

Trollpak

Troll Facts, Secrets and Adventures

RQ
XG□*III○*++
Glorantha

Trollpak is a supplement to the RuneQuest® roleplaying game. You must have a copy of either the RuneQuest Deluxe Edition box or the RuneQuest Standard Edition box in order to fully use Trollpak



The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.

Trollpak is Avalon Hill's trademark for its fantasy roleplaying supplement to RuneQuest. Trollpak was developed and created by Chaosium Inc.

WHAT'S IN THIS BOX?

TROLLPAK is a Gloranthan supplement for *RuneQuest*. This is the second edition of TROLLPAK, which was first published in 1982 in a different form.

Contents

UZ LORE is the definitive compendium of troll lore available in Glorantha. It has been painstakingly compiled by Minarchy Purple, Sage of Lhankor Mhy, based on the researches of many scholars of the cult over thousands of years. The information presented in *Uz Lore* includes many rare and unusual items, such as ancient troll songs, transcripts of interviews with trolls and trollkin, scientific drawings of troll anatomy, maps of troll battles, and many other troll secrets. *Uz Lore* appears with few changes from its original state in the first edition of TROLLPAK. This book is intended for both gamemaster and players, although few trolls would know all the information presented here.

THE BOOK OF UZ is also intended for both gamemasters and players. It contains troll character generation, general information, and *RuneQuest* statistics for trolls and creatures that inhabit troll lands. Most of the information in the *Book of Uz* is common knowledge to trolls, as opposed to the historical and biological data collated by the cult of Lhankor Mhy that can be found in *Uz Lore*. This second edition of the *Book of Uz* has been updated and revised, and new material has been added.

THE MUNCHROOMS is a troll scenario of major proportions. It is primarily a battle scenario, but roleplaying aspects are also significant. The scenario deals with a major concern of troll society: rebellious trollkin. It may be run in many different ways, and it is hoped that it will function as the initial scenario in a campaign that has either trolls or trollkin as the primary player character race. *The Munchrooms* has been extensively rewritten for this second edition. It is specifically designed to permit troll player characters to gain combat experience with only moderate risk.

OLAG STONECRUSHER'S MAP is a player handout for *The Munchrooms*. Olag has made the map from memory, based on his visit to the Munchrooms some years ago. This troll-style map shows the negative space within the caverns. The gamemaster must use scissors to cut out the map, folding where indicated.

THE MAP OF DAGORI INKARTH gives a detailed look at one of the most important troll regions of Glorantha. This second edition map has been entirely redrawn and revised for accuracy, and appears in a multiple-color version for the first time.

THE THUNDERBREATH GOBBLEGUTS RESTAURANT MENU has been included to illustrate the differences between trolls and humans. As anyone who examines the menu can see, trolls have wildly different food preferences from most humans. They also have the ability to devour creatures, or parts of creatures, that

might be fatal to a human if ingested. If you feel hungry after looking at this menu, perhaps there's a little bit of troll in you! This second edition of the Thunderbreath menu has been illustrated and reworked for accuracy.

Other Troll Supplements

TROLLPAK provides the basis for a complete troll campaign. Its body of general material will be complemented by several forthcoming troll supplements which will focus on specific aspects of uzdom. These supplements will include *Into the Troll Realms*, a book of troll adventures; *Troll Gods*, a comprehensive look at the numerous pantheon of troll deities; and *The Sazdorf Clan*, which will examine a major troll clan in detail. Final titles may vary.

Troll Magic

TROLLPAK is best used in conjunction with the *RuneQuest* Deluxe Edition rules and with *Gods of Glorantha*. Gamemasters who do not have access to these works will encounter unfamiliar spirit and divine magic spells in the statistics sections of this supplement. Substitute known spells for those that are unfamiliar, or make a modification to a known spell to reflect the intention of the unfamiliar spell. For example, many trolls use the Bludgeon spell. This works in an identical fashion to Bladesharp, but is intended to work with crushing or smashing weapons. Simply apply Bladesharp rules to the trolls using Bludgeon. Another example would be the Darkwall spell, a very popular spell with trolls. This spell is intended to confuse troll enemies who are unable to function in darkness. If you do not have the Darkwall spell description, you may substitute another spell worth 2 points: Befuddle is a reasonable choice, and Protection 2 also offers useful combat advantages, though admittedly not ones uniquely suited to trolls. The alternative is to make up your own version of Darkwall, referring to the Magic Procedures and Concepts rules.

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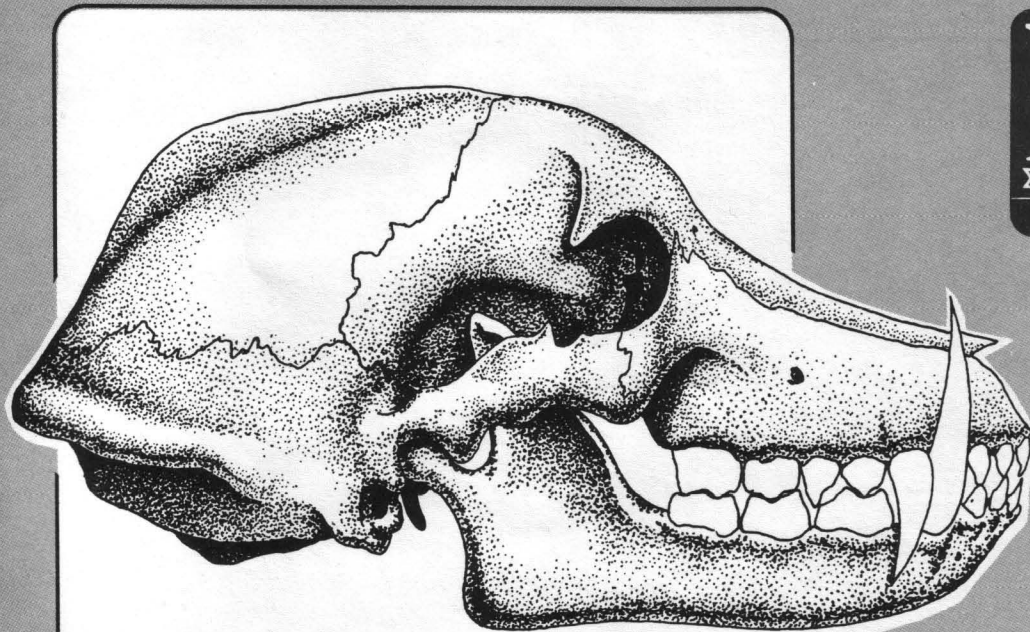


Character name						player name						nation / cult and status						languages (30% +)																							
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Spirit/ Sorcery						Duties						Stored MP						Bodge						Listen						Scan						Search					

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Uz Lore



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Uz Lore

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Library of Lhankor Mhy
Jonstown, 1619 S.T.

A Chaosium Game

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Mythos

The Choosing of Kyger Litor

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

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

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

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

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

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

The First Trolls

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

These are the Seven Sacred Ancestors:

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

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

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

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

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

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

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

MAN TROLLS

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

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

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

— *Lavanse the Longtongue*

The Silent Stalker

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

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

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

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

Death had come to paradise.

The Great Enemy

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

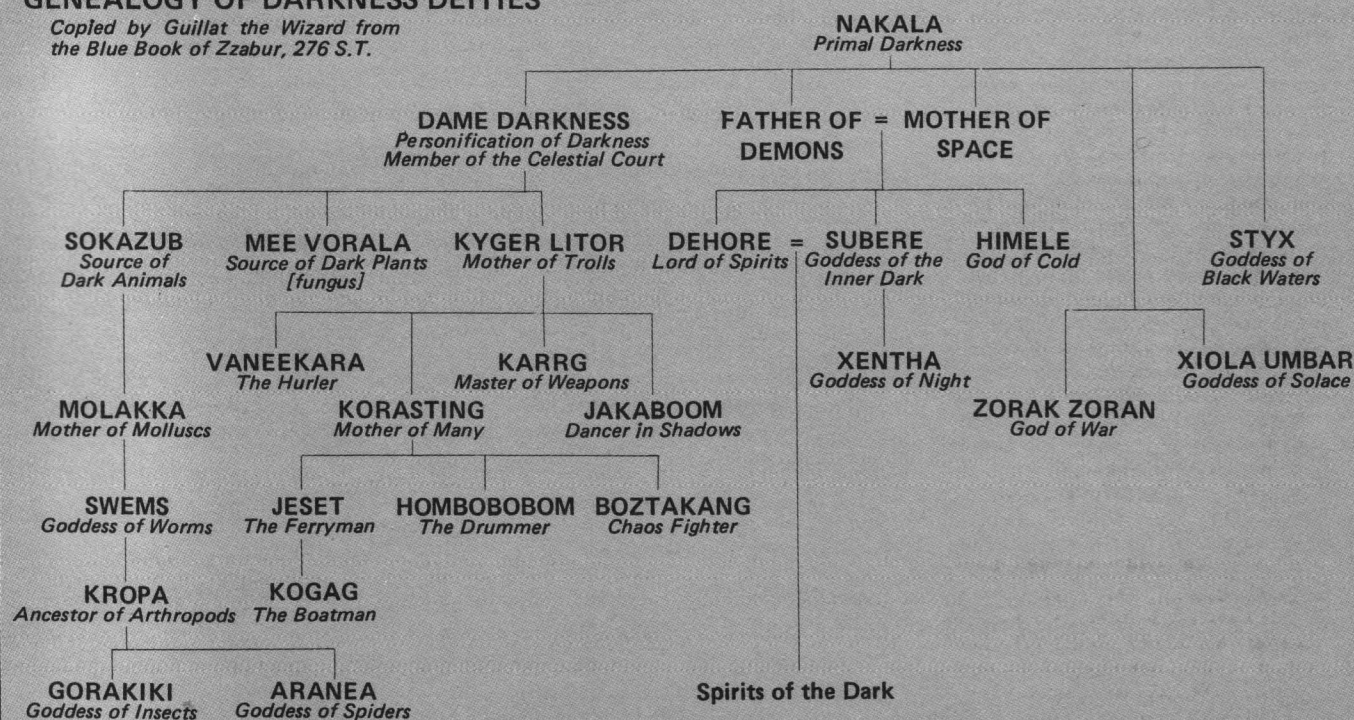
"I am Old Man," came the reply. "Too many years I've spent with my old bones aching amidst the unappreciative younger generations. Ended now it is, and I am going to a place to rest and wait for the others."

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

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

GENEALOGY OF DARKNESS DEITIES

*Copied by Guíllat the Wizard from
the Blue Book of Zzabur, 276 S.T.*



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

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

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

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

Wonderhome

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

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

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

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

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

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

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

Early Battles

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

UZ

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

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

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

Mistress Trolls — Uzuz ["The Folk of the Folk"]

Dark Trolls — Uzko ["The Pained Folk," comp. with "Komor," Hurtplace, or Surface World]

Great Trolls — Uzdo ["The Big Folk"]

Trollkin — Elnu ["Twisted Little Ones"]

Cave Trolls — Romal ["Nose Loper"]

Dead Trolls, in general — Uztagor

Snow Trolls — Uzhim

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

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

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

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

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

The Exodus

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

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

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

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

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

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

The Genertelan Treks

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

THREE CURIOUS SPIRITS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

TROLL LANGUAGE

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

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

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

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

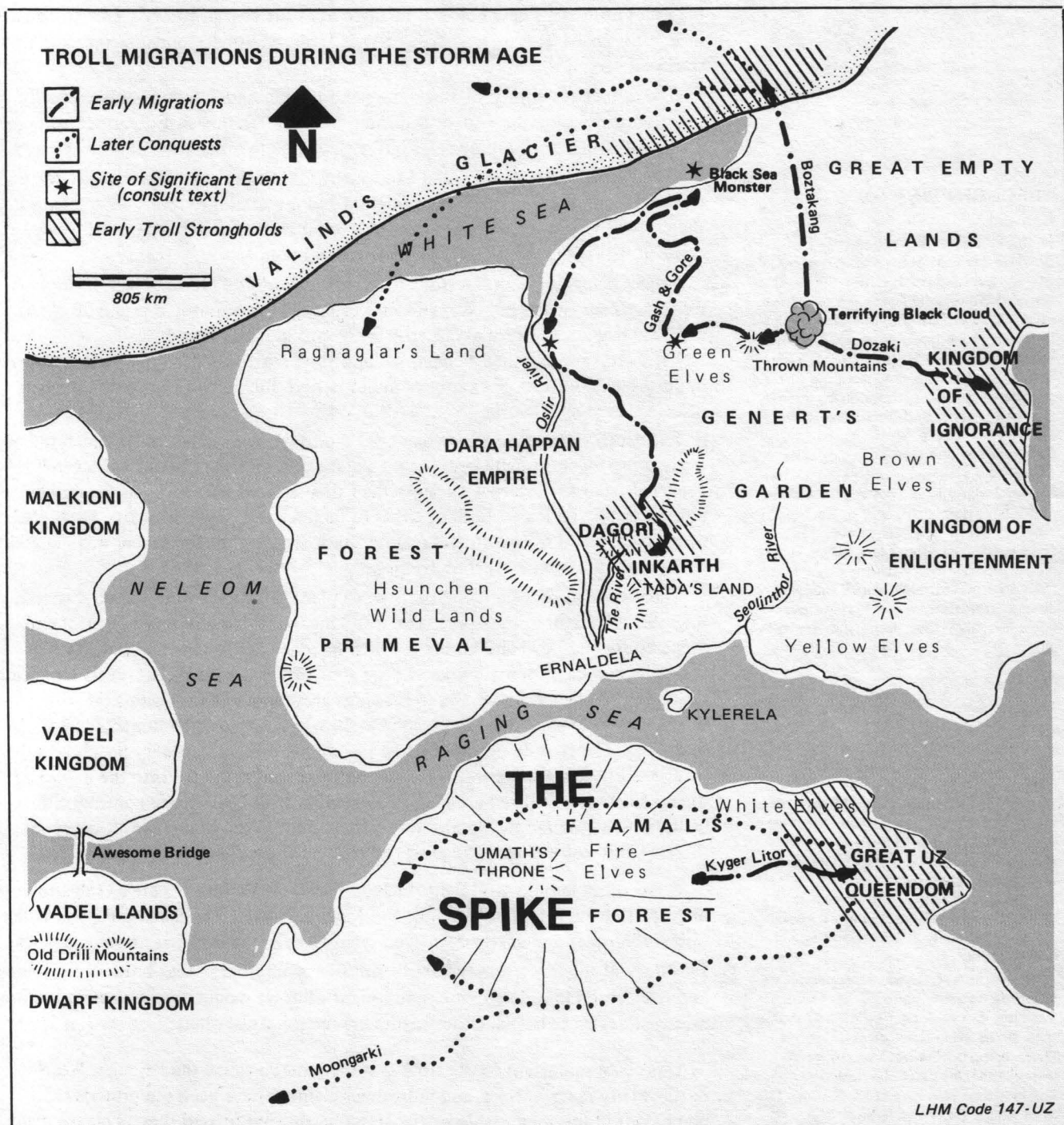
Night's hair. Armies went from the Castle of Lead and spread darkness wherever they went.

