire** maneuver, p. 121. What a kila might lack in concentrated firepower, it more than makes up for in ramming ability; smaller airships frequently smash to pieces against a kila's stone sides.

A kila has a crew of 170 and can carry up to a full Theran cohort (480 soldiers). Kilas commonly have various adepts among the crew, including an elementalists of at least Sixth Circle and many archers and crossbowmen.

Speed: 10

Maneuverability: 9

Firepower: 25/25

Hull:

Armor Rating: 20

Ramming: 35

Cargo: 500

Damage

Critical: 21

Derelect: 78

Destroyed: 85

Crew

Captain: 6

Crew Size: 170

Crew Skill: 2

Crew Rating: 18

Morale: 82

BEHEMOTH

The largest airship ever seen in Barsaive is the Theran behemoth. A behemoth is hundreds of yards long on a side, a literal floating city supported by Theran magic. The fortress mounts many fire cannon on each side; though it suffers from the same targeting limitation as kilas, it can bring truly massive firepower to bear. A behemoth can carry two full cohorts of troops, nearly a thousand soldiers, and has a crew of hundreds—among them the slaves who power the vessel under the guidance of a slavemaster and his underlings.

The only behemoth in Barsaive is the *Triumph*, now permanently grounded on the Hill of Ayodhya near Lake Ban, as described in **Prelude to War: An Earthdawn Epic**.

Speed: 12

Maneuverability: 7

Firepower: 25/30

Hull:

Armor Rating: 25

Ramming: 35

Cargo: 2,000

Damage

Critical: 23

Derelect: 93

Destroyed: 100

Crew

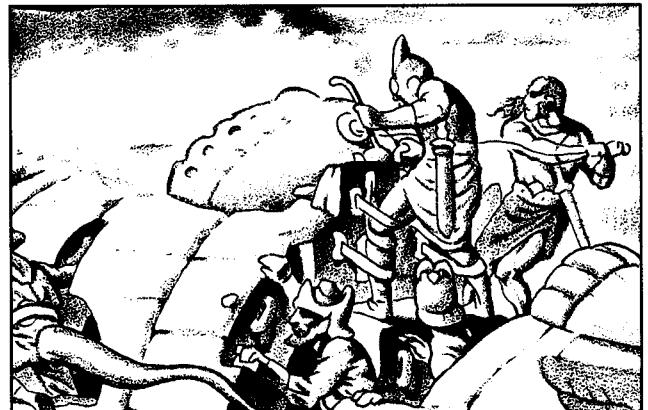
Captain: 8

Crew Size: 250

Crew Skill: 2

Crew Rating: 22

Morale: 94

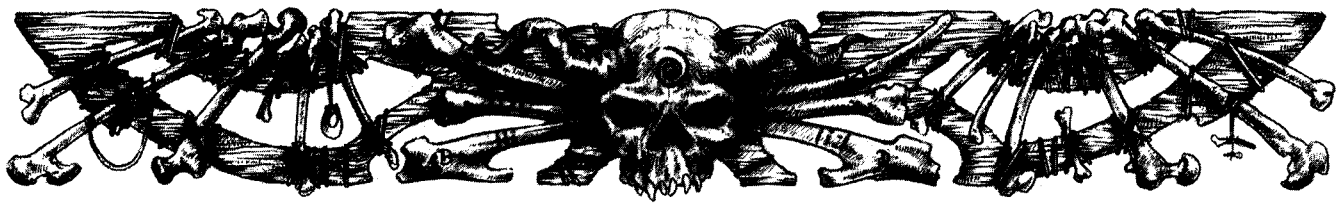


AIRSHIP CREWS

The following profiles provide statistics for sky raiders and air sailors of various Circles. Each talent listing includes two values separated by a slash mark; the first value is the average talent rank for the Circle and the second value is the average talent step. Discipline talents are listed in **boldface** type; talents that require Karma are listed in *italics*.

Damage Ratings and Karma Points are listed according to Circle as well. Characteristic bonuses for each Discipline, such as bonuses to Defense Ratings and Karma, are listed in the notes at the end of each profile.





TROLL SKY RAIDER (p. 78, ED)

Attributes

Dexterity (13): 6/D10 Perception (11): 5/D8
Strength (19): 8/2D6 Willpower (12): 5/D8
Toughness (20): 8/2D6 Charisma (13): 6/D10

Armor: 5
Mystic Armor: 1

Weapons/Armor

Broadsword [Damage: 13/D12 + D10]
Hardened Leather Armor
Troll Sling [Damage: 10/D10 + D6]

Notes

Trolls have Heat Sight.

Fourth Circle: The sky raider can spend a Karma Point on Strength Tests.

Fifth Circle: +1 to Social Defense

Sixth Circle: +1 to Physical Defense

Seventh Circle: The sky raider can spend a Karma Point on Damage Tests made with a melee weapon.

	Circle				
Talents	1st	2nd	3rd	5th	7th
Air Sailing	1/6	2/7	3/8	5/10	7/12
Avoid Blow	1/7	2/8	3/9	5/11	7/13
Battle Shout	2/8	3/9	4/10	5/11	7/13
Fireblood	1/9	2/10	3/11	5/13	7/15
Karma Ritual	1/1	2/2	3/3	5/5	7/7
Melee Weapons	2/8	2/8	3/9	5/11	7/13

	Circle				
Talents	1st	2nd	3rd	5th	7th
Durability (8/6)	—	1/1	3/3	5/5	7/7
Great Leap	—	2/8	3/9	5/11	7/13
Shield Charge	—	2/10	3/11	5/13	7/15
Swift Kick	—	—	3/9	5/11	7/13
Wind Catcher	—	—	3/8	5/10	7/12
Thread Weaving	—	—	—	5/10	7/12
Throwing Weapons	—	—	—	5/11	7/13
Battle Bellow	—	—	—	5/11	7/13
Fence	—	—	—	5/11	7/13
Momentum Attack	—	—	—	—	7/13
Steely Stare	—	—	—	—	7/13
Missile Weapons	—	—	—	—	7/13
Speak Language	—	—	—	—	7/12

	Circle				
Damage	1st	2nd	3rd	5th	7th
Death Rating:	44	52	68	84	100
Wound Threshold:	13	13	13	13	13
Unconsciousness Rating:	36	42	54	66	78
Recovery Tests: 4					
Recovery Dice: 8/2D6					

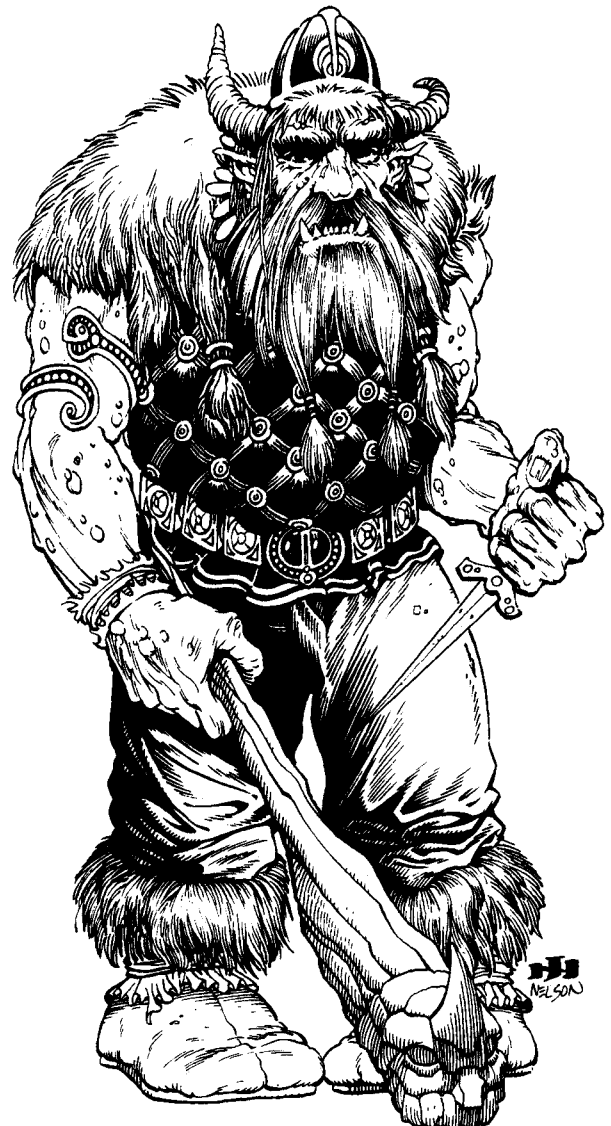
	Circle				
Karma	1st	2nd	3rd	5th	7th
Karma Points:	6	8	11	16	20
Karma Dice: D4					

Initiative
Dice: D8

Movement
Full: 60
Combat: 30

Combat

Physical Defense: 7
Spell Defense: 7
Social Defense: 7





HUMAN AIR SAILOR

(pp. 148–49, *Earthdawn Companion*)

Attributes

Dexterity (18): 7/D12 Perception (13): 6/D10
Strength (15): 6/D10 Willpower (12): 5/D8
Toughness (13): 6/D10 Charisma (11): 5/D8

	Circle				
Talents	1st	2nd	3rd	5th	7th
Acrobatic Strike	1/8	2/9	3/10	5/12	7/14
Air Sailing	2/7	3/8	4/9	5/10	7/12
Avoid Blow	1/8	2/9	3/10	5/12	7/14
Karma Ritual	1/1	2/2	3/3	5/5	7/7
Melee Weapons	2/9	3/10	4/11	5/12	7/14
Unarmed Combat	1/8	2/9	3/10	5/12	7/14
Durability (6/5)	—	1/1	3/3	5/5	7/7
Great Leap	—	2/9	3/10	5/12	7/14
Maneuver	—	2/9	3/10	5/12	7/14
Riposte	—	—	3/13	5/15	7/17
Wind Catcher	—	—	3/8	5/10	7/12
Thread Weaving	—	—	—	5/11	7/13
Throwing Weapons	—	—	—	5/12	7/14
Air Dance	—	—	—	5/12	7/14
Second Weapon	—	—	—	5/12	7/14
Momentum Attack	—	—	—	—	7/14
Taunt	—	—	—	—	7/12
Missile Weapons	—	—	—	—	7/14
Speak Language	—	—	—	—	7/13

	Circle				
Damage	1st	2nd	3rd	5th	7th
Death Rating:	35	41	53	65	77
Wound Threshold:	9	9	9	9	9
Unconsciousness Rating:	27	32	42	52	62
Recovery Tests: 3					
Recovery Dice: 6/D10					

	Circle				
Karma	1st	2nd	3rd	5th	7th
Karma Points:	10	12	15	20	27
Karma Dice: D8					

Initiative

Dice: D10

Movement

Full: 85

Combat: 42

Combat

Physical Defense: 10

Spell Defense: 7

Social Defense: 7

Armor: 6

Mystic Armor: 1

Weapons/Armor

Hardened Leather Armor

Dagger [Damage: 8/2D6]

Broadsword [Damage: 11/D10 + D8]

Buckler

Short Sword [Damage: 10/D10 + D6]

Notes

Versatility talent up to gamemaster discretion.