The darkness grew, and the trolls thrived amidst it.

Trolls Versus Chaos

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

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



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

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

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

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

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

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

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

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

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

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

"I FOUGHT WE WON"

I Fought

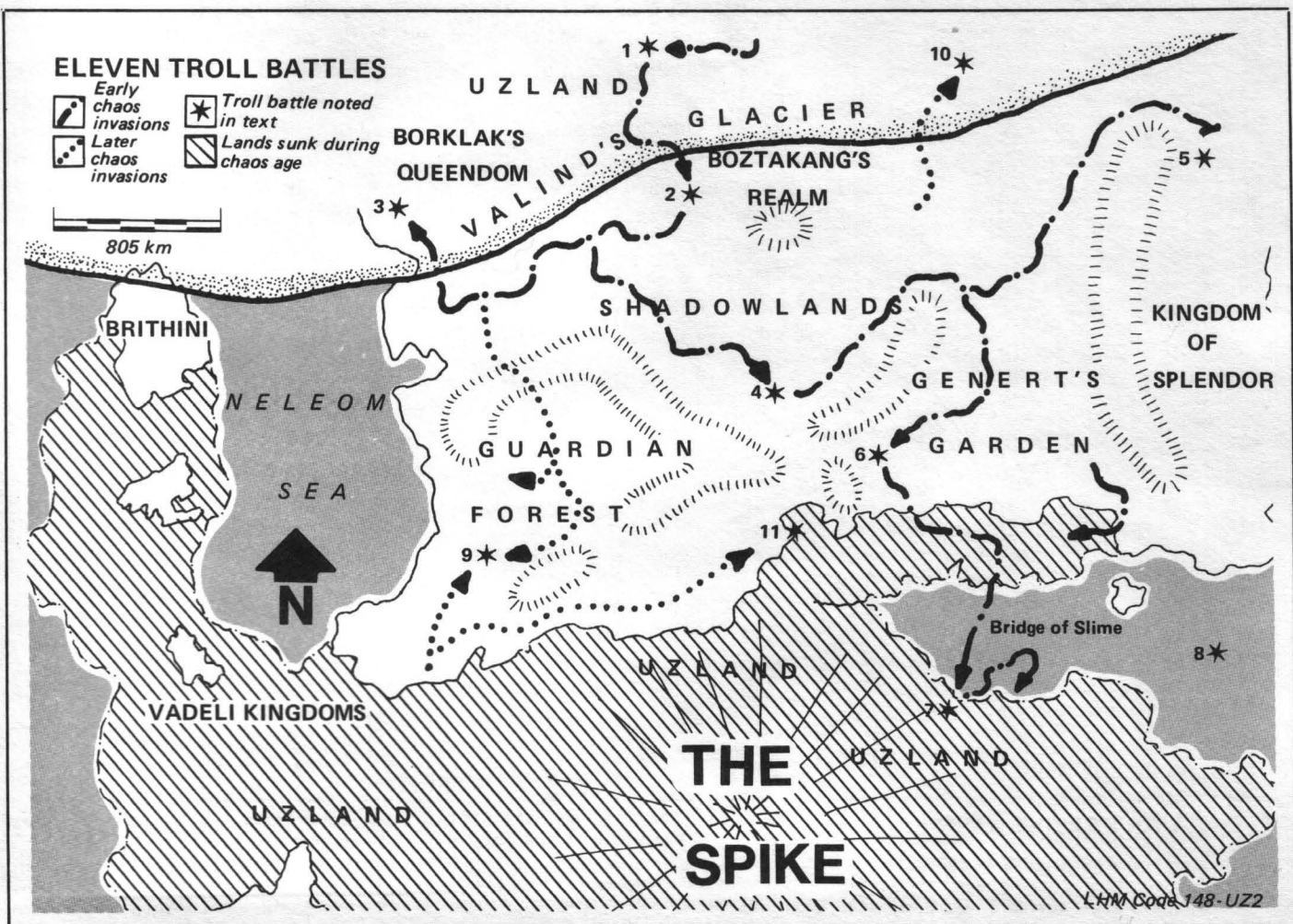
In the I Fought We Won battle, all the universe lay shattered, and the shards of life lay tumbled upon Dragon Pass. The army of chaos sailed over the sea of the void and oozed ashore, overwhelming all before it in a bloody froth until it splashed upon the Grey Hills of Dread. There it met the Last Person,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

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

We Won

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

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



ELEVEN TROLL BATTLES

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

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

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

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

5. Glory of the Black Sun — A chaos army, possibly led by Tien, staggered

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

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

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

8. Robber's Rain — This is the only known major sea battle. The trolls

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

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

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

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

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

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

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

TROLL EATING HABITS

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

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

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

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

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

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

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

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

Zoran disreputables, and then they consider it sacred.

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

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

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

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

—continued—

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

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

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

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

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

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

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

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

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

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

Uz Food Preferences: An Experiment

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

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

The trollkin was never given a morsel of food except once, when he got a

stick. He never stole any either, even when the big Uz slept. Instead, he subsisted on the feces left by the larger troll. The larger one never ate any feces, nor did the trollkin devour his own.

Here is how the troll ate:

DAY ONE —

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

DAY TWO —

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

DAY THREE —

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

—
one blank scroll parchment
one watercolor painting of duck on parchment
one ash end table
one bowl of barley soup
two liters of green beer

DAY FIVE —

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

DAY SIX —

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

DAY SEVEN —

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

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

DAY NINE —

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

DAY TEN —

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

DAY ELEVEN —

four cottonwood branches
a horse hoof

DAY TWELVE —

a deer hoof

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

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

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

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

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

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

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

The seer's sight, apparently, was faulty.

History

The Return of the Enemy: The Dawning

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

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

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

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

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

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

TROLL DENTITION

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

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

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

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

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

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

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

3-1-2-2

3-1-1-2

AFTER TIME: THE FIRST AGE

First and Second Centuries

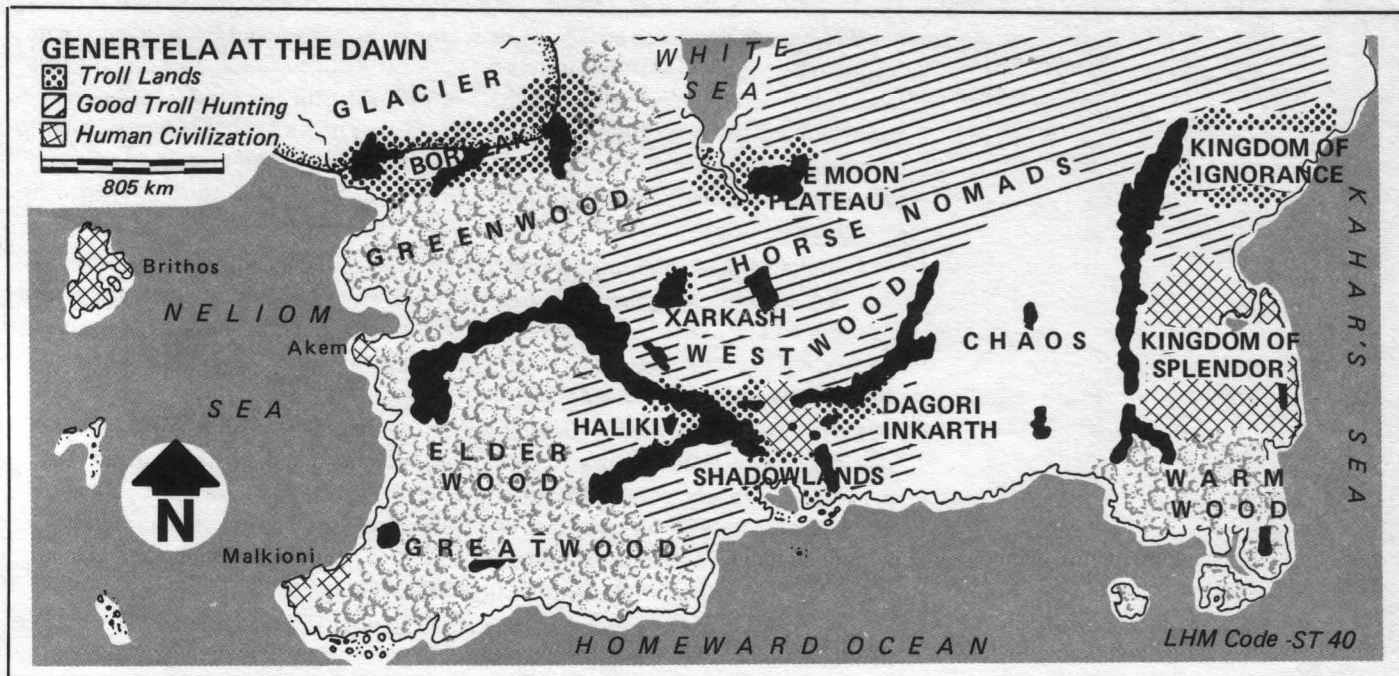
The first century following the Dawn of Time was one of peace and tranquility in comparison to the period preceding it. Races and species which had been hostile to each other in the darkness and fear made peace, and even worked harmoniously.

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

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

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

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



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

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

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

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

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

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

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

A TROLL GROG SHOP

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

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

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

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

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

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

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

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

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

This began a new phase in civilization.

The Third and Fourth Centuries

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

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

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

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

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

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

A TROLLKIN PHILOSOPHY

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

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

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

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

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

— As related by a nameless wretch

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

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

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

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

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

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

The Gbaji Wars

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

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

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

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

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

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

A DISQUIETING WORD

(for humans who believe in Time)

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

Uz know, I experienced it!

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

Uz know, I experienced it!

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

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

Uz know, I experienced it!

— *Kajak-ab, the Braineater*
Whitewall (812 S.T.)

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

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

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

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

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

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

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

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

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

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

A SHORT NOTE ON TWINS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

TROLLKIN LIFE STATISTICS

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

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

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

Kyger Litor Wrestles with Gbaji

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

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

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

It was written by an anonymous Lhankor Mhy priest in the early Empire of the Wyrms' Friends period, probably about 650. It is apparently an ear-witness account.

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

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

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

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

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

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

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

THE CURSE OF KIN

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

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

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

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

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

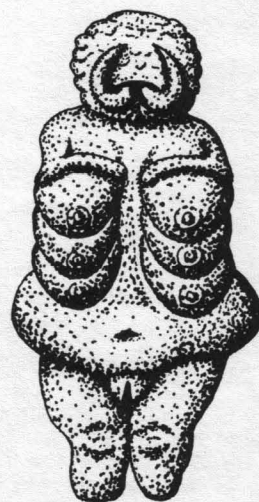
*Wondrous Source, Great Mother!
All creation is yours!
All Victory is yours!
See What you Won! See the great Prizes!
Take these. Eat! Chew! Bite! Gorge!!*

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

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

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

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



KORASTING AMULET

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

THE SECOND AGE

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

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

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

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

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

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

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

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

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

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

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

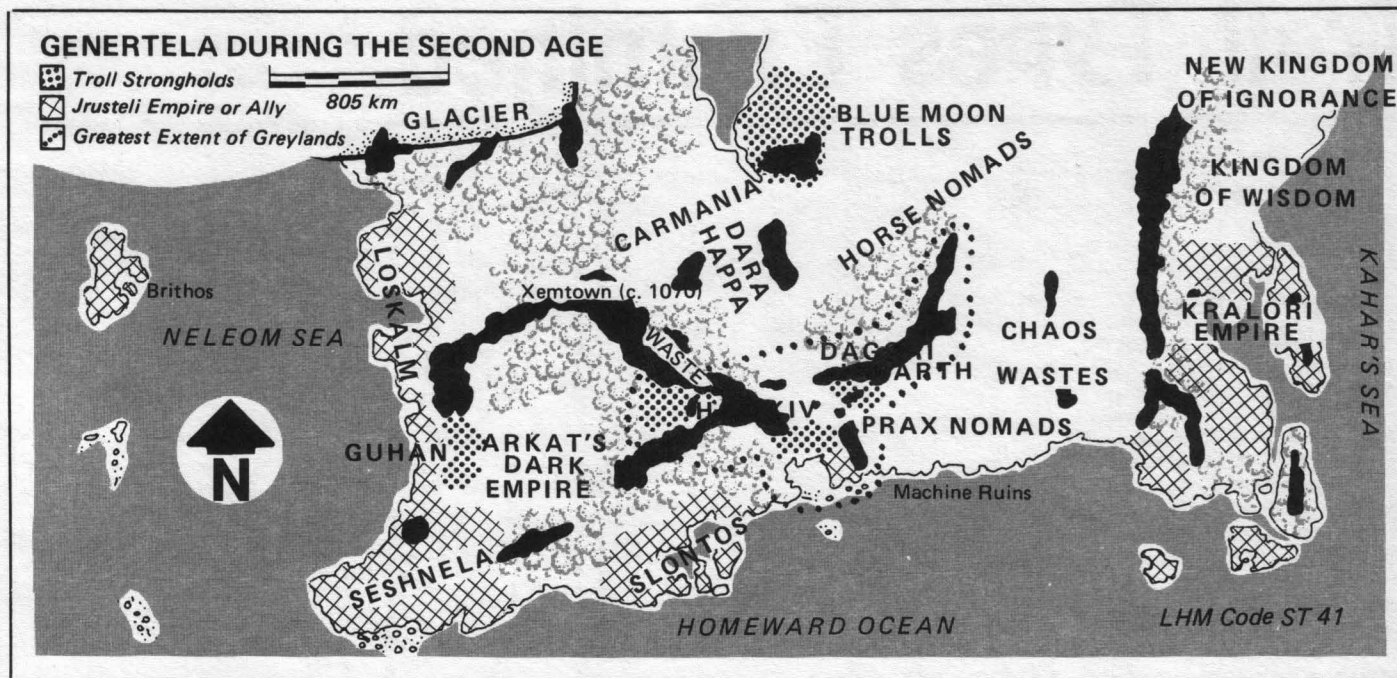
Survivors from the old reign fled northward, into the troll-held Kingdom of Ignorance. There was a short war, but the desperate dragon priests lured the trollkin to their side and the troll overlords fled if they could. Thus the Kingdom of Ignorance once again changed sides as the new leaders plotted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

DISTANCE MEASUREMENT

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

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

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



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

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

The Trolls in Ralios

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

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

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

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

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

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

TROLLKIN FATES

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

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

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

Troll Types Examined

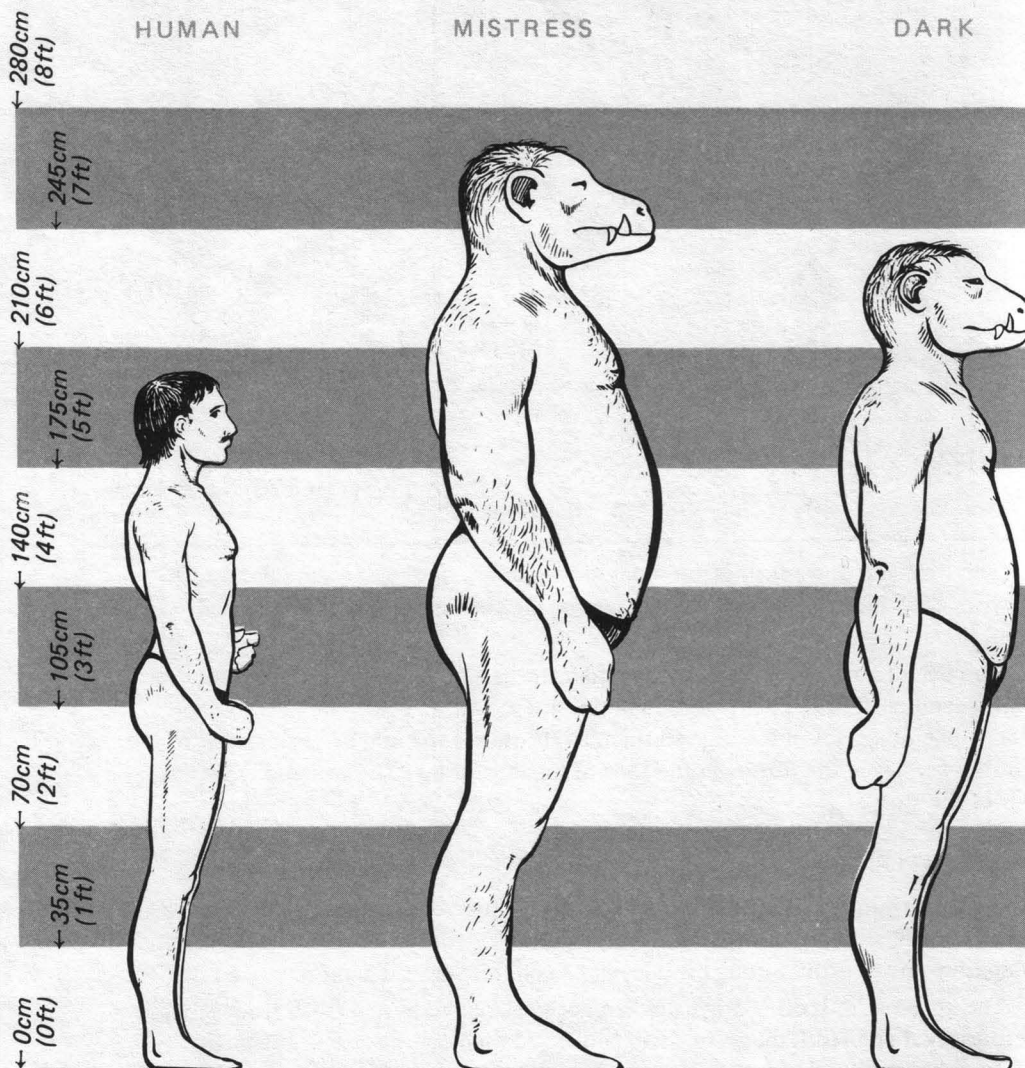
ABOUT THE STUDY

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

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

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

Ganjeeb Crowquill
Scribe of Lhankor Mhy
Jonstown Temple



TROLL TYPES EXAMINED

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

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

The Mistress Race

The Mistress Race, revered mothers of the trolls, are an extraordinarily ancient breed. According to their own legends, they pre-date the land and the sea. Their digestive system, capable of wrenching energy from inert chemicals, seems to corroborate this claim. Furthermore, their sensory apparatus is quite different from later troll types. Eyes are capable only of distinguishing the presence of light. The extended, long face is a highly sensitive receptor for the sonars which they continually emit, and the large ears

are highly mobile, capable of turning a 220 degree arc and capable of picking up a very wide range for frequencies lower than their sonar. These creatures are generally very large (average SIZ 23) and very intelligent (average INT 13). They are heavy-boned; the most ancient may have stone bones. Musculature is efficient and hard. Females are multi-breasted and, when fortunate enough to occur in historical times, usually will have multiple births each pregnancy.

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

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

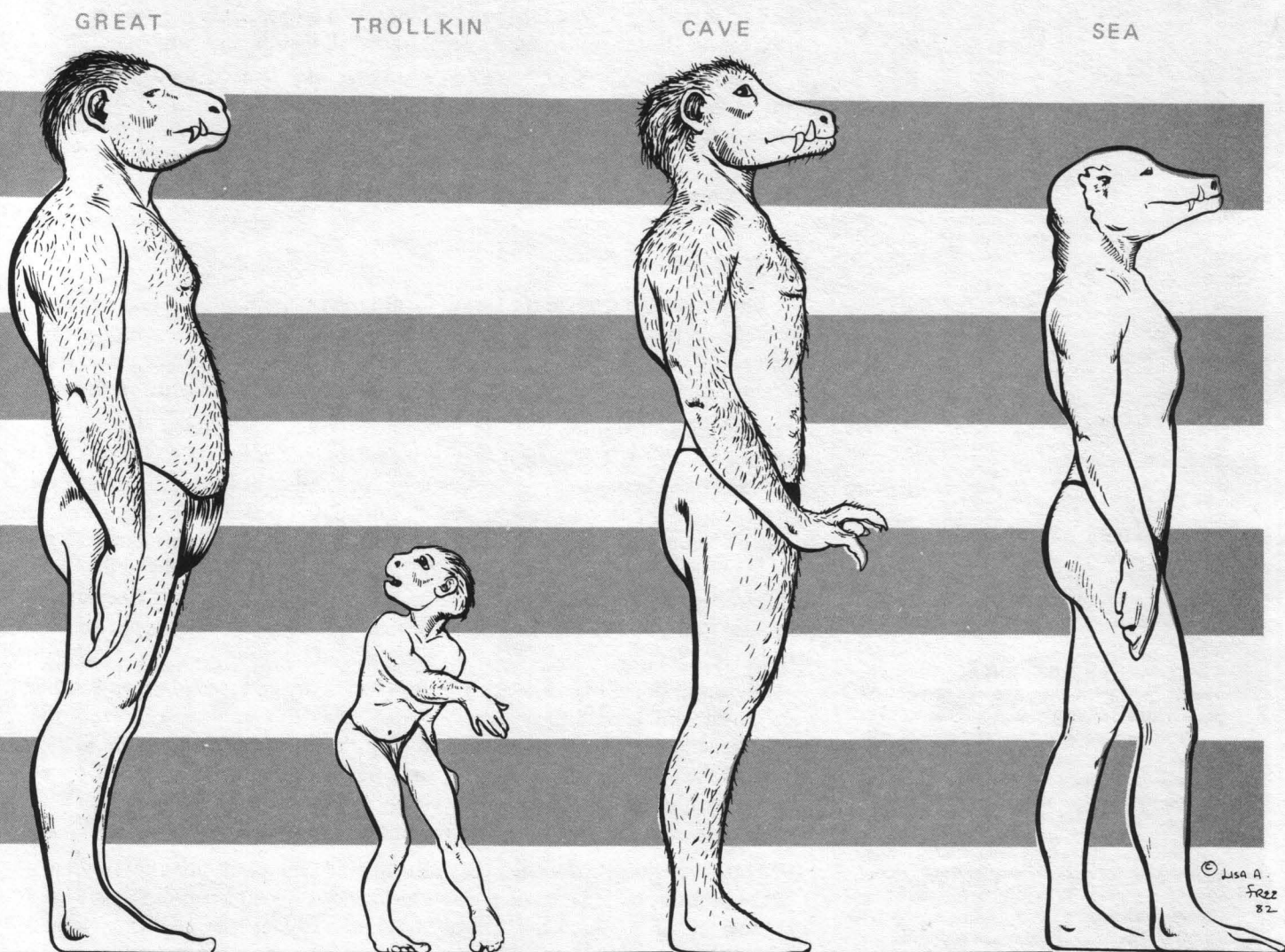
could be found only deep in troll civilizations, or on the Hero Plane.

Dark Trolls

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

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

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



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

Great Trolls

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

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

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

Trollkin

The Great Curse affected troll pregnancies by causing premature births. Many

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

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

Cave Trolls

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

Their digestive systems are akin to those of the dark trolls, but they also have the big, oversensitive eyes of troll-

kin and the long faces and sonar inferior to most trolls. This makes them terrible in darkness and terrified in the light. They are low in intelligence as well (average INT 7).

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

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

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

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

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

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

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

This situation lasted throughout the period.

Dagori Inkarth

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

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

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

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

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

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

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

TROLL SENSES

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

TROLLKIN AND OWNERSHIP

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

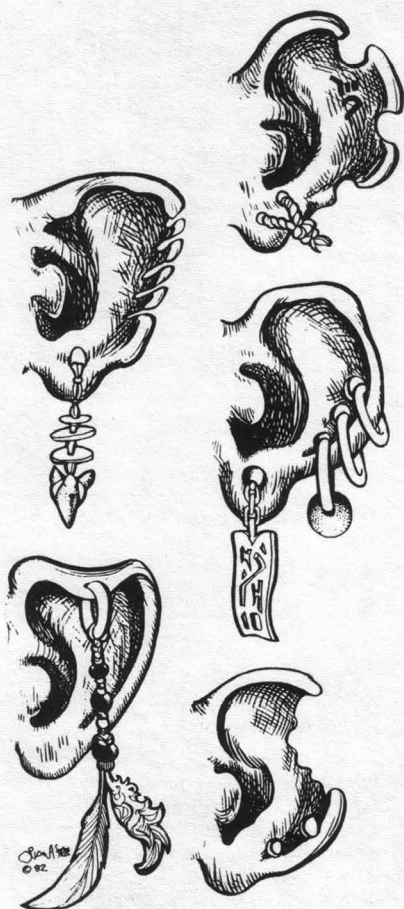
FIGHTERS are armed and trained with weapons. Their magic is usually combat-oriented. They are chosen for their ability to follow orders first, and then for their practical skills. Trollkin who prove their loyal subservience may be further trained as values. Uppity or ineffective fighter-trollkin are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

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

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

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

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



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

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

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

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

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

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

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

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

THE THIRD AGE

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

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

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

Dragon Pass Region

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The Holy Country

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

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

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

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

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

TROLL NOISES

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

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

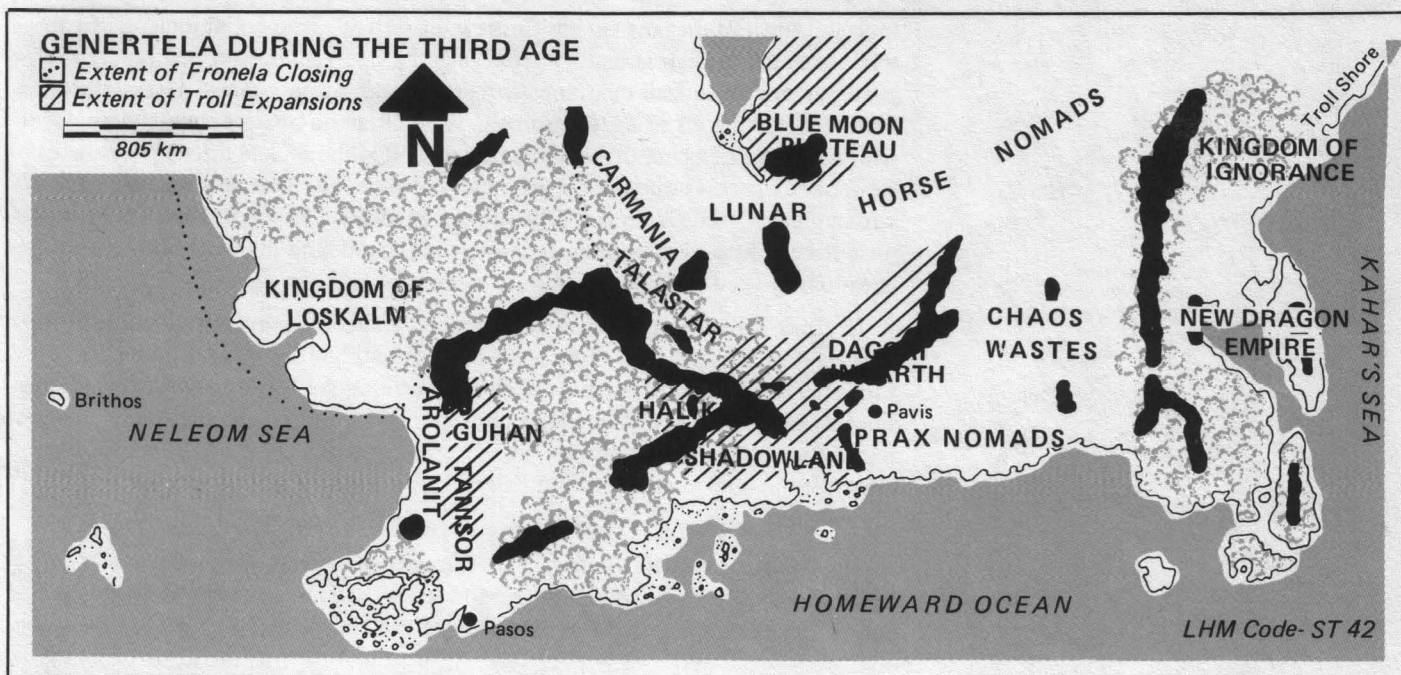
Body noises include the everpopular belch and fart. The former indicates immediate gustatory satisfaction. The latter boasts previous gluttony. Coughing is also the word for illness.