Fourth Circle: The air sailor can spend Karma on Dexterity Tests.

Fifth Circle: +1 to Physical Defense

Sixth Circle: +1 to Spell Defense

Seventh Circle: The air sailor can spend Karma on Damage Tests made with a weapon.







GAME INFORMATION



This section contains information for gamemasters who want to run adventures and campaigns involving the crystal raiders and their mountain homes. Player characters in such campaigns and adventures may be members of a trollmoot, exiles from one, newots or even air sailors shipwrecked in crystal raider territory, to name just a few of the possibilities. Each type of adventure or campaign has its own quirks and dynamics, as described below.

The crystal raiders' mountain domains contain many treasures made from the living crystal and True elements so abundant in the peaks. They are also home to many different creatures, some of which embody the powers of elemental air, earth or fire. Any or all of these may figure in an adventure or campaign set in the Twilight Peaks or the Delaris or Scol Mountains.

ADVENTURES AND CAMPAIGNS

Gamemasters can use the information in this book to build an entire **Earthdawn** campaign based around the crystal raiders. The players can take the roles of troll raiders, no'a'g'ral (crystal raiders of other Name-giver races adopted into a troll clan) or newots captured by the raiders and looking to earn their freedom. The player characters might all be from a single trollmoot or from many moots in the Twilight Peaks and elsewhere who must work together despite their differences. Some of the player characters might be from outside the other characters' trollmoot, either potential allies or captured newots. The gamemaster can use the various characters presented in this book as gamemaster characters and inspiration for adventures and storylines. Some possibilities for a crystal raider campaign are described in the following paragraphs; the gamemaster is free to invent as many more as he or she wishes.

RAIDERS

In a raider campaign, the player characters are all members of a single crystal raider moot, going on raids or even fighting a war alongside their moot-brothers and sisters. Raider characters will most likely be troll sky raiders, though some may be warriors, weaponsmiths or followers of other Disciplines. Depending on the trollmoot to which the characters belong, some may even be magicians. Player characters in this type of adventure or campaign need not all be trolls; some may be other Name-givers adopted by the trollmoot, such as the dwarfs of the Rocktapper clan (see **The Stoneclaws Moot**, p. 60).

The gamemaster must make sure that the player characters in a raider campaign are not carbon copies of each other. One way to accomplish this is to stress the unique skills, goals and personality quirks of each character, along with his or her clan membership and individual history.

Raider characters can get involved in all types of raids and airship combat described in **Of Ships and Raiding** (p. 44). They may also become entangled in their moot's internal politics and conflicts, or in rivalries between their trollmoot and a neighboring one. As characters gain in power and their legends grow, they may take on greater responsibilities in their moot, perhaps even becoming a clan or moot chief.

SEEKERS

In this type of campaign, the player characters are all members of the same trollmoot, but with interests more diverse than raiding. They may be followers of Disciplines ill-suited to serving aboard a drakkar, such as troubadours or certain magician Disciplines. In this case, the adepts may devote their time to investigating one of the many mysteries among the trollmoots. For example, characters from the Skyseeker moot might be seeking the lost monastery or trying to lift the questor's curse from their people (**The Skyseeker Moot**, p. 108). Or members of the Ironmonger moot may be secretly exploring the ruins of Ustrect, discovering treasures and dangers that lie hidden beneath the woodland that covers them (**The Ironmonger Moot**, p. 74). Blackfang characters might run afoul of the schemes of Illim Blackfang and fight to save their moot (and possibly the rest of the Twilight Peaks) from the spectral nethermancer's vengeance (**The Blackfang Moot**, p. 92).

The gamemaster may also combine a seekers campaign or adventure with another type of campaign, in which some player characters are sky raiders and warriors while others follow less combative Disciplines.

TROLL ALLIANCE

Gamemasters may base this type of campaign around the possibility of an alliance between one or more of the crystal raider moots and Barsaive's lowland nations or kingdoms. Players can take the roles of characters in the trollmoots instrumental in creating or preventing such an alliance. The former works particularly well if the current leadership of the characters' moot opposes an alliance, as is the case with most trollmoots aside from the Stoneclaws. Even if the moot chief is in favor of an alliance, the player characters must still support it against opposing factions who seek to destroy it before it can get off the ground. In addition to being representatives of the trollmoots, player





characters may be agents of the lowland kingdoms seeking the alliance. A mixed party of Stoneclaws raiders and Throalic adepts, for example, could provide some interesting character combinations.

This type of campaign lets gamemasters use much of the material from **Prelude to War**, in addition to material in this book that deals with the ongoing political situation in Barsaive. An alliance campaign might culminate in a war between two or more opposing alliances that will decide the fate of the crystal raiders and of Barsaive.

EXILES

An exile campaign allows the gamemaster to immediately tie together a disparate group of player characters, making them exiles sent into the hostile wilderness of the Southern Face (**The Southern Exiles**, p. 96). The characters could be troll outcasts from their clan or moot, escaped newots, shipwrecked pirates or air sailors, or any combination of the above. Whatever their origin, they must work together to survive in the barren and hazardous region while dealing with the various other exiles living in the Southern Face. Different living legend cults in the area may try to recruit the player characters, or the characters may discover something which places them at odds with one or more of the cults. Perhaps the characters will re-enact the Journey of Nemar Firewalker (see p. 118) and discover some of the Southern Face's legendary ruins. Can the player characters use such a discovery to regain their honor in the eyes of their fellow crystal raiders? Do they want to, or do they seek only a means to escape from the Southern Face and start a new life elsewhere?

NEWOTS

A interesting way to start a crystal raider campaign is for all of the player characters to begin as newots owned by a trollmoot. This allows characters to be of almost any race or background. Some of them may have been in service to their troll masters for months or even years, while others may be newly captured. The player characters may have been traveling together when the trolls seized them all, or they may have been captured at different times and places and now serve the same trollmoot. The characters in a newot campaign must work together to find a way to win their freedom from the trolls. They may choose to serve as best they can and thereby earn the respect of the crystal raiders, eventually becoming full-fledged members of the trollmoot (and allowing the campaign to become one of the types previously described). Alternatively, they may wish to escape, and may end up in the Southern Face (setting up an exiles campaign). As another option, rebellious newot characters might well draw the attention of the Broken Chain cult (see p. 80), who might be willing to help them escape.

MAGICAL AND TREASURE ITEMS

Crystal raiders use several magical items and weapons in their daily lives, including living-crystal weapons and armor. Legendary magical artifacts associated with ancient troll heroes can also be found in the highland trolls' mountain domains. This section describes some of the common magical items used by crystal raiders, as well as a few unique, legendary treasures.

LIVING CRYSTAL

The crystal raiders are renowned throughout Barsaive for creating and using armor and weapons of living crystal—a unique substance abundant in the Twilight Peaks, where most of Barsaive's raider moots live. Resistant to hostile magic because it is alive, it is also receptive to enchantments through which troll crystal-smiths shape it into many useful forms. Lowland trolls use living crystal to make blood charms (see **Enchanting**, pp. 44–59, **Magic: A Manual of Mystic Secrets**); the highland raider clans use it primarily to make weapons and armor, though some trollmoots make blood charms of living crystal as well.

Crystalsmithing

A crystalsmith is a follower of the weaponsmith Discipline who specializes in the working of living crystal. Aside from the medium in which they work, crystalsmiths have the same abilities and talents as other weaponsmiths. Using Talents such as Forge Blade (p. 107, **ED**) or Forge Armor (p. 31, **Earthdawn Companion**) to make or modify living crystal items requires one success level above normal on talent tests. For example, using Forge Blade successfully to make a crystal dagger requires a Good success rather than the Average success necessary for a conventional metal dagger. A skilled crystalsmith can become legendary among the crystal raiders for his creations; to be gifted with such a master's works is considered a great honor among the trollmoots of Barsaive.

For more information on enchanting living crystal, see **Enchanting**, pp. 44–59, **Magic: A Manual of Mystic Secrets**.

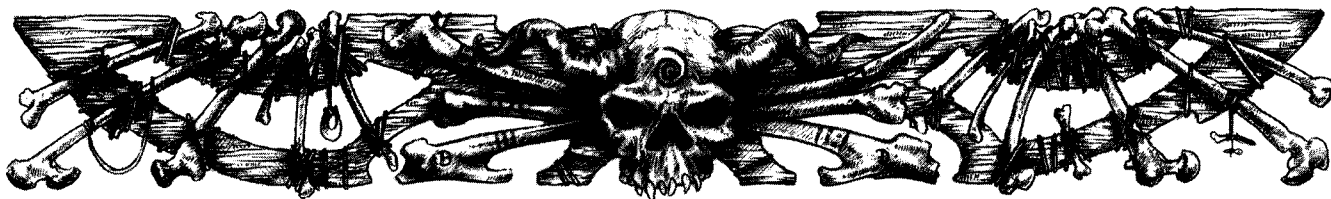
COMMON MAGICAL ITEMS

The most common magical items used by the crystal raiders are crystal weapons and armor. Guidelines for both appear below.