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

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

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

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



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

The apotheosis of the Pharaoh occurred in 1258.

Ralios

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

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

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

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

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

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

WHAT TROLLS THINK ABOUT

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

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

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

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

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

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

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

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

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

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

Seshnela and Fronela

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

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

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

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

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

YEARS OF LIFE

Some facts of troll physiology are clear.

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

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

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

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

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

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

Blue Moon Plateau

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

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

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

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

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

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

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

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

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

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

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

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

FUNERAL RITES

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

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

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

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

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

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

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

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

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

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

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

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

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

TROLL POSTURE AND BODY LANGUAGE

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

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

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

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

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

The Holy Country

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

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

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

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

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

Places in the Troll Shadowlands:

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

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

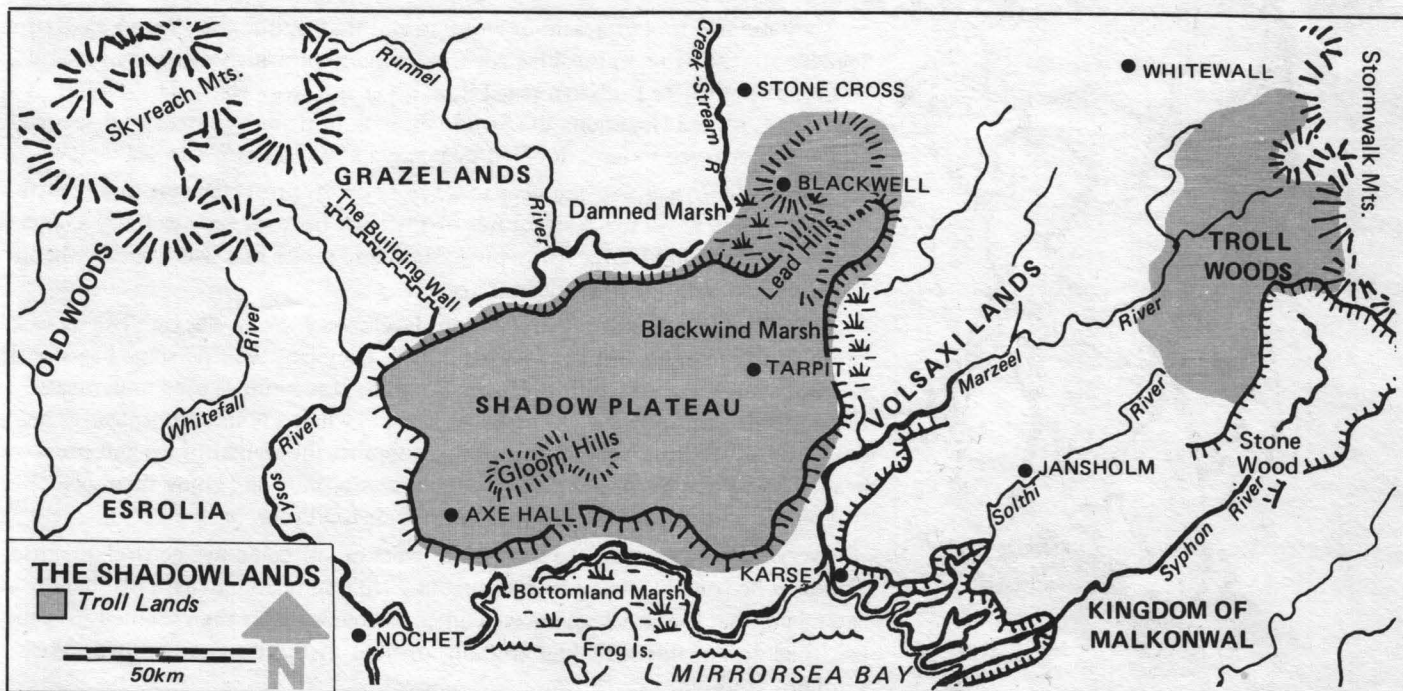
Atop the plateau are many trees and brush, and like all of this coast, it is quite seasonal. Trolls devour much of the growth, and sometimes they have plagues of idiot trollkin which will denude a patch of ground to the dirt with no regard for its regrowth. But there are still many wild animals, and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

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

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

Snow or Ice Troll



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

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

Pamaltela

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

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

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

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

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

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

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

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

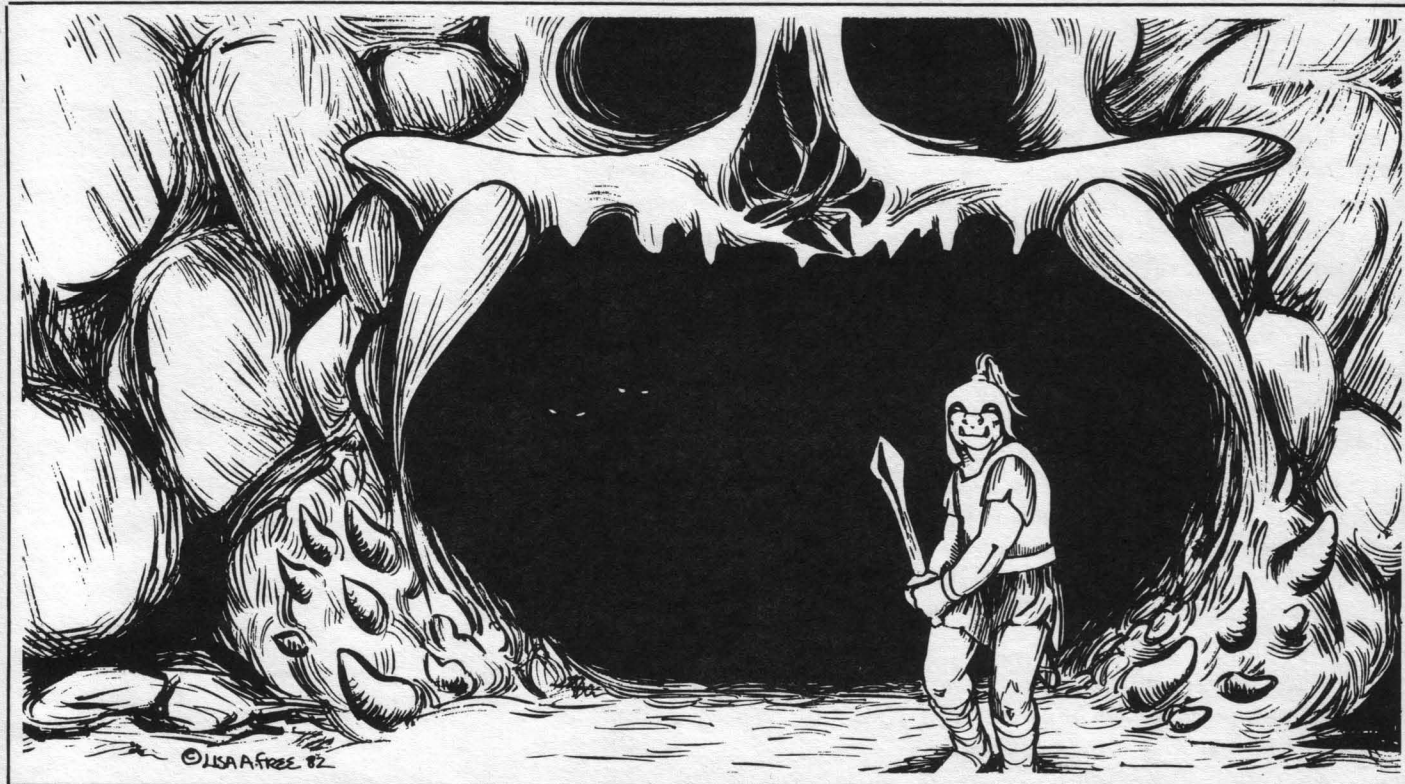
Trolls have diversified in Pamaltela. The fearful nightriders and nightstalkers of the jungle both may be descendants of trolls that have lost their connection with the Man Rune. The enormous flying hoons and frights also may be troll-descended.

Hot Troll (tropical)



Shadows Dance

Entrance to the Castle of Lead in Dagori Inkarth



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

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

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

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

only a stump remains. Instead, the elves worship the Torch and keep it healthy.

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

The Shadows

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

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

always about 75 square miles and sometimes quadruple that.

The Dance

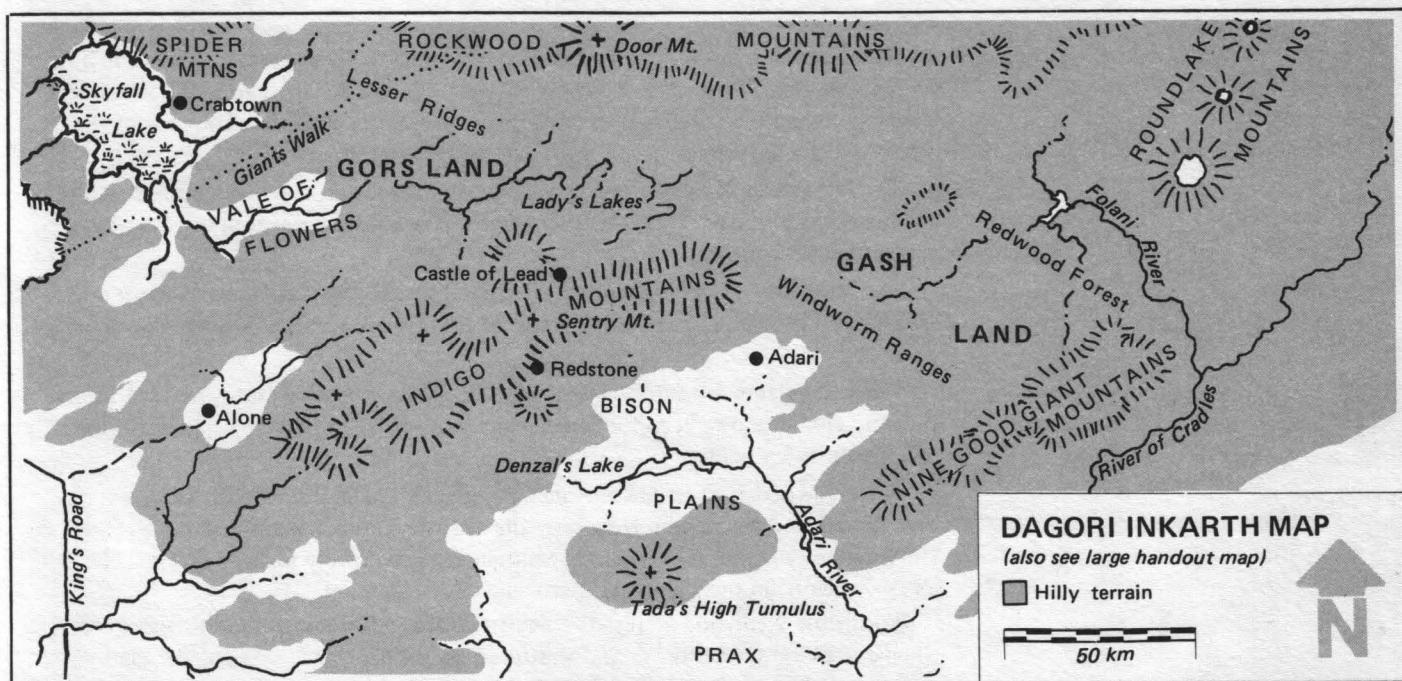
The Torch, worshipped by elves in the east, irregularly sends forth a great, but short-lived, spirit of light. This is only partially in the command of the elves there and even they seem surprised by many of the spirits born. These spirits begin a small glowing lights of great intensity centered on the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

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

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

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

Dagori Inkarth



Geography

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

MISTRESS RACE LIFE STATISTICS

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

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

Troll Politics

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

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

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

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

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

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

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

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

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

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

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

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

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

UPRIGHT ELDERS

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

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

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

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

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

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

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



SPOREWOOD

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

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

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

The Subsections of Redstone

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



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



This indicates a guardpost maintained by the tribal priesthood. It is officered by priestesses, manned by clan members on a rotating basis.

These are at the entrances to the complex and the passages to the restricted caves.