Crystal Weapons

Most crystal weapons are significantly heavier than their metal equivalents, and so Name-givers other than trolls or obsidimen find it difficult to wield them. Not all crystal raiders use crystal weapons; these much-prized items are most often awarded to raiders who have proved themselves time and again in battle. Only the most skilled raiders, such as ship captains and other senior members of





raiding crews, wield threaded crystal weapons. The majority of raiders use weapons made of wood, stone or metal.

CRYSTAL WEAPON TABLE

Weapon	Cost	Damage		STR Min.	Weight	Size
		Step				
Dagger	25	3		5	2	1
Troll Sword	100	6		14	7	4
Battle Axe	75	6		13	6	4
Spear	65	4		11	4	4

Crystal Armor and Shields

Crystalsmiths make different types of living-crystal armor, including crystal ringlet armor, crystal scale armor (comprised of overlapping crystal plates) and crystal plate mail. These suits of armor are rarer than crystal weapons; to own and wear one testifies to the owner's amazing prowess in battle and is a sign of immense prestige. Most crystal raiders wear armor made of leather or metal. More common are crystal shields of various sizes, which sky raiders use in conjunction with talents such as Shield Charge (p. 115, ED). Crystal armor provides higher Mystic Armor protection than standard armor because the crystal is alive and magical in nature.

The tables below give statistics for non-threaded crystal weapons, armor and shields.

THREAD ITEMS

Crystal raiders also use a number of thread items made of living crystal, including weapons and armor. Guidelines for typical thread weapons and armor appear below, along with descriptions of a few specific types of thread items used among crystal raider trollmoots.

Crystal Thread Weapons

Troll crystalsmiths make threaded versions of all common crystal weapons. Most crystal thread weapons have a base Spell Defense of 13 and a maximum of 2 threads. To activate its power, the wielder of the weapon must know

the weapon's Name (usually learned when he or she acquires the weapon) and must weave a thread to it at the same cost as for a Fifth Circle talent (p. 221, ED). Each thread rank increases the weapon's Damage Step by 1. For example, a crystal battle axe with a Rank 2 thread (at a cost of 500 Legend Points) does STR +8 damage. Most crystal weapons have a maximum thread rank of 4 or 5, though many heroic deeds on the part of the weapon's wielder might create additional thread ranks at the gamemaster's discretion. Such an occurrence would alter the weapon's True Pattern and start it toward becoming a legendary item. (For more information on the creation of legendary items, see p. 53, **Magic: A Manual of Mystic Secrets**.)

Crystal Thread Armor

Troll crystalsmiths also make threaded versions of all the crystal armor and shields listed on the table above. Thread armor has a base Spell Defense of 19 and a maximum of 2 threads. As with a thread weapon, the wearer must know the Name of the armor or shield and weave a thread to it in order to activate its power. The thread costs the same as a Ninth Circle talent (p. 221, ED); each thread rank either increases the Armor and Mystic Armor ratings of the armor or shield by 1 or reduces its Initiative Penalty by 1 (player's choice). Similar to crystal thread weapons, most crystal thread armor and shields have a maximum thread rank of 4 or 5, but legendary deeds on the part of the wearer can create additional thread ranks at the gamemaster's discretion.

Spell Crystal Matrix

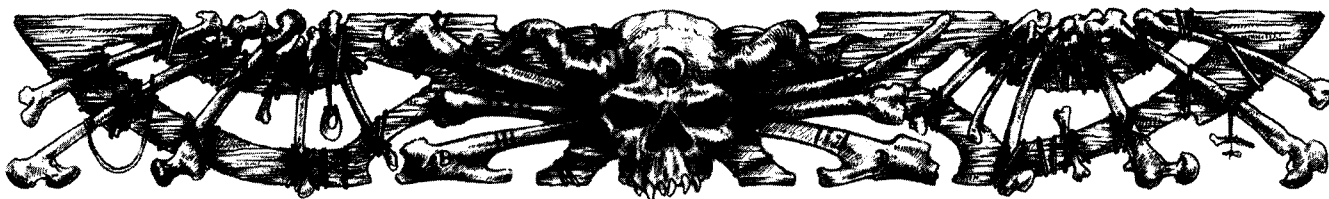
A spell crystal matrix is a type of Spell Matrix object (p. 39, **Magic: A Manual of Mystic Secrets**) used by crystal raider magicians to store spells. Usually a large piece of living crystal that glimmers with a faint inner light, it is most often placed atop a staff or worn as part of a necklace or brooch. The magician weaves a thread to the matrix at the same cost as for a First Circle talent; the rank of the thread becomes the rank of the Spell Matrix stored within the crystal.

Some spell crystal matrices have survived the deaths of their owners, retaining the pattern of the spell stored within them. Other magicians who find these crystals can use them to learn and cast the stored spells. Such crystals may even contain new spells known only to the former owner, or spells lost since the Scourge. Magicians among the crystal raiders, particularly those from the Blackfang trollmoot and the Fellowship of Night, are extremely interested in acquiring such rare crystal matrices. (For more information on the Blackfang trollmoot and the Fellowship of Night, see **Trollmoots of the Western Twilight Peaks**, p. 92, and **Distant Trollmoots**, p. 106, respectively.)

CRYSTAL ARMOR AND SHIELD TABLE

Armor/Shield	Cost	Armor		Mystic Armor	Weight	Initiative Penalty	Shatter Threshold
		Rating					
Ringlet	500	4		4	45	2	NA
Scale	2,000	5		5	55	3	NA
Plate Mail	12,000	7		7	90	5	NA
Buckler	20	+1		+1	5	0	15
Footman's Shield	50	+2		+2	10	1	17
Raider's Shield	150	+3		+3	15	2	18





Crystal Spear

Maximum Threads: 2

Spell Defense: 19

These magical spears are made of living crystal. The shaft of the spear is pentagonal (five-sided) and polished to a fine sheen. The head of the spear is rougher, but honed to a razor edge maintained by the spear's magic. Crystal spears are often decorated with feathers and beaded leather thongs.

Troll elementalists first created crystal spears during the Orichalcum Wars to arm crystal raiders in battle against Theran airships. The secrets of their making were lost following the Battle of Sky Point, but numerous crystal spears remain, treated as family heirlooms by the troll clans and handed down from one generation to the next. For another Name-giver to wield a crystal spear is a grave insult to troll racial honor unless a troll clan gave that Name-giver the spear in recognition of great deeds performed in the service of the crystal raider moots, or unless the wielder took the spear from a crystal raider in combat.

Rank 1 Cost: 300

Key Knowledge: The wielder must know the Name of the crystal spear.

Effect: The spear does STR + 5 damage. When used as a thrown weapon, the spear's range is the same as for a standard spear.

Rank 2 Cost: 500

Key Knowledge: The wielder must learn the Name of the spear's maker.

Effect: The spear does STR + 6 damage.

Rank 3 Cost: 800

Key Knowledge: The wielder must learn the Name of the crystal raider for whom the spear was first created.

Effect: When used as a thrown weapon, the spear's range increases by 25 yards in each range category. Short range becomes 2-40, medium range becomes 40-65 and long range becomes 65-125.

Rank 4 Cost: 1,300

Key Knowledge: The wielder must learn the Name of the first Theran killed by the spear.

Effect: At a cost of 1 point of Strain, the wielder may boost each of his Defense Ratings by 2. The spear glows pale blue while this bonus is in effect. The effect lasts for a number of rounds equal to the thread rank or until the wielder attacks with the spear, whichever comes first.

Rank 5 Cost: 2,100

Effect: The spear increases the wielder's Initiative by 1 step when he or she uses the spear as a melee weapon.

Rank 6 Cost: 3,400

Key Knowledge: The wielder must learn the Name of the last person to own the spear.

Effect: At a cost of 2 points of Strain, the wielder may increase the spear's damage by 2 steps. The spear glows bright red when this bonus is in effect. The effect lasts for one attack.

Rank 7 Cost: 5,500

Deed: The wielder must make a pilgrimage to the trollmoot to which the spear's creator belonged. At the moot, the wielder must swear a blood-magic oath (p. 10, **Magic: A Manual of Mystic Secrets**) to the moot's chief and take 2 points of permanent damage. This Deed is worth 3,400 Legend Points.

Effect: Armor no longer protects against damage inflicted by the spear in combat. In addition, any successful attack with the spear damages its target severely enough to cause a Wound (the minimum damage it will do is equal to the target's Wound Threshold).

Rank 8 Cost: 8,900

Deed: The wielder must command an airship in a raid. During the attack, the wielder must invoke the Names of the spear's creator, original owner and the trollmoot from which they came, and then must reName the spear in his or her own Name. This Deed is worth 5,500 Legend Points.

Effect: At a cost of 5 points of Strain, the wielder can raise fear in his enemies and rally his own troops. This effect causes the spear to glow bright white, the light pulsing like a heartbeat. All of the wielder's allies within 100 yards of the weapon gain +1 step to Initiative, +1 step to all Attack Tests and +1 to all Defense Ratings. To hit the wielder of the spear, an attacker must roll an Excellent success on the Attack Test. The effect lasts for a number of rounds equal to the spear's thread rank or until the wielder attacks with the spear, whichever comes first.

Thunderstaff

Maximum Threads: 2

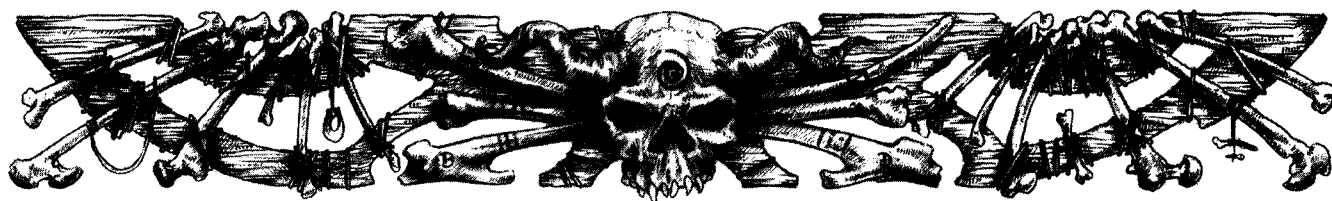
Spell Defense: 15

Used primarily by troll elementalists, a thunderstaff is a tall, wooden staff topped with a translucent chunk of living crystal that glimmers with a ghostly inner light. Originally created by magicians of the Thundersky moot, thunderstaves were the inspiration for the thunderbolt throwers used on some crystal raider drakkars. The staff draws power from lightning and storms to allow the wielder to fire powerful bolts of lightning and create deafening claps of thunder.

Rank 1 Cost: 300

Key Knowledge: The wielder must know the Name of the thunderstaff.





Effect: The wielder can cast the elemental spell Lightning Bolt (p. 8, *Arcane Mysteries of Barsaive*) with an Effect step of Willforce + 5, using the wielder's own Spellcasting (or Perception) and Willforce (or Willpower) steps. The spell does not require a thread, but the wielder must wait one round for the power of the bolt to build up before casting the spell. The build-up causes the crystal on the staff to glow brightly.

Rank 2 Cost: 500

Effect: The Effect of the lightning bolt increases to Willforce + 6.

Rank 3 Cost: 800

Effect: The Effect of the lightning bolt increases to Willforce + 7.

Rank 4 Cost: 1,300

Effect: The wielder of the staff can cast the elemental spell Thunderclap (p. 15, *Arcane Mysteries of Barsaive*) to deafen and stun opponents. The wielder strikes the butt end of the staff against the ground three times (once per round). A mighty clap of thunder then emanates from the staff, affecting everyone within 30 feet except for the wielder. Use the wielder's Spellcasting (or Perception) and Willforce (or Willpower) steps when casting the spell.

LEGENDARY TREASURE ITEMS

A number of legendary magical items are associated with the crystal raiders, among them the Folding Drakkar and the Hammer of Nemar. Gamemasters can use these items as examples when designing their own legendary treasures connected to Barsaive's crystal raider trollmoots.

The Folding Drakkar

Maximum Threads: 2

Spell Defense: 19

The folding drakkar is the finest creation of the master troll shipbuilder Oric Rockfall, a student of the legendary Nemar Firewalker who brought the first drakkar to the troll race. Oric crafted this drakkar as a gift to the chief of the Swiftwind moot; the chief and his heirs commanded it until it was stolen from the moot home not long before the Battle of Sky Point. The ship was not recovered until after the Scourge, when a band of adventurers discovered it in a kaer in the Badlands. From there, the drakkar found its way to Travar, where it once again vanished from sight. The Swiftwind moot would like to reclaim their long-lost property and would richly reward anyone who restores it to them.

The Folding Drakkar normally appears as a carved wooden box or chest, 3 feet tall by 4 feet wide by 6 feet long. The surface is carved in a complex maze of hand-fitted pieces of wood, like a puzzle box. The pieces can be

moved around to rearrange the pattern on the surface of the box. Studying the pattern is the key to unlocking the box's magic.

Rank 1 Cost: 300

Key Knowledge: The character must know that the Name of the box is the Folding Drakkar and that it is actually an airship in box shape. To figure out the first configuration of the box, the character must make a successful Perception Test against Difficulty Number 9.

Effect: At the command of its owner, the box unfolds into an airboat (p. 128) with standard statistics. The airboat requires someone to row it. Any damage to the airboat can be recovered while the boat is in box form by making a Step 12 Recovery Test once every 24 hours. If the boat is rendered derelict, it must be returned to its box form and allowed to recover completely before being used again. If the boat is destroyed, the entire item is destroyed.

Rank 2 Cost: 500

Key Knowledge: The character must make a successful Perception Test against Difficulty Number 11 to figure out the next configuration of the box.

Effect: The box unfolds into a small drakkar (p. 128). It recovers damage as described above, but has a Recovery step of 14.

Rank 3 Cost: 800

Key Knowledge: The character must learn the Name of the creator of the folding drakkar and make a successful Perception Test against a Difficulty Number of 13 to figure out the next configuration.

Effect: The box unfolds into a crystal raider drakkar (p. 128). The ship requires a crew to run it and recovers damage as described above at a Recovery step of 16.

Rank 4 Cost: 1,300

Key Knowledge: The character must make a successful Perception Test against a Difficulty Number 15 to figure out the last configuration of the box.

Effect: The drakkar's Speed step increases to 12 and its Maneuverability step increases to 11.

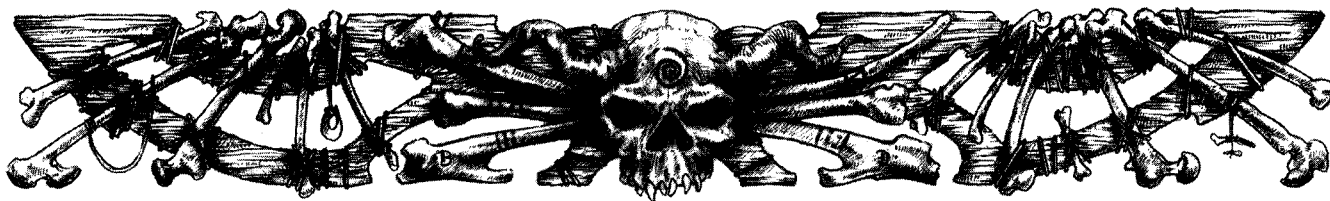
The Hammer of Nemar

Maximum Threads: 1

Spell Defense: 20

The legendary crystalsmith Nemar Firewalker used this massive iron hammer as a weapon and a tool of his smithing arts. It was not found among Nemar's possessions after his death; troll legends claim that the Passion Upandal took the hammer and hid it somewhere in Barsaive until a weaponsmith worthy of Nemar's legacy should appear to wield the hammer again.





The Hammer of Nemar is a huge iron hammer with a handle as long as a human's arm, short enough for a troll to wield one-handed. Its surface is beautifully engraved, set with crystals and inlaid with orichalcum.

Rank 1 Cost: 300

Key Knowledge: The wielder must know that the hammer is the Hammer of Nemar Firewalker.

Effect: The hammer does STR + 7 damage in combat and adds +1 step to the wielder's Forge Blade talent. If the wielder does not possess the talent, the hammer provides it at Rank 1.

Rank 2 Cost: 500

Effect: The hammer does STR + 8 damage and adds +2 steps to the wielder's Forge Blade talent.

Rank 3 Cost: 800

Key Knowledge: The wielder must learn the tale of Nemar's death, including how Upandal took his hammer and hid it.

Effect: The wielder can use the hammer to locate deposits of living crystal, true elements or orichalcum for the wielder's use in making items (but not for any other reason). The wielder makes all Half-Magic Tests for finding and gathering such materials (see pp. 55–58, **Magic: A Manual of Mystic Secrets**), but adds the thread rank to his Half-Magic step.

Rank 4 Cost: 1,300

Key Knowledge: The wielder must learn about Nemar Firewalker's exile and the journey he took through the Southern Face of the Twilight Peaks, where he discovered the first drakkar.

Effect: The hammer does STR + 10 damage and can shatter non-magical/non-thread metal or crystal armor or shields with an Excellent or better success on an Attack Test. The affected armor or shield crumbles to pieces and is destroyed.

Rank 5 Cost: 2,100

Deed: The wielder of the hammer must travel to the Southern Face of the Twilight Peaks and re-create Nemar's journey after being exiled from his clan. At the end of the journey, the Passion Upandal will appear to the wielder and judge whether he or she is truly worthy of wielding the Hammer of Nemar. If Upandal judges favorably, the character earns 1,300 Legend Points. Otherwise, Upandal takes the hammer and hides it for another worthy wielder to find.

Effect: The hammer does STR + 12 damage and provides +3 steps to the wielder's Forge Blade and Forge Armor talents. Once per day, at a cost of 3 points of Strain, the wielder can strike the hammer against the ground and cause a minor earthquake in the surrounding area. This action has the same effect as the Fourth Circle elemental spell Uneven

Ground (p. 162, ED), with an Effect step based on the wielder's Willforce plus the hammer's thread rank.

Wyrmsfang

Maximum Threads: 2

Spell Defense: 23

Wyrmsfang is a magical sword carved from the tooth of a great dragon who is rumored to lair in the Scol Mountains. The sword is four feet long and slightly curved. The blade is black, etched with orichalcum-lined runes on both sides, and clearly resembles a large bone or tooth. Wyrmsfang is currently wielded by Mar'tok Man-Slayer Firescale, chieftain of the Firescale moot, who has woven a Rank 5 thread to it. Without a thread attached, the sword has a Damage step of 7.

Rank 1 Cost: 500

Key Knowledge: The wielder must know the sword is called Wyrmsfang.

Effect: The sword does STR +9 damage.

Rank 2 Cost: 800

Effect: The sword does STR +10 damage. Increase the wielder's Physical Defense by +1.

Rank 3 Cost: 1,300

Key Knowledge: The sword was forged by the legendary weaponsmith Tormokk Firescale centuries before the Scourge, for the chief of the Firescale moot. The wielder must learn the Name of the weaponsmith who forged the weapon.

Effect: The sword does STR +11 damage. Increase the wielder's Spell Defense by +1.

Rank 4 Cost: 2,100

Effect: The sword does STR +12 damage. Increase the wielder's Physical and Spell Defenses by +2 each.

Rank 5 Cost: 3,400

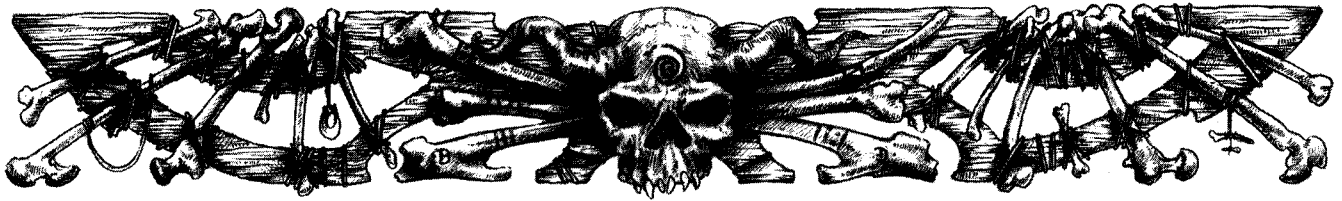
Key Knowledge: The tooth from which Wyrmsfang is carved was obtained by an ancestor of Mar'tok after confronting a great dragon rumored to live in the Scol Mountains. The wielder must learn the Name of the hero who obtained the tooth from which Wyrmsfang was carved.