This indicates the presence of a holy spot where the troll clans maintained a clan shrine to their ancestors and/or a deity. It was a place of private worship jealously guarded by the trolls even from their fellows. Usual worship was carried out at these places while mass public ceremonies were conducted in other areas noted in the text. *The overview map on the right should be used only to note how and where each of the subsections (shown on the following pages) intersect. Take care to note where some passages pass under or over other rooms or passages. Each subsection is indicated by a distinctive pattern on the overview.*

Redstone Caverns

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

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

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

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

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

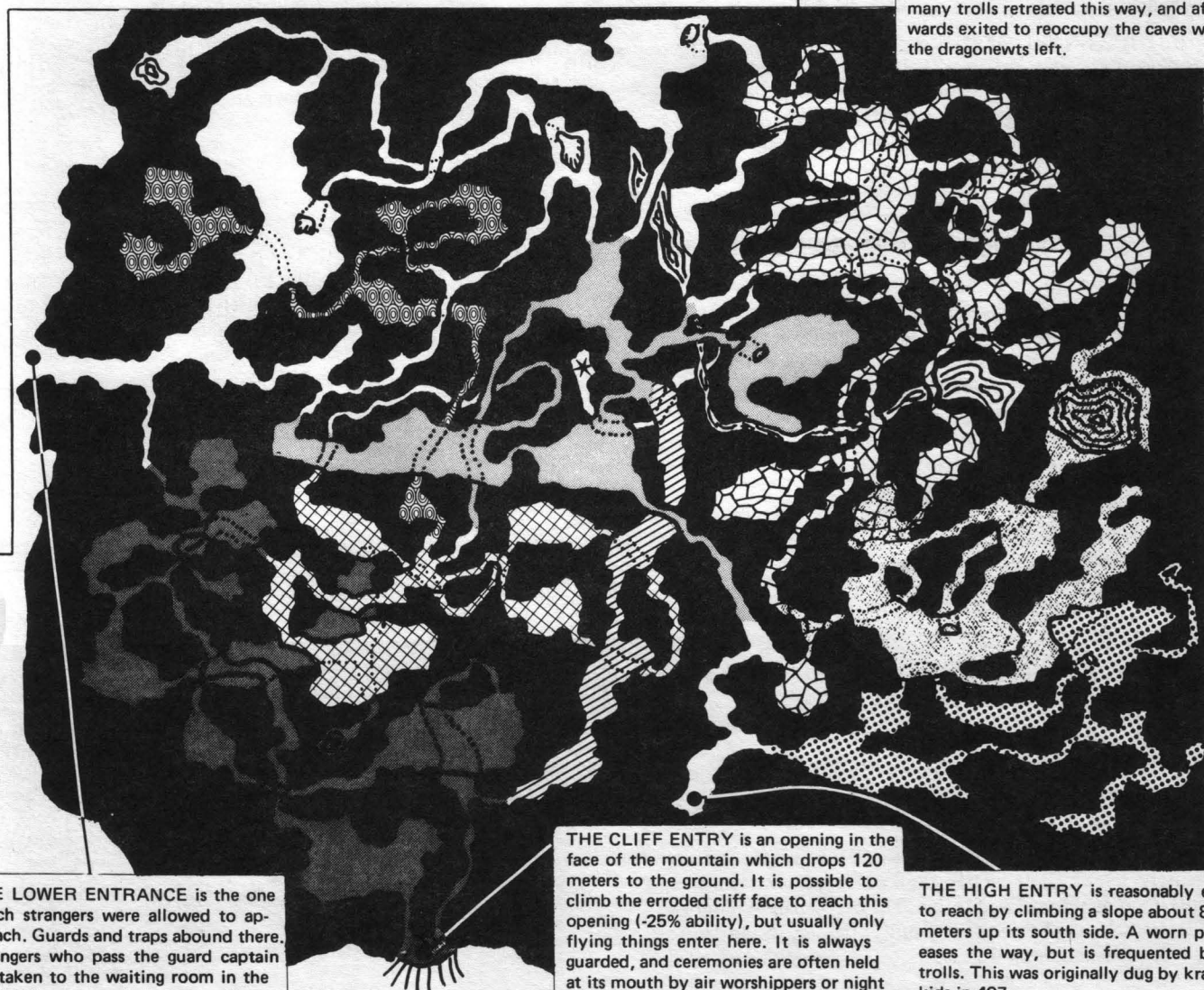
KEY

-  Passage or room passes under another passage or room.
-  Hole leading from the floor into a tunnel.
-  Stairs down
-  Water
-  Slope down
-  Solid rock



ALSO NOTE GUARD SYMBOLS BELOW

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



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

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

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

The Trollkin Loop

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

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

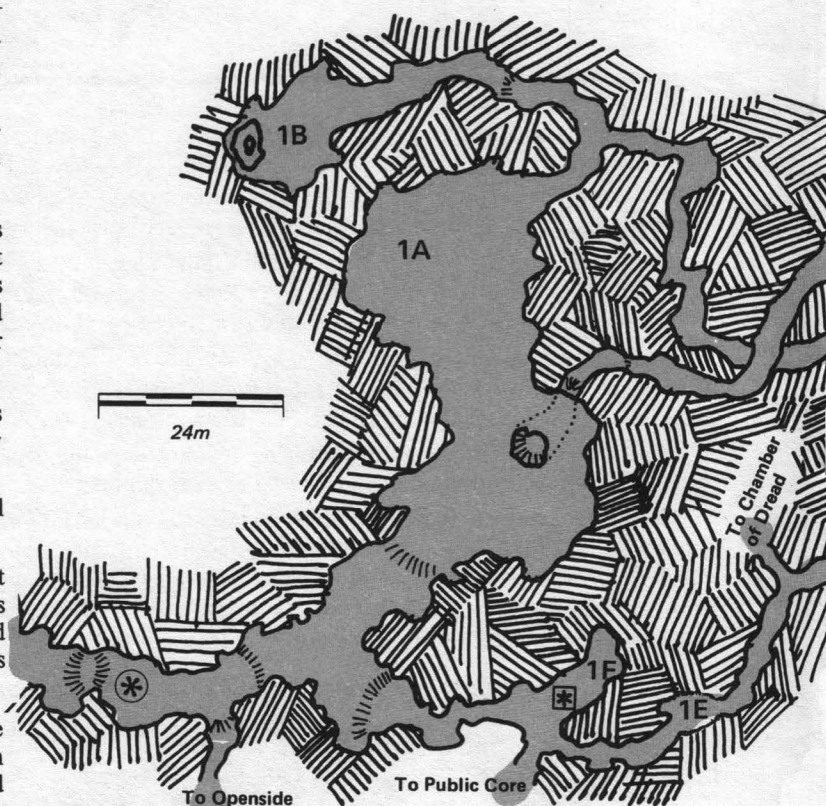
1A. THE TROLLKIN CHAMBER is a huge high room, its ceiling occasionally dotted by families of bats nesting out of thrown-rock range of the hungry creatures below. It is reported that the trollkin set up their own little tribes and family regions inside this cave, imitating or mocking their greater kin.

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

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

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

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



Openside

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

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

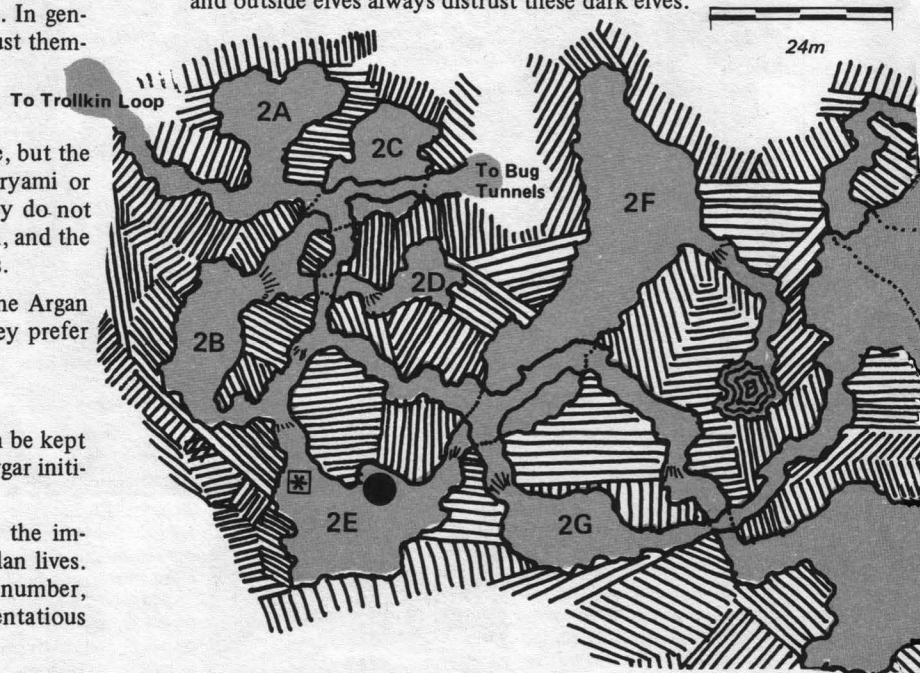
2B. THE SORE ROOM is also the place where the Argan Argar priests can usually be found, and where they prefer to conduct their ceremonies underground.

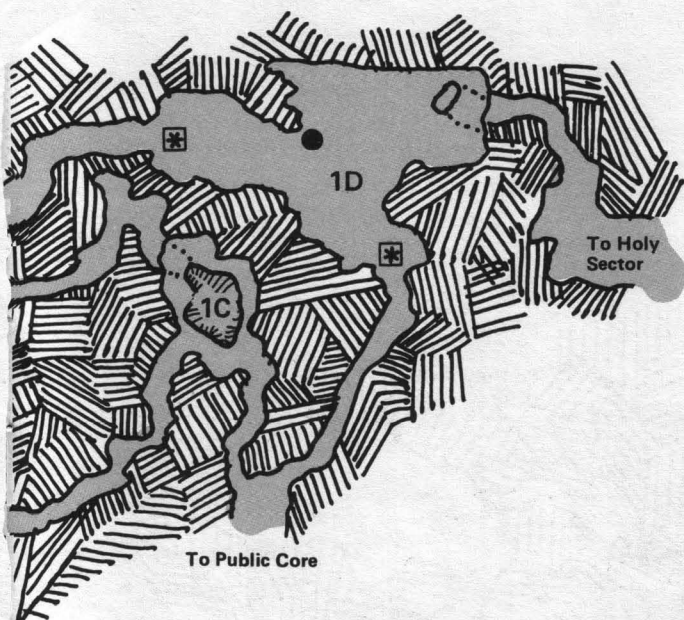
2C. THE STAIN ROOM.

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

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

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





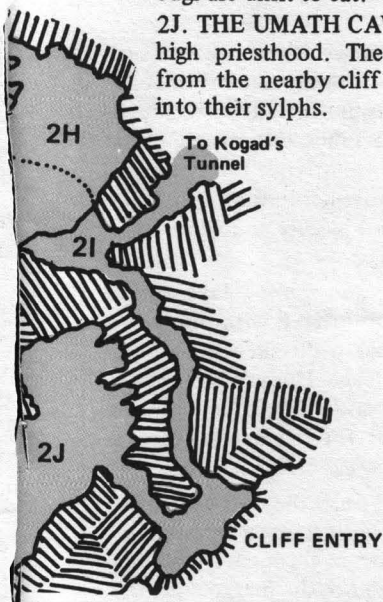
1F. THE WAITING ROOM is also known as the **ROOM OF TRAPS**. Whenever any non-troll comes to Redstone, whether trader or diplomat or refugee, they are told to wait in this room and showed where to stand. If they leave their spot, any number of traps are activated, possibly resulting in the death of whomever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

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

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

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

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



The Chamber of Dread

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

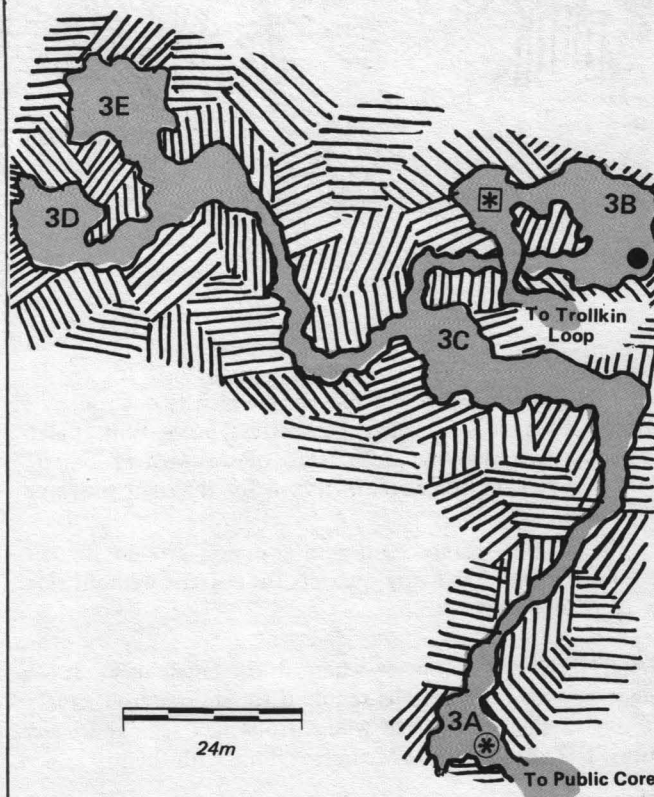
3A. THE GUARDROOMS is where the sentries scrutinize everyone and lay members practice with arms. The guards kill anyone they dislike and no one questions them doing so in these rooms. Zombies line the room.