Effect: The sword does STR +13 damage. At a cost of 3 points of Strain, the wielder may shoot a bolt of flame from the tip of the blade. To attack an opponent with this flame bolt, the wielder makes a Melee Weapons Test against the target's Spell Defense. If successful, the target suffers Step 13 damage. Armor does not protect against this damage.

Rank 6 Cost: 5,500

Effect: The sword does STR +15 damage. Increase the wielder's Physical and Spell Defenses by +3 each.





Rank 7 Cost: 8,900

Key Knowledge: No one knows whether the tooth from which Wyrmsfang was carved was taken from the dragon, or if the dragon gave it up willingly. The wielder must learn the Name of the dragon from which the tooth came.

Deed: The wielder must seek out the dragon and discover how the tooth was obtained. This Deed is worth 5,500 Legend Points.

Effect: The sword does STR +15 damage. At a cost of 5 points of Strain, the wielder may cause dragon venom to ooze from the blade, inflicting additional damage on its victims. If the wielder successfully damages a target with Wyrmsfang, the target must make an immediate Toughness Test against a Difficulty Number of 15. If the test fails, the target suffers Step 12 damage each round for the next five combat rounds.

Initiative: 11
Number of Attacks: 3
Attack: 8

Damage:
 Claw (x 2): 6
 Beak: 5

Number of Spells: 1
Spellcasting: 6

Effect: 8 (for fire trail)

Physical Defense: 6
Spell Defense: 12
Social Defense: 8 (14)
Armor: NA
Mystic Armor: 2
Knockdown: 7
Recovery Tests: 2

Death Rating: 30 **Combat Movement:** 50/110 (flying)
Wound Threshold: 7 **Full Movement:** 100/220 (flying)
Unconsciousness Rating: 21

Legend Points: 85

Equipment: None

Loot: Fire eagle eggs, fire eagle feathers

CREATURES

The following are some of the unique creatures that live in and around the Twilight Peaks and the Death's Sea.

FIRE EAGLES

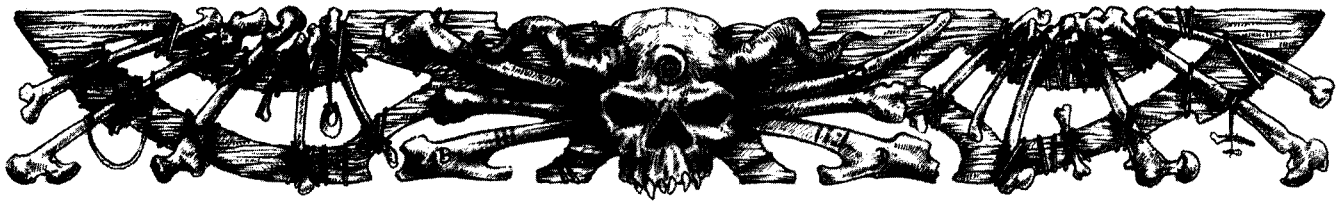
Attributes

DEX: 11 **STR:** 5 **TOU:** 4
PER: 5 **WIL:** 5 **CHA:** 6

Commentary

Fire eagles are predatory birds that nest atop the rock formations along the shores of Death's Sea and in the Southern Face of the Twilight Peaks. With their twelve-foot wingspan, these birds resemble large eagles with flaming feathers, the flames fueled by the elemental fire in the birds' blood. Fire eagles also have razor-sharp claws, shiny black and usually more than five inches long. These birds are fiercely territorial; only the great beastmaster Nil Tasio of the Dragon Mountains truthfully can claim to have tamed





one. Use the increased Social Defense rating against attempts by beastmasters to train or otherwise use their talents on fire eagles.

Fire eagles make swooping attacks (p. 199, ED), but do not take the standard -2 penalty to their Physical Defense. They attack primarily with their claws. If encountered on the ground, a fire eagle will attack with its beak as well.

A deadly side effect of a fire eagle's swooping attack is the trail of fire left in the eagle's wake by its burning feathers. After it attacks, the fire eagle makes a Spellcasting Test against the target's Spell Defense. If the test is successful, the target takes damage from the fire. Mystic armor and various forms of magical protection from fire protect against this damage. Fire eagles also generate fire equivalent to a large campfire (p. 207, ED).

Fire eagle feathers do not keep burning if taken from the body; the flames are a side effect of the elemental fire that courses through the eagle's blood. However, the feathers possess certain other qualities that alchemists, elementals and sages find valuable. Fire eagle eggs contain kernels of elemental fire, making the fire eagle very protective of its nest against poachers and would-be fire miners.

FIRESCALES

Attributes

DEX: 7 STR: 12 TOU: 13
PER: 5 WIL: 8 CHA: 5

Initiative: 8	Physical Defense: 9
Number of Attacks: 2	Spell Defense: 7
Attack: 8	Social Defense: 12
Damage:	Armor: 8
Gore: 15	Mystic Armor: 2
Trample: 13	Knockdown: 12
Number of Spells: (1)	Recovery Tests: 5
Spellcasting: 12	
Effect: 13 (for fire breath)	

Death Rating: 69	Combat Movement: 60
Wound Threshold: 20	Full Movement: 120
Unconsciousness Rating: 62	

Legend Points: 175

Equipment: None

Loot: Blood (worth 50 silver pieces per gallon) and horns (worth 2D6 x 10 silver pieces; see text). This counts as treasure worth Legend Points.

Commentary

These huge, four-legged animals resemble thundra beasts and are large enough for trolls to use as mounts. These beasts are known to live only in the Scol Mountains of Barsaive. Firescales stand more than 8 feet tall at the

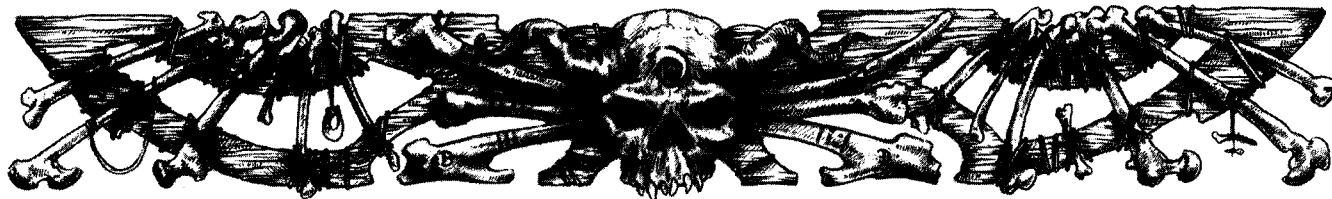


shoulder, are 12 to 15 feet long and weigh well over 1,000 pounds. Their rock-like, deep red hides resemble dragon scales. Like thundra beasts, firescales have a large horn in the center of their foreheads, as well as one on either side of their skulls, all of which they use to gore their victims. Firescales also often trample their victims, crushing unlucky targets under their huge hooves. Firescales can attack twice per round, using two gore attacks, two trample attacks or one of each.

Firescales possess a magical ability that allows them to breathe gouts of flame at their victims as they charge by. They can use this fiery breath three times per day. To attack with its fire breath, a firescale makes a Spellcasting Test against its target. If the test is successful, the victim makes a Damage Test at Effect step 13. Firescales can use this attack in place of one physical attack.

Because these creatures are magical, their horns and blood are valuable to magicians and alchemists. Distilling the blood of a firescale (which requires a complex alchemical ritual) allows a magician to harvest kernels of True fire from it. Each gallon of distilled firescale blood yields one kernel of True fire. Firescale horns are used to create many different potions and also to craft magical weapons.





Trolls of the Firescale moot (*Distant Moots*, p. 111) use these creatures as mounts. They consider the beasts sacred; to slay one for its blood or horns is unthinkable, and they viciously attack any who dare attempt to do so. Only if a firescale dies in battle do the Firescale trolls consider using it for such purposes.

FIRE WRAITHS

Attributes

DEX: 7 STR: 6 TOU: 7
PER: 6 WIL: 9 CHA: 5

Initiative: 7 Physical Defense: 10
Number of Attacks: 2 Spell Defense: 10
Attack: 8 Social Defense: 10
Damage: 8 Armor: 5
Number of Spells: 1 (1) Mystic Armor: 3
Spellcasting: 8 Knockdown: 7
Effect: 12 Recovery Tests: 3

Death Rating: 42 Combat Movement: 38
Wound Threshold: 12 Full Movement: 75
Unconsciousness Rating: 34

Legend Points: 150
Equipment: None
Loot: None

Commentary

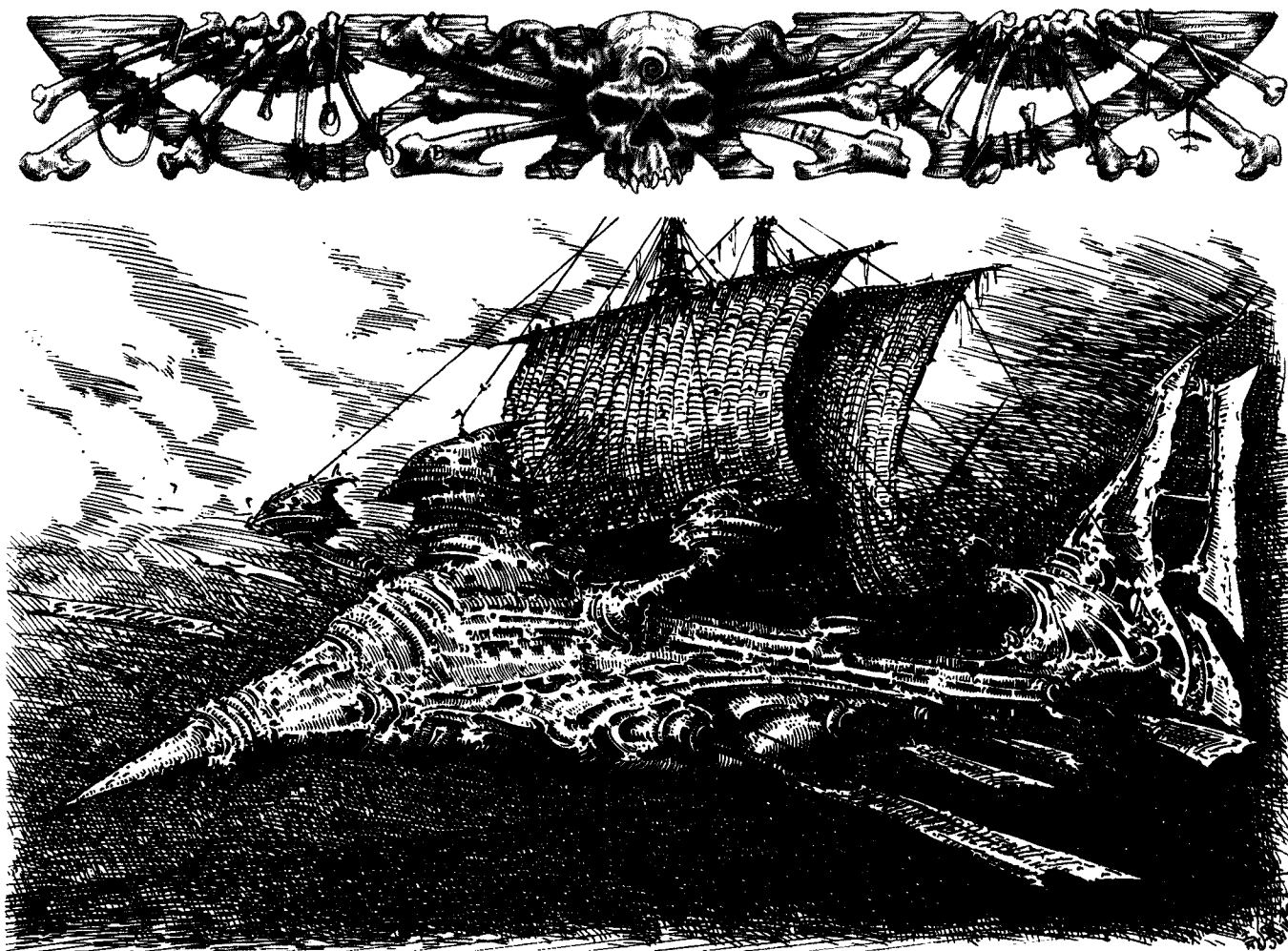
Fire wraiths figure in many legends about Death's Sea, where they are said to lie in wait for travelers. They are found only near Death's Sea and the Scarlet Sea. Similar to demiwraiths (p. 290, ED), fire wraiths are composed of living flame. Legend says these creatures are the souls of Name-givers who died when Death was imprisoned, set aflame by the sea of lava beneath which Death lies and trapped between life and death.

Because fire wraiths are not truly undead, a wraith's Spell Defense increases by 5 against spells specifically designed to target undead beings. Fire wraiths are immune to all fire-based attacks; however, a wraith's Spell Defense decreases by 5 against water-based spells.

Fire wraiths can cast the Fireball, Flame Flash, Ignite, Boil Water and Drastic Temperature spells. They follow standard spellcasting rules, using their Spellcasting Step to weave threads and cast spells and Willpower for the spell's Effect step. However, they do not use spell matrices and are immune to warping damage from casting raw magic.

Fire wraiths attack with their flaming limbs, which cause physical damage as well as fire touch damage. To cause fire touch damage, the fire wraith makes a Spellcasting Test against the target's Spell Defense. If successful, the target is covered in flames. The victim takes 1





point of damage each round until the fire touch is dispelled or the character makes a Willpower Test with a result of 11 or better. The character's initiative decreases by 2 steps each round until it reaches 0; at that point, the character can only roll on the ground trying to put out the fire or run wildly around. Treat fire touch as a Fifth Circle spell for dispelling purposes.

A fire wraith can either throw a spell or fight in a given round, but cannot do both. It generates fire that does Step 9 damage, roughly equivalent to a large campfire (p. 207, ED).

GHOST SHIPS

Speed: 12

Maneuverability: 11

Firepower: 16/16

Hull:

Armor Rating: 15

Ramming: 25

Cargo: NA

Damage

Critical: 18

Derelict: 62

Destroyed: 70

Commentary

Crew

Captain: NA

Crew Size: 30

Crew Skill: NA

Crew Rating: 20

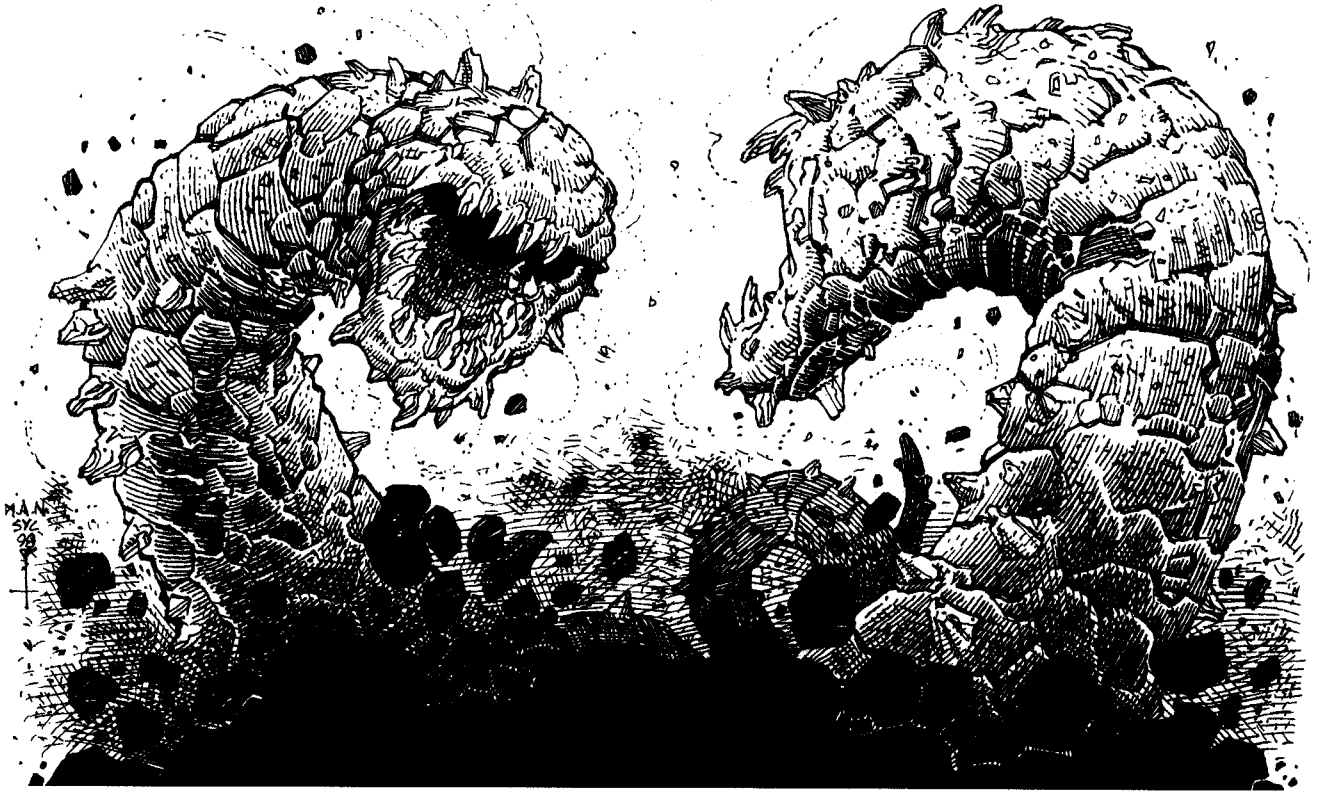
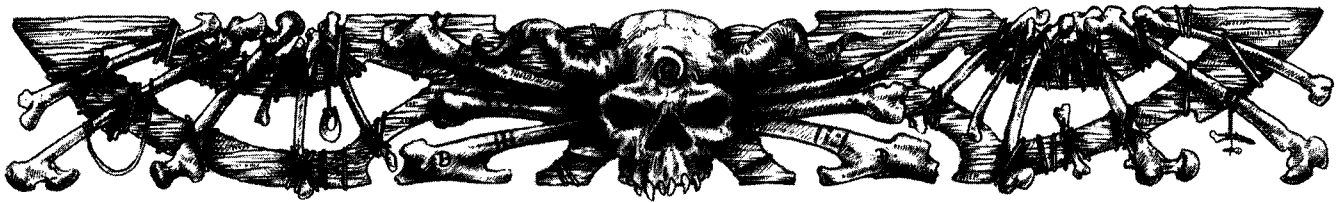
Morale: 62

These phantom airships fly through the skies over Barsaive, looking for living foes to kill and add to their crews of undead spirits. Many ghost ships were created by Horrors; others were created by blood magic or oaths of vengeance sworn by crystal raiders who perished during the Orichalcum Wars or the Battle of Sky Point. Crystal raiders consider seeing a ghost ship a bad omen; no raider wants to meet one.

A ghost ship normally sails through astral space, but can materialize in the physical world to attack. The ghosts of crystal raiders or air sailors that make up the ship's crew can attack like any living crew, but are more resistant to normal weapons and possess a Chilling Touch power identical to that of a demiwraith. Individual crew members of a ghost ship have the same statistics as demiwraiths (p. 290, ED).

Ghost ships often carry cannons that fire blasts of pure darkness; these do damage to target airships and crews using the ghost ship's Firepower. Ghost ships can become immaterial while fighting, making them invulnerable to most reprisals from other vessels. The only means of defeating a ghost ship is to board it in combat (see **Airships and Ship Combat**, p. 120). If the ghost ship is rendered derelict, it vanishes back into astral space. If it is destroyed, it vanishes forever. Any character still on board the ship has $2D4 + 1$ Combat Rounds (not turns) to escape before the ghost ship disappears into the netherworlds, taking the unlucky character with it. Characters trapped on





board a ghost ship when it vanishes may end up in the realm of Death or another strange netherworld at the gamemaster's discretion.