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

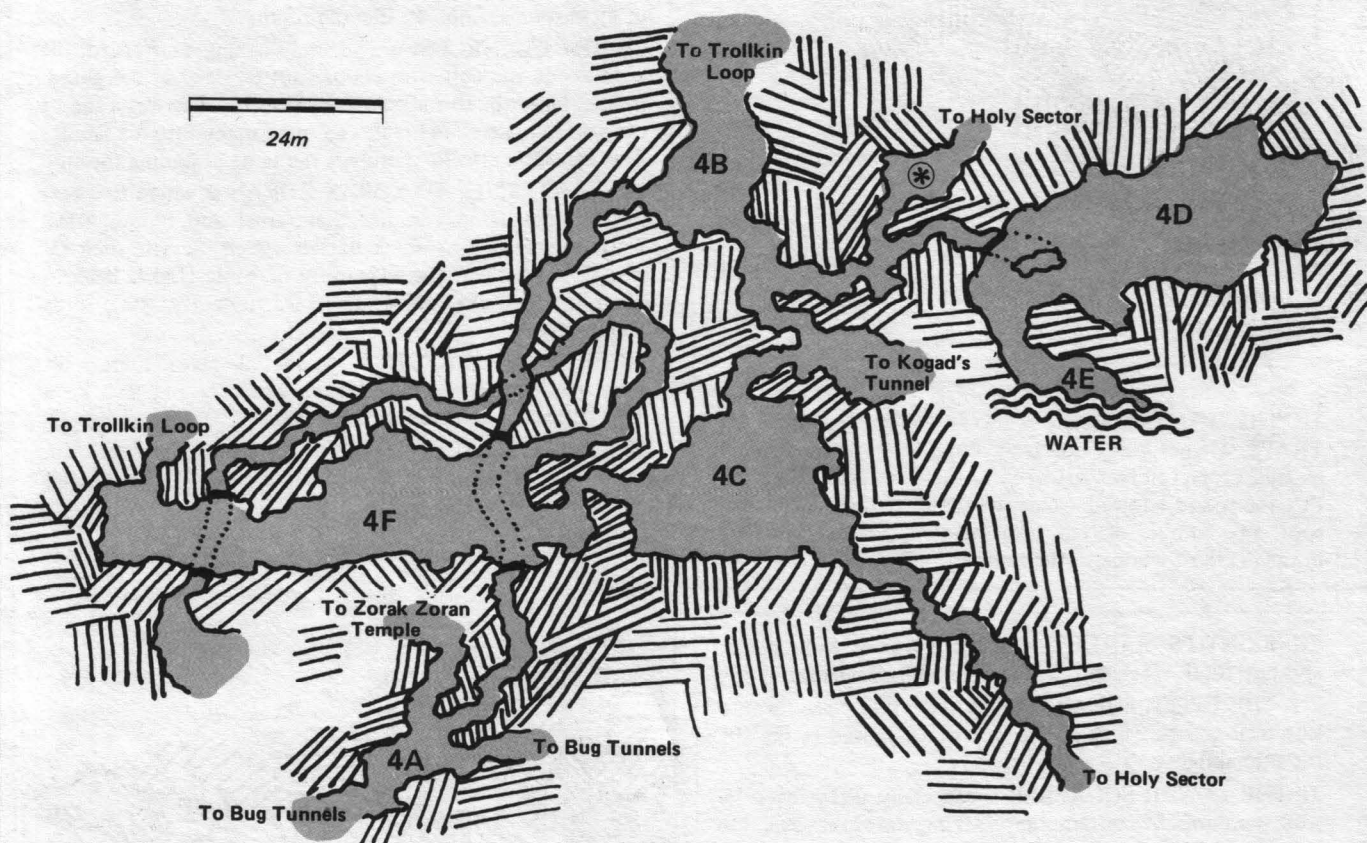
3C. THE TEMPLE TO ZORAK ZORAN is where the worshippers gather to conduct their cruel and bloody rites. They also engage in mock battles which, despite their sacred character and the proximity of Xiola Umbar healers, often result in the true death of warriors. The Rune lords also live here.

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

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



The Public Core



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

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

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

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

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

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

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

4F. VISITORS REST is an occasional market place.

The Bug Tunnels

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

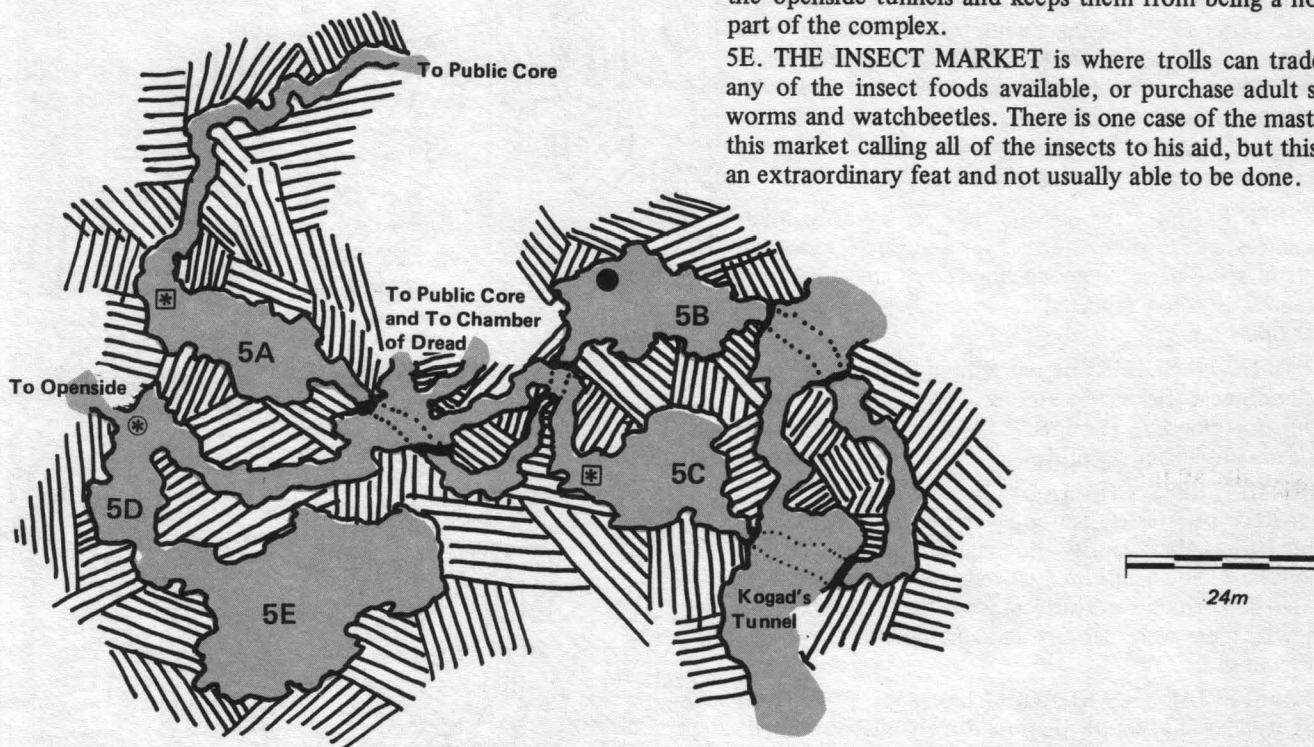
5A. THE EGG ROOM has, stuck to ceilings and walls, placed carefully upon ledges and floors or crevices, hundreds of insect eggs. Members of the clan sleep and eat among them in places where they would kill a stranger for walking. They are a very jealous clan; others rarely visit them or pass through.

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

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

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

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



Kogad's Tunnel

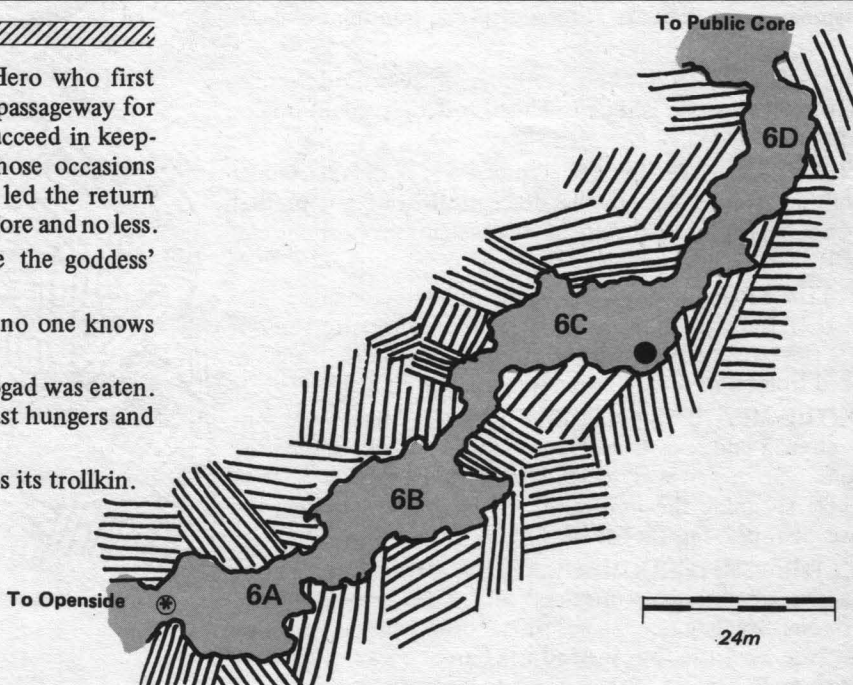
Kogad was a grandson of Gore the Troll Hero who first found these tunnels, and Kogad claimed this passageway for himself and his descendents. The clan did succeed in keeping their hold for some 1500+ years. On those occasions when they were driven out, the clan always led the return and reclaimed this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

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

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

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

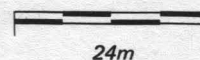
6D. TROLLKIN LAIR is where the clan keeps its trollkin.



The Holy Sector



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



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

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

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

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

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

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

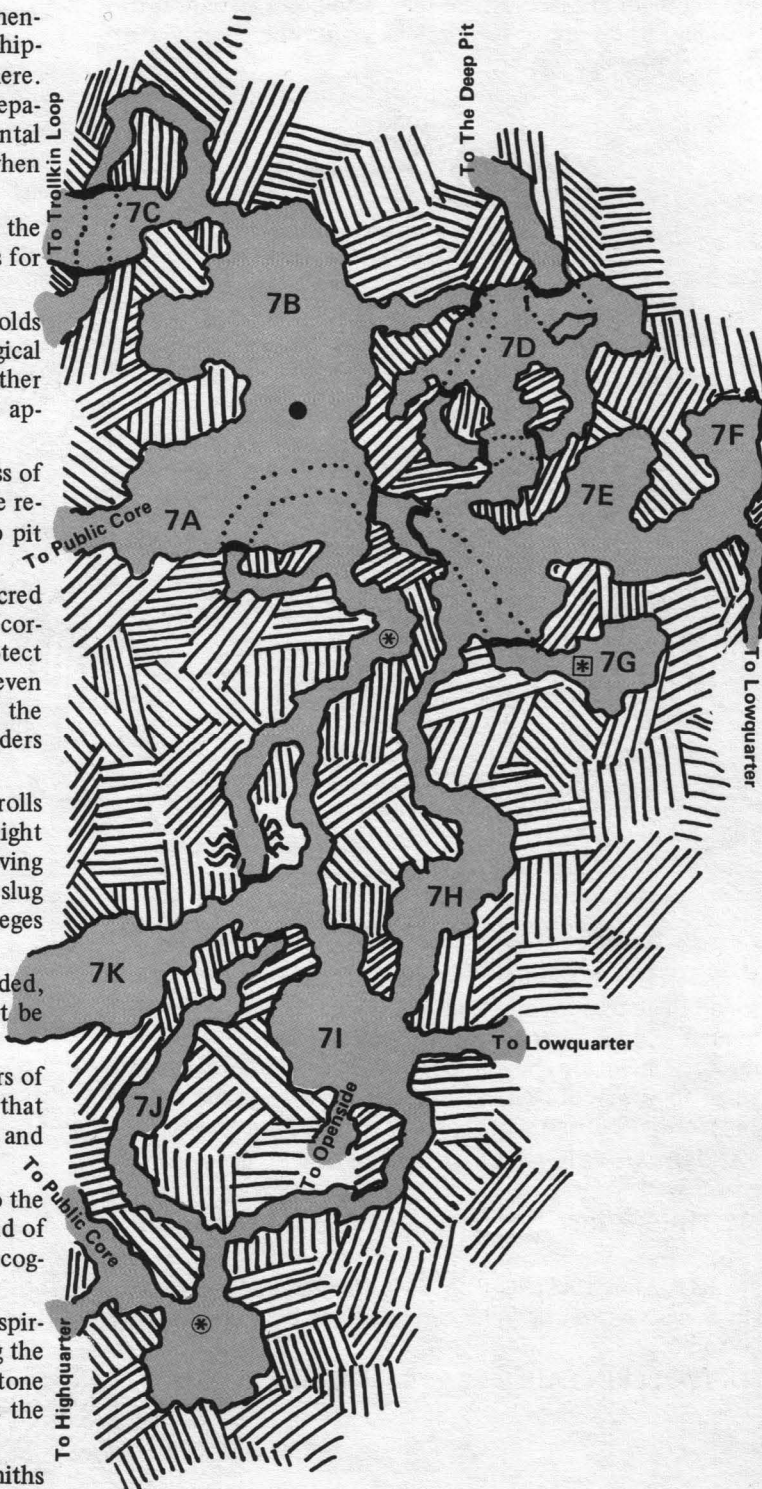
7G. THE PRISON is where sacrifices are kept until needed, or where someone is sent to languish if they could not be eaten right away.