ROCKWORMS

Attributes

DEX: 7 STR: 11 TOU: 10
PER: 2 WIL: 2 CHA: 1

Initiative: 7 (10)

Number of Attacks: 1

Attack: 8

Damage: 10

Number of Spells: NA

Spellcasting: NA

Effect: NA

Physical Defense: 8

Spell Defense: 9

Social Defense: 13

Armor: 10

Mystic Armor: 3

Knockdown: 11

Recovery Tests: 2

Death Rating: 40

Wound Threshold: 12

Unconsciousness Rating: 34

Combat Movement: 38

Full Movement: 75

Legend Points: 190

Equipment: None

Loot: Gems and crystals worth 5D6 x 10 silver pieces. This counts as treasure worth Legend Points.

Commentary

These elemental creatures resemble giant worms ten to fifteen feet long, covered with a rocky hide of overlapping plates. They burrow through the hardest rock and stone like dirt, consuming elemental earth and other minerals to sustain themselves. Though mindless, they are fiercely territorial and will attack any other creature that intrudes on their territory; miners and prospectors are among their most numerous victims.

A rockworm typically bursts out of the ground without warning and attacks with a powerful bite; its stony jaws, lined with jagged pieces of crystal, can inflict considerable damage. A rockworm gains +3 steps to its Initiative on the first round that it springs forth to attack. Its tough hide makes the worm difficult to hurt. If seriously wounded, a rockworm usually retreats back beneath the earth. Though prospecting around rockworm territory is often dangerous, it can be profitable as well, as the worms tend to lair in areas with high concentrations of elemental earth. Such concentrations usually indicate veins of living crystal and/or orichalcum nearby, which can net a lucky prospector even more money. Some prospectors and miners follow the signs of rockworm tunnels to find these rich deposits, keeping close watch for an attack by the worms.





SENTINEL HAWKS

Attributes

DEX: 11 STR: 5 TOU: 4
PER: 10 WIL: 8 CHA: 7

Initiative: 11	Physical Defense: 15
Number of Attacks: 3	Spell Defense: 13
Attack: 12	Social Defense: 10
Damage:	Armor: NA
Claw (x2): 6	Mystic Armor: 5
Beak: 7	Knockdown: 7
Number of Spells: 1	Recovery Tests: 2
Spellcasting: 11	
Effect: by spell	

Death Rating: 55 Combat Movement: 50/110 (flying)
Wound Threshold: 9 Full Movement: 100/220 (flying)
Unconsciousness Rating: 42

Karma Points: 10 Karma Step: 6

Powers: Spells (Circle 6 elemental)

Legend Points: 230
Equipment: None
Loot: None

Commentary

Sentinel hawks are magical, intelligent raptors that live high in the mountains of Barsaive. They can understand Name-giver speech, but cannot speak themselves without the aid of magic. Sentinel hawks were unknown before the Scourge, and their origin since remains a mystery. Some scholars speculate that a magician created them just before or during the Scourge to act as sentries and guardians against Horrors, and that the hawks eventually escaped and bred in the wild. The sentinel hawks refuse to discuss the subject. They look like larger versions of ordinary hawks with white, gray or black feathers or some combination of the three.

Sentinel hawks are guardians of life and fierce enemies of corruption. They attack Horrors and Horror constructs, and aid Name-givers in need of help so long as the Name-giver has committed no offense against the hawk or the natural world. Some sentinel hawks have even enlisted the aid of Name-givers in their fight against corruption, guiding adventurers to the lairs of Horrors (some might say guiding them to their doom).

A sentinel hawk attacks with its sharp talons and beak, using swooping attacks (p. 199, ED). It can also cast Sixth Circle elemental spells, using standard spellcasting rules except that the sentinel hawk does not require spell matrices. Sentinel hawks are immune to warping damage from casting raw magic.

SHARDS

Attributes

DEX: 7 STR: 10 TOU: 12
PER: 2 WIL: 2 CHA: 2

Initiative: 8	Physical Defense: 10
Number of Attacks: 1	Spell Defense: 9
Attack: 10	Social Defense: 6
Damage: 15	Armor: 15
Number of Spells: NA	Mystic Armor: 10
Spellcasting: NA	Knockdown: 13
Effect: NA	Recovery Tests: 6

Death Rating: 62 Combat Movement: 24
Wound Threshold: 18 Full Movement: 50
Unconsciousness Rating: 54

Legend Points: 340

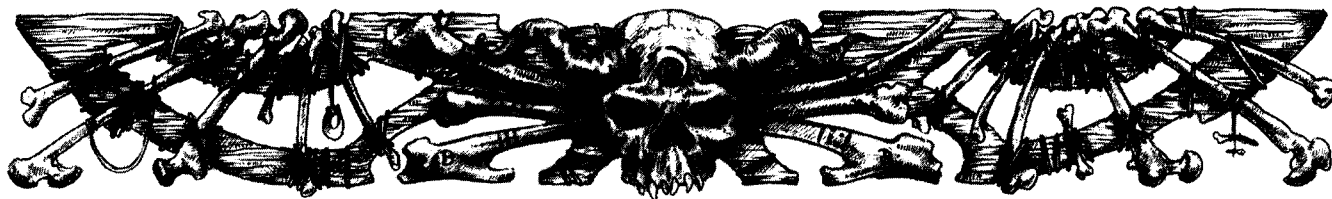
Equipment: None

Loot: Crystals and gems worth D6 x 20 silver pieces. This counts as treasure worth Legend Points.

Commentary

Shards are elemental earth spirits made of living crystal. They appear as tall, spidery humanoid figures with long limbs, their bodies formed from multifaceted crystal





with many sharp edges, like a roughly hewn statue. Shards use their crystalline limbs and sharp cutting edges to attack.

Most shards are not terribly intelligent. They often guard deposits of living crystal or act as thralls of a more powerful earth spirit. Shards have been encountered in some of the deep crystal caves in the Twilight Peaks and elsewhere, concealed among the crystals there and virtually invisible until they attack.

Because their bodies are crystalline, shards can be shattered by a sufficiently powerful blow. To reflect this fragility, attacks made with blunt weapons such as a mace or a hammer inflict an Armor-Defeating Hit against a shard on a Good or better success rather than the usual Excellent or better success. Other weapons inflict Armor-Defeating Hits normally.

STONE LIONS

Attributes

DEX: 10 STR: 9 TOU: 12
PER: 6 WIL: 8 CHA: 5

Initiative: 10

Number of Attacks: 2

Attack: 12

Damage:

Bite: 16

Claw (x 2): 12

Number of Spells: NA

Spellcasting: NA

Effect: NA

Physical Defense: 13

Spell Defense: 10

Social Defense: 8

Armor: 15

Mystic Armor: 4

Knockdown: 9

Recovery Tests: 2

Death Rating: 60

Wound Threshold: 15

Unconsciousness Rating: 54

Combat Movement: 75

Full Movement: 150

Legend Points: 400

Equipment: None

Loot: Elemental earth worth 3D6 x 20 silver pieces. This counts as treasure worth Legend Points.

Commentary

Like the brithan (p. 287, ED), stone lions are part savage mountain creature and part angry earth elemental. These small, gray mountain lions have fur as hard as rock, along with razor-sharp, crystal-edged claws and teeth that can tear armor as easily as flesh. Stealthy and patient hunters, they stalk mountain goats and other creatures, and are territorial enough to attack a full-grown troll who intrudes on their hunting grounds. Most stone lions are solitary, but hunters and travelers have occasionally reported seeing a mated pair.



Crystal raiders sometimes hunt stone lions for their pelts, which can be made into strong and flexible hide armor. Stone lion flesh is tough and unpleasant to eat. Hunting a stone lion is often a Rite of Passage for a young crystal raider before he or she undergoes the Rite of Naming.

STORMWRAITHS

Attributes

DEX: 8 STR: 4 TOU: 8
PER: 7 WIL: 8 CHA: 6

Initiative: 7

Number of Attacks: 2

Attack: 10

Damage: 9

Number of Spells: 2

Spellcasting: 12

Effect: 12 (see text)

Physical Defense: 13

Spell Defense: 10

Social Defense: 10

Armor: 6

Mystic Armor: 4

Knockdown: 8

Recovery Tests: 4

Death Rating: 40

Wound Threshold: 9

Unconsciousness Rating: 33

Combat Movement: 60

Full Movement: 120

Karma Points: 15

Karma Step: 6

Legend Points: 500

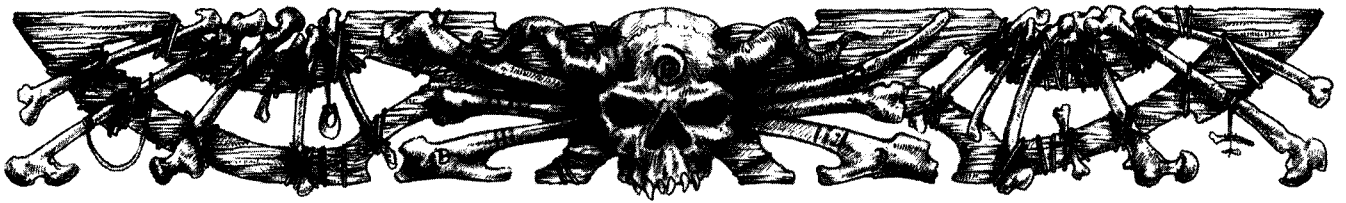
Equipment: None

Loot: Kernels of elemental air worth 2D6 x 20 silver pieces. This counts as treasure worth Legend Points.

Commentary

Stormwraiths are creatures of dark mist, created by Horrors from elemental air and corrupt magic. They dwell in storms and near high mountain peaks where the ele-





mental air needed to sustain them is found. They appear as dark blobs of mist with a vaguely humanoid shape in which faint, bluish lightning crackles. Two burning pits of electric blue that seem to radiate hatred serve as a stormwraith's eyes.

Stormwraiths can speak and understand Name-giver languages, and are intelligent enough to plan and work together. They hate all living creatures and attack them at every opportunity, especially airships mining True air from the clouds and high peaks where stormwraiths abound.

A stormwraith attacks using a touch that carries a powerful electrical shock. If a stormwraith makes a successful physical attack, it then makes a Spellcasting Test against the victim's Spell Defense. If this test is successful, the stormwraith inflicts Step 12 electrical damage. This type of attack does not count as one of the stormwraith's spells, and stormwraiths are immune to electrical and air-based attacks against them.

Stormwraiths can also cast the elemental spells Lightning Bolt and Winds of Deflection (pp. 8 and 9, *Arcane Mysteries of Barsaive*). The stormwraith casts these spells normally, using its Spellcasting step for weaving threads and for the Spellcasting Test, but does not require a spell matrix. The Effect step of these spells is based on the stormwraith's Willpower step.

GLOSSARY

The following glossary includes words and phrases commonly used among crystal raider moots.

(ins) = insulting
interj. = interjection
n. = noun
v. = verb

abo *v.* To live.

Abora! *interj.* A common toast, meaning "Let us live (life to the limit)!"

Abor'a'kaf *interj.* Crystal raider saying, meaning "Life is struggle."

ago'al *n.* Obsidiman. Literally, "rock brother."

ago'atol *n.* Stonesmith. Literally, "stone worker."

ago'chad *n.* "Fire stones," a type of living crystal.

ago'frod *n.* "Ice stones," a type of living crystal.

alheim *n.* Moothome. Literally "brother home."

alltrua'agoral *n.* Trollmoot. Literally "clan of the people of one mountain."

chad *n.* Fire.

da'a'ka'uli *n.* Outcast. Literally "one who has no honor."

De'abor'abora *interj.* "While we live, let us live!"

dom'an *n.* The privacy within.

druv'a *n.* Boast; literally, "claims of honor."

Era'ka *n.* The Severance, a formal ritual through which a troll is cast out of his clan.

er'ka'a'kul *n.* The name by which an outcast calls himself. Literally "one who has sacrificed for honor."

frod *n.* Ice.

ga'ar *n.* Kaer. Often applied to any troll settlement.

ga'il *interj.* Positive or approving expression, equivalent to "Well done!" or "Excellent!" Literally, "of the rock!", meaning something as solid and noble as rock.

g'ral *n.* Clan.

g'ralnakh *n.* Family.

Griahk'kan *n.* The Spirit of All Things, who created the world and all Name-givers, including the trolls.

g'tarr *n.* Literally "the Holding," a Naming ritual.

jar'arak *n.* An important troll ideal embodying elements of spirituality, religion, art and philosophy.

jar'a'uli *n.* Trolls of the Kava moot, or "People of Passion."

Ka'al'abor *interj.* Troll expression. Literally, "Honor is the brother of life."

katera *n.* Racial honor.

katorr *n.* Personal honor.

kat'ral *n.* Clan honor.

kava *n.* (ins.) Outcast. Literally "mud."

kera'astol *n.* Berserker; also searcher for truth.

ker'ago'atol *n.* Crystalsmith. Literally, "bright stone worker."

kun'dal'in *n.* The keel of a ship. Literally, "spine."

newot *n.* A slave captured by honorable means in raiding.

no'a'g'ral *n.* Adoptive member of a clan; member of another race who has been granted honorary status as a troll.

no'a'ul *n.* Member of another Name-giver race.

norr *n.* Epic tale recounting events of great importance to the history of the world and/or the troll race. Literally, "tapestry."

ro'ona *n.* A troll who has reached the Age of Passage but not yet undergone the associated rite. Translates roughly as "candidate."

se'alla *n.* A tale about the life and achievements of a single hero, usually a troll.

tarr'a'on *n.* Naming ritual performed after a troll has undergone the Rite of Passage.

Ter'vo'an *interj.* Troll farewell. Literally, "We part."

trolthelia *n.* Skin deposits common to trolls that give their face and bodies a rough or bumpy appearance.

tro'o'astia *n.* Crystal raider; translates roughly as "thunderhead" or "omen of doom."

tru'a'uli *n.* A troll. Literally, "of the Dual People."

trua'g'ral *n.* Trollmoot.

Va! *interj.* Multipurpose interjection and expletive, literally meaning "Mud!"

va'a'uli *n.* (ins.) Member of another Name-giver race. Literally, "of the mud people."

Vod'arr! *interj.* Troll greeting. Literally, "I see you."





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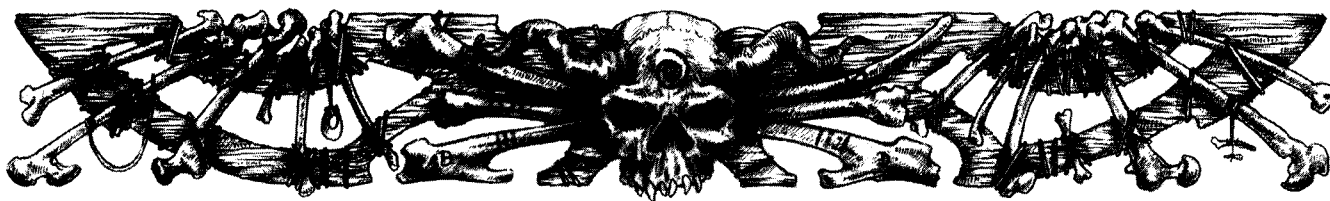
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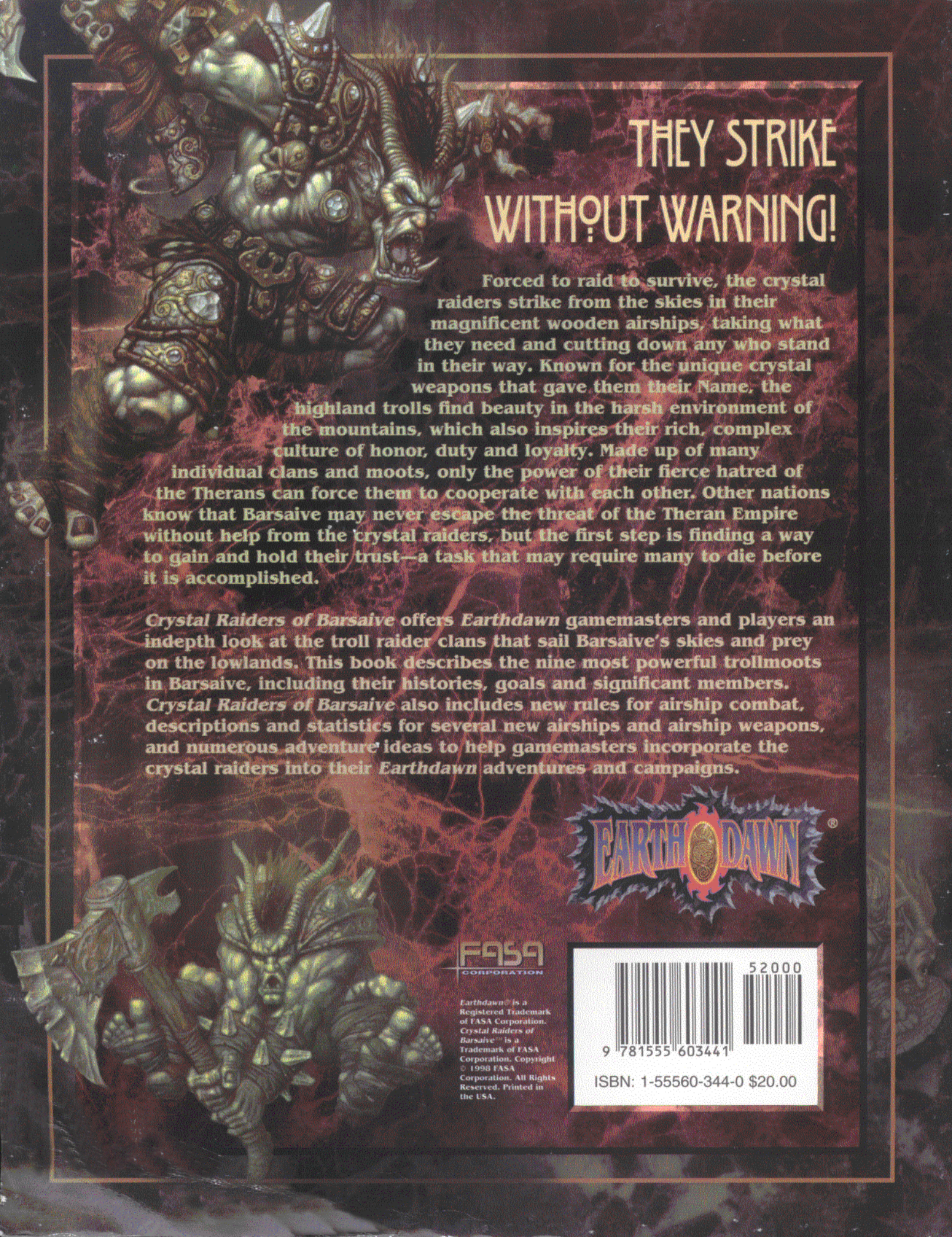
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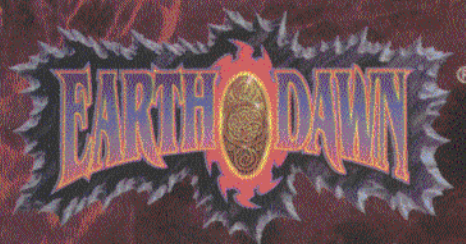




THEY STRIKE WITHOUT WARNING!

Forced to raid to survive, the crystal raiders strike from the skies in their magnificent wooden airships, taking what they need and cutting down any who stand in their way. Known for the unique crystal weapons that gave them their Name, the highland trolls find beauty in the harsh environment of the mountains, which also inspires their rich, complex culture of honor, duty and loyalty. Made up of many individual clans and moots, only the power of their fierce hatred of the Therans can force them to cooperate with each other. Other nations know that Barsaive may never escape the threat of the Theran Empire without help from the crystal raiders, but the first step is finding a way to gain and hold their trust—a task that may require many to die before it is accomplished.

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