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

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

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

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



Highquarter

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

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



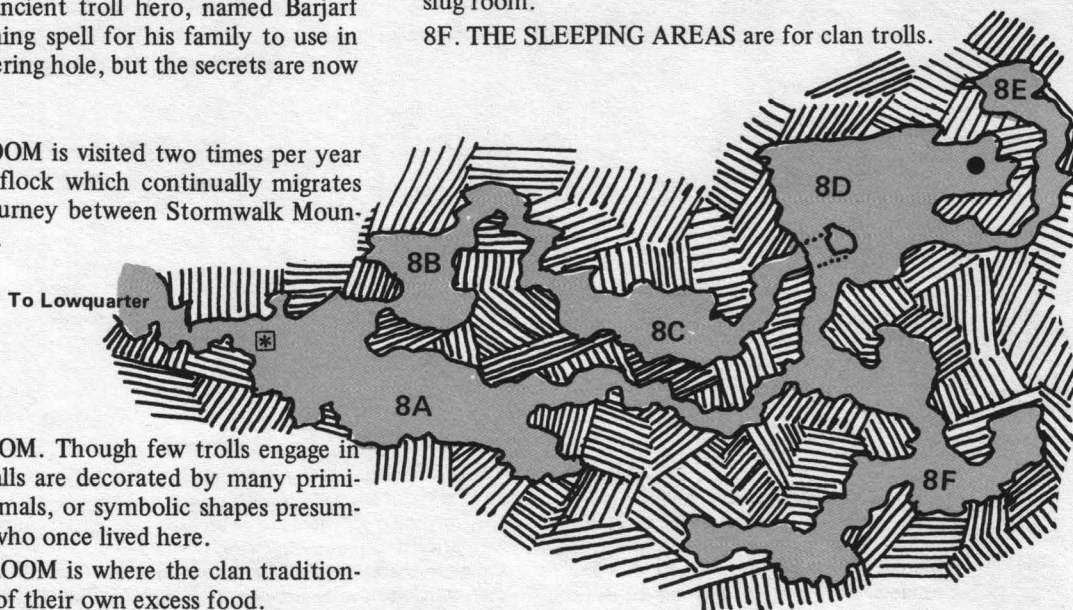
8B. THE PAINTING ROOM. Though few trolls engage in practice anymore, the walls are decorated by many primitive handprints, crude animals, or symbolic shapes presumably useful to the family who once lived here.

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

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

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

8F. THE SLEEPING AREAS are for clan trolls.



Lowquarter

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

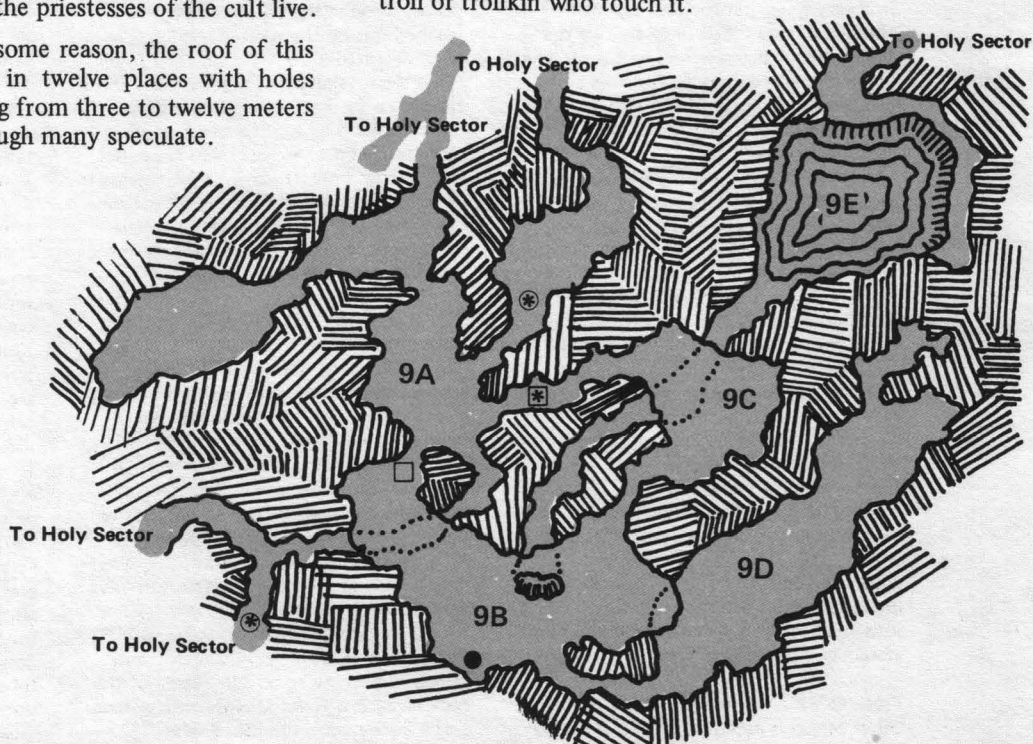
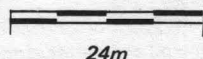
9A. THE TROLLKIN ROOM is shared with the Mistress Race trollkin.

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

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

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

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



Troll Anatomy...

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

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

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

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

PINE CONE: When a pine cone (or any other plant) is eaten by a troll, it is also chewed well and then swallowed. The

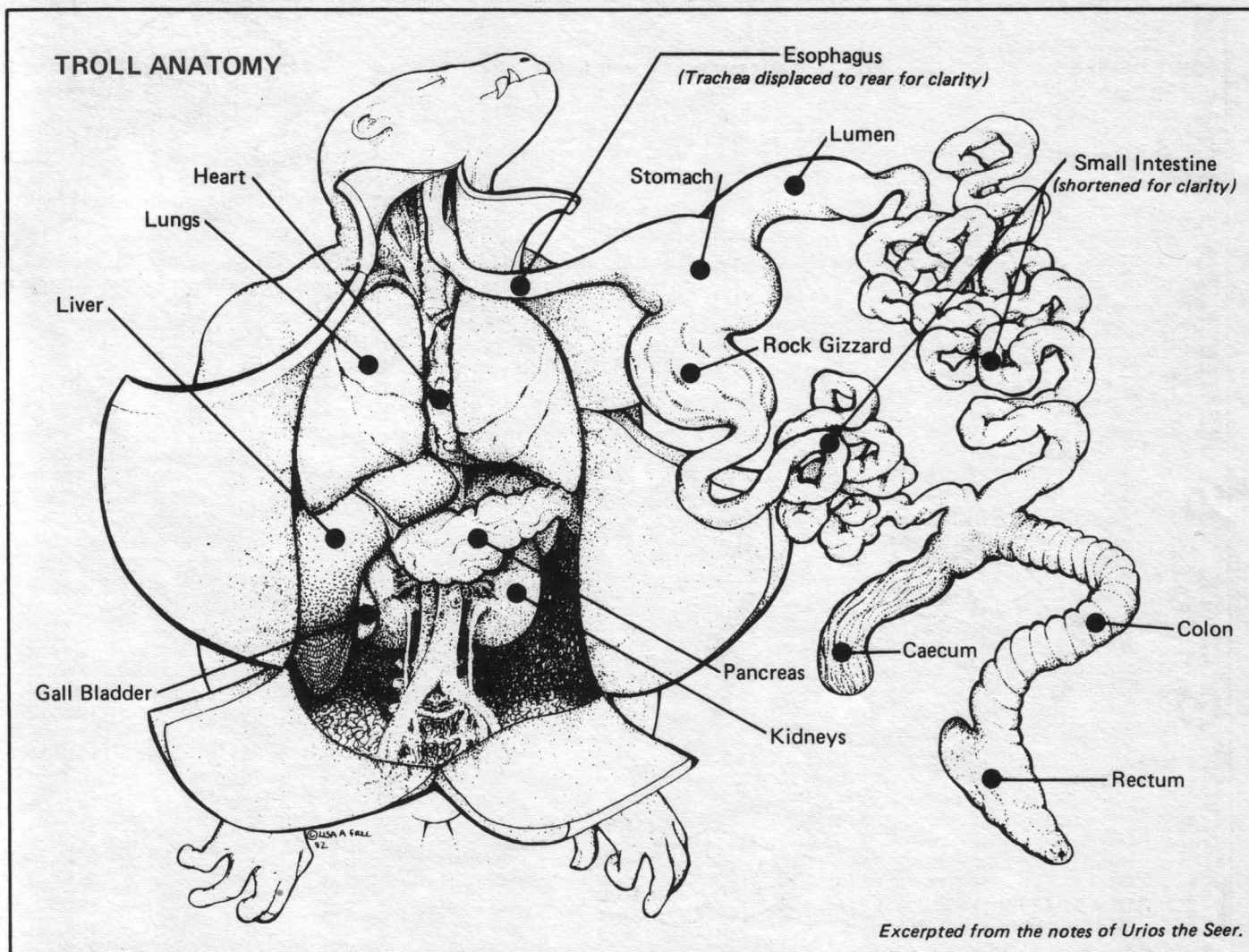
esophagus of a troll is cornified (rough and horny) so splinters are not a problem. Shortly after arrival in the stomach, the plant matter is briefly churned, and then sent into the duodenum. It is kept here for quite a time, while powerful enzymes break up the matter and gradually turn the wood chunks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

ROCK: Rocks are chewed, and/or pounded until they are small pebbles. The sight, taste, and possibly sound of stones stimulates glands surrounding the rock gizzard and they will then start producing within 15 minutes after rocks are present in the troll's stomach. A powerful sphincter opens and the rocks pass into the gizzard. The sphincter then closes (preventing any acids from passing into the sensitive stomach) and the gizzard begins to work. It secretes corrosive acids, works powerfully (with muscles that are nearly as strong as those of a female's uterus during childbirth), and grinds rock upon rock. The inside of the rock gizzard is covered with both mucus and a horny coat, to ensure safety. The gizzard is so tough that a troll could di-

gest a bronze dagger in it without harm, assuming that it passed through his mouth and stomach without hurting him. After the rocks have been turned into mud in the rock gizzard, they move into the rock intestine, which connects to the gall bladder. The gall bladder's juices are more powerful in the troll than in any other known species. The gall bladder's pockets and extra cells help concentrate and amplify the normal bile found there. Partly because of this, trolls are somewhat more subject to gallstones than are humans. A troll that has had his gall bladder removed (usually by a Xiola Umbar surgeon) is not as capable of digesting rock as is a normal troll. However, the gall bladder is not necessary for digesting normal food, since the troll's enlarged liver and duodenum can handle the extra load. The gall bladder connects to the rock intestine only, not to the small intestine. The rocks' minerals are absorbed and digested mainly in the rock intestine. After entering the colon, they merely pass along for the ride until they reach the rectum, where water, as always, is wrung out. A stone-eating troll can be recognized by his droppings, as there is a sort of sand intermixed with the regular fewmet.

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

...and Digestion



Excerpted from the notes of Urios the Seer.

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

Trolls can be poisoned. However, it is harder to poison a troll who is using his

rock stomach. Such a troll would be almost impossible to poison by normal ingestion — the poison would have to be injected into him. For example, Blade Venom would work, but swallowed poison would not. If the troll's rock gizzard were not actively operating, he could be orally poisoned as easily as a human.

Brief notes about other parts of troll physiology:

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

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

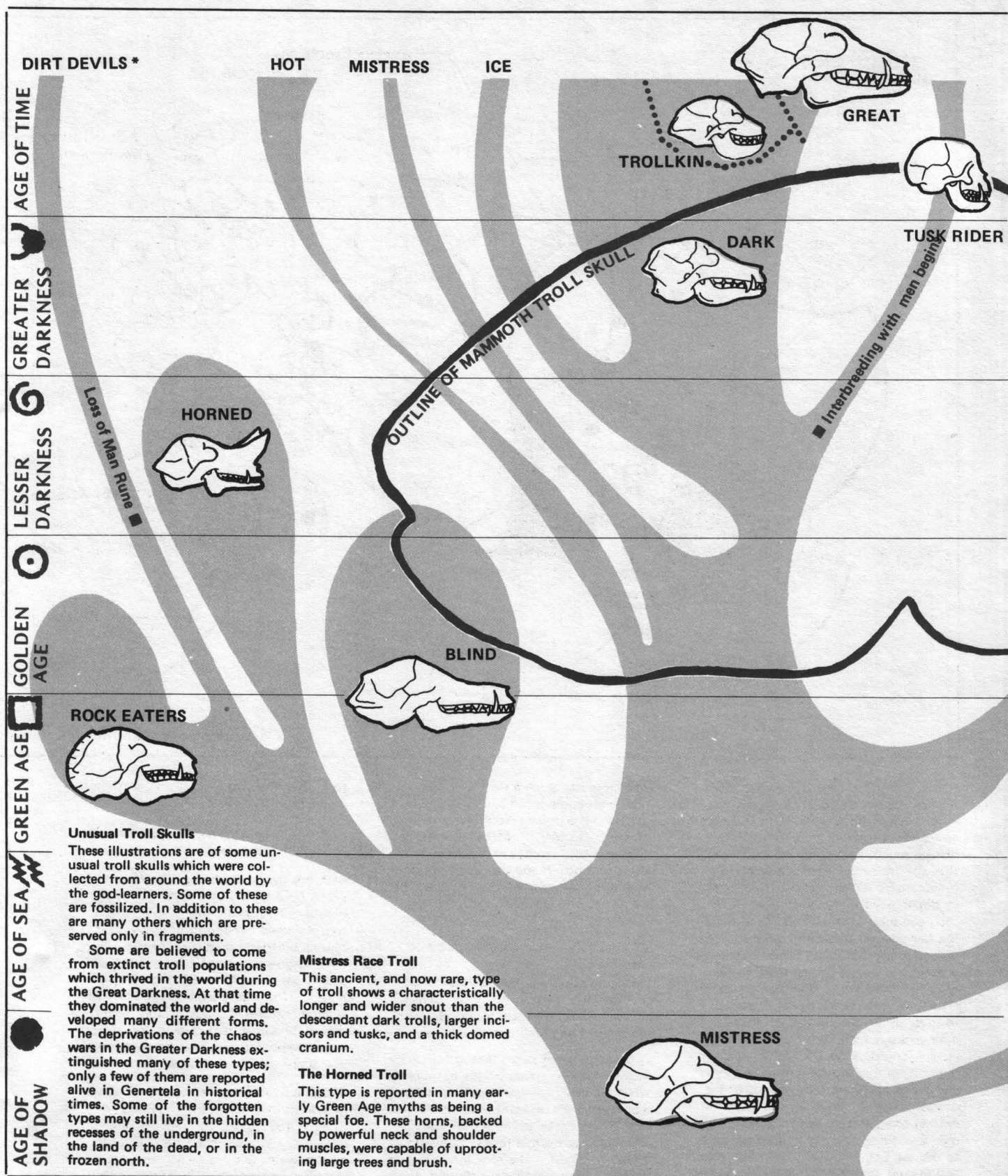
true after trolls indulge in an enormous dwarf feast.

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

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

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

Skulls...



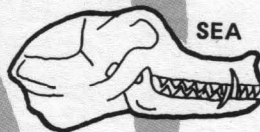
...and Evolution

NIGHTRIDERS * & NIGHTSTALKERS

FLYING HOONS * & FRIGHTS



CAVE



SEA

BEARDED TROLLS †

Human Skull



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

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

GIANT

MAMMOTH

■ Loss of Man Rune



MIDGET SLASHERS

Mammoth Troll Skull

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

Dark Troll

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

Great Troll

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

The Blind Troll

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

Cave Troll

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

Tusk Rider

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

Trollkin

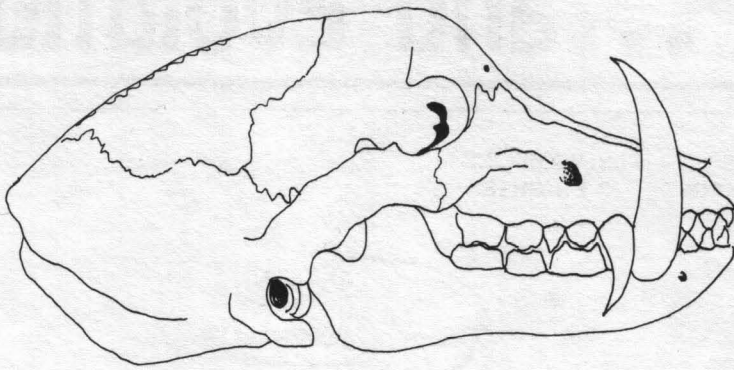
There are no standard trollkin skulls, but this one shows the common features. In general, the skull is infantile in development and appearance when compared to the parental dark trolls.

The Midget Slasher

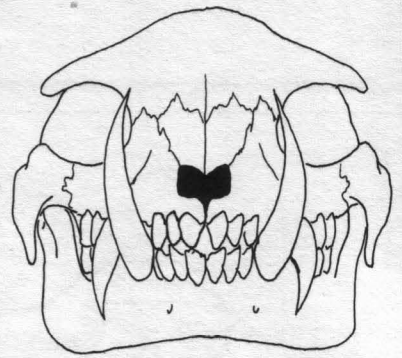
This type was smaller than usual, even smaller than normal humans. However, its teeth developed into several tusks and canine-like ripping fangs. This type apparently thrived on meat since its teeth show little ability to grind other material. Some researchers speculate that slashers may have survived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

Rock Eater

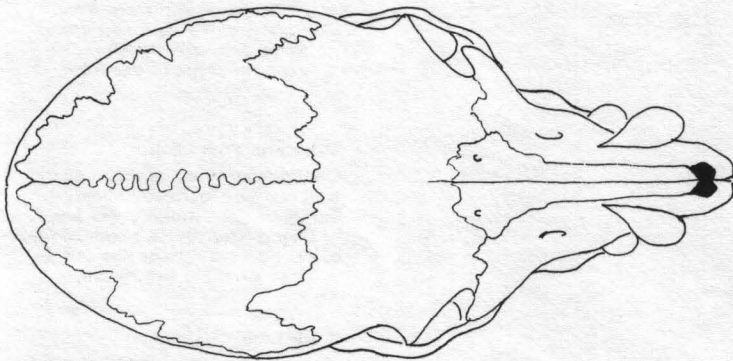
This troll type preferred rock to other foods, devouring it with a whole mouthful of flat molars and premolars. The canines and incisors are much reduced.



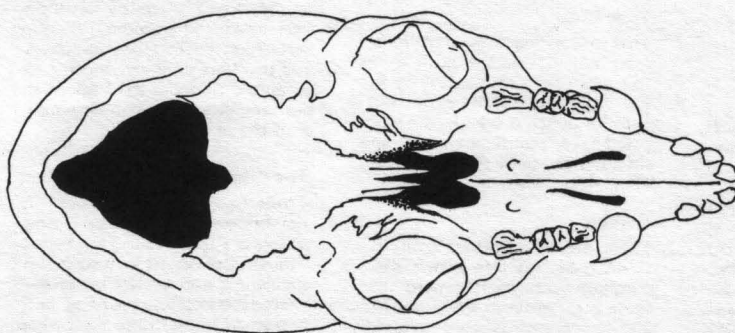
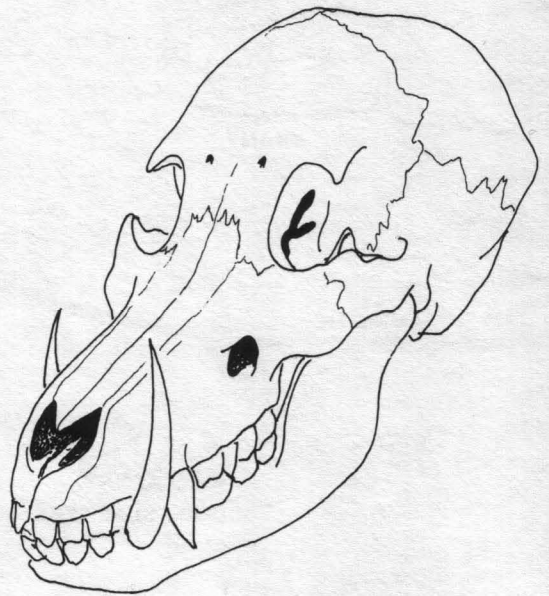
SIDE



FRONT



TOP



BOTTOM

TROLL

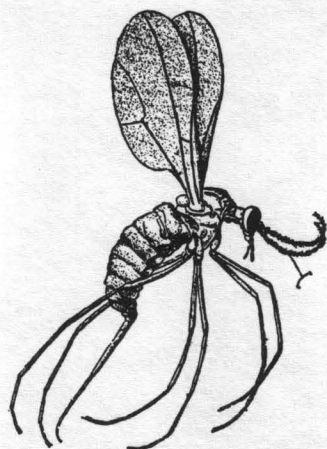
Specimen

Kevin James
©1992

Insect Study

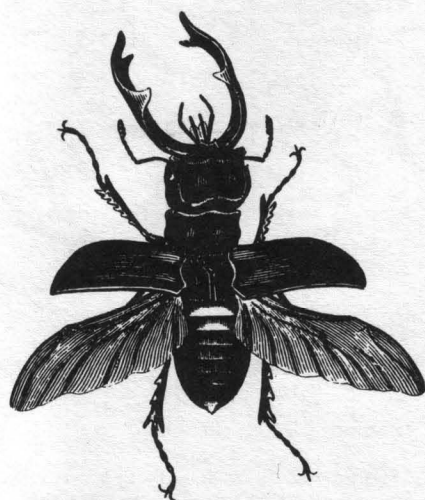
By Lorzalius Longstall, Greenscale temple of Lhankor Mhy and the Light of Mind, 567 ST

In my travels I have been much among the trolls who worship insects. They send their magical Power into these arthropods so much that they are caused to grow to gigantic proportions, which is the trolls' object, of course. They put these insects to many uses and I am familiar with many of them. These engravings are of some types which I have met in my journeying.



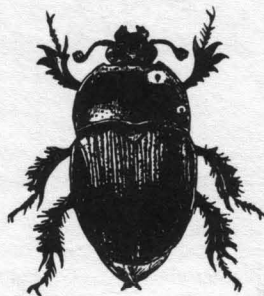
Fruit Midge

These insects have a body length of no more than half a meter and are raised solely for food by the trolls. They feed in decaying fruit which the trolls buy from human orchard-owners. These midges are most popular in the Kingdom of Night.



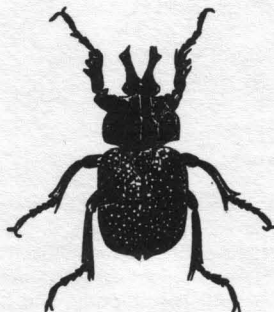
Stag Beetle

These beetles are also called elkhorn beetles. They are quite ferocious in aspect, but are strictly nectar- and sap-feeders. The trolls are easily able to stimulate them to battle, as they are pugnacious. They are as large as a full-grown troll, and some are said to reach the size of a pony, but I never saw any that big.



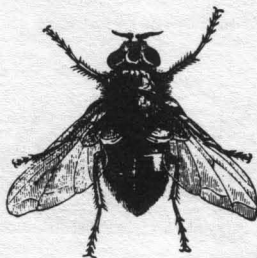
Drone Beetle

This is a common type of edible beetle used by trolls. The beetles burrow underground and feed on plant roots. The trolls keep them in great fertile pastures, and find them with Detect Life spells. Once a year, the beetles emerge in vast swarms and plague the countryside for several weeks, creating a huge feast.



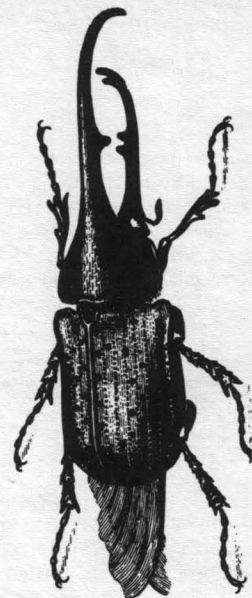
Helmet Weevil

These beetles are raised in heaps of large nuts in the Kingdom of Night. Their armor is tough enough to withstand a sword thrust, and the trolls use their shells for head plates. The beetles were about a foot-length long, and so they were not large enough for a full suit of armor.



Bluebottle Fly

I saw trollkin riding mammoth blue flies in the Kingdom of Night. I never learned where these flies are bred, but for an entire night our caravan was paced by a dozen of them, each bearing a javelin-armed trollkin warrior. They did not attack our powerful force, nor did the troll guards appear overly concerned.



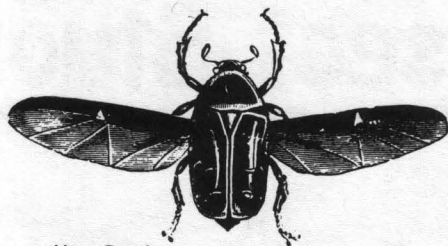
Karg Beetle

These beetles were among the most spectacular I met on my travels. I saw my first one in a troll caravan going from the City of Black Glass to Halikiv. These beetles, despite their huge size, are capable of limited flight. The trolls bind heavy packs onto their backs with bronze chains and use them for both packbeasts and workbeasts. The beetles can use their head horn in conjunction with their thorax horn to lift logs, beetles, and other bulky objects. When the trolls stopped for the day to set up camp, the beetle labored with a mahout and speedily arranged the site. Their name apparently is derived from their great strength. The back of this beetle was so high that I could not touch it with my hand. I saw several others of this type later on, but never so close at hand.



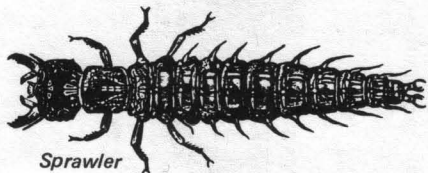
Tumble Bug

This ornate beetle was used to excavate pits in the soil, both for basements and traps. They are raised in profusion by the trolls, and are also eaten.



Ham Beetle

This is a drawing of a common variety of ham beetle, used by trolls everywhere. Any one who knows of trolls knows of these ubiquitous blundering insects, and they need little further description. They feed on vegetation, which must be fairly fresh.



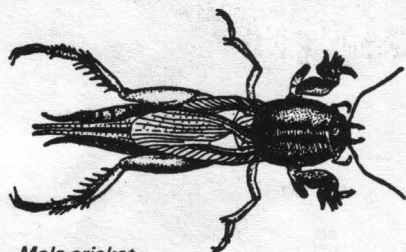
Sprawler

This engraving is of a type of stingworm met with in the Yulp Mountains. It is not venomous, unlike most stingworms, and is aquatic, dwelling in ponds and rivers. To make up for its lack of venom, it has a terrifically powerful bite. I saw the trolls feed a live horse to one of these monsters and the horse was consumed before it had ceased thrashing. They are the biggest stingworms that I ever saw, being over twelve paces long.



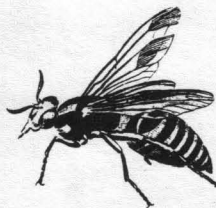
Sand Cricket

I encountered these insects when we traversed the fringes of the Walking Desert in Ralios. As we passed over the sands, the ground suddenly boiled with these insects, ranging in size from a man's foot to a full-grown warhorse. They poured out of hidden holes everywhere and made the desert night hideous for us. We managed to beat them off and escape, but we lost three trollkin and a fourth of our pack beetles. Grope, my guide, said that these crickets were often raised by trolls, and that this particular group was probably an escaped herd of domestic animals.



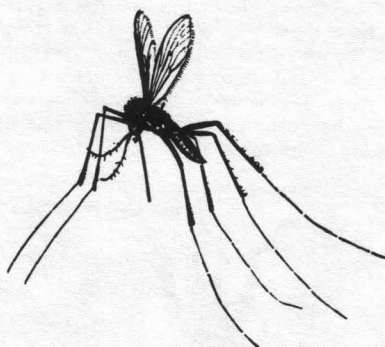
Mole-cricket

This is a sort of large burrowing cricket, sometimes called a *Changa* by the trolls. They are large enough to dig tunnels almost a full meter in diameter, and the trolls can crawl through them easily. They are sometimes used to dig passages into dwarf tunnels for raids. I saw them only in Dagori Inkarth, but the trolls said that all major troll areas possessed them.



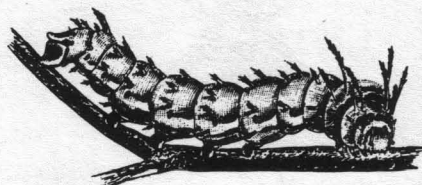
Wasp

This is a male wasp from the well-known Wasp's Nest in Ralios. The wasps are enormous in size and are big enough to bear goblin riders. The Zorak Zoran trolls in Halikiv told interminable tales of fights with the goblin wasp-riders, and the horrors of fighting a foe whose merest blow sent a brave warrior into agonizing slow death.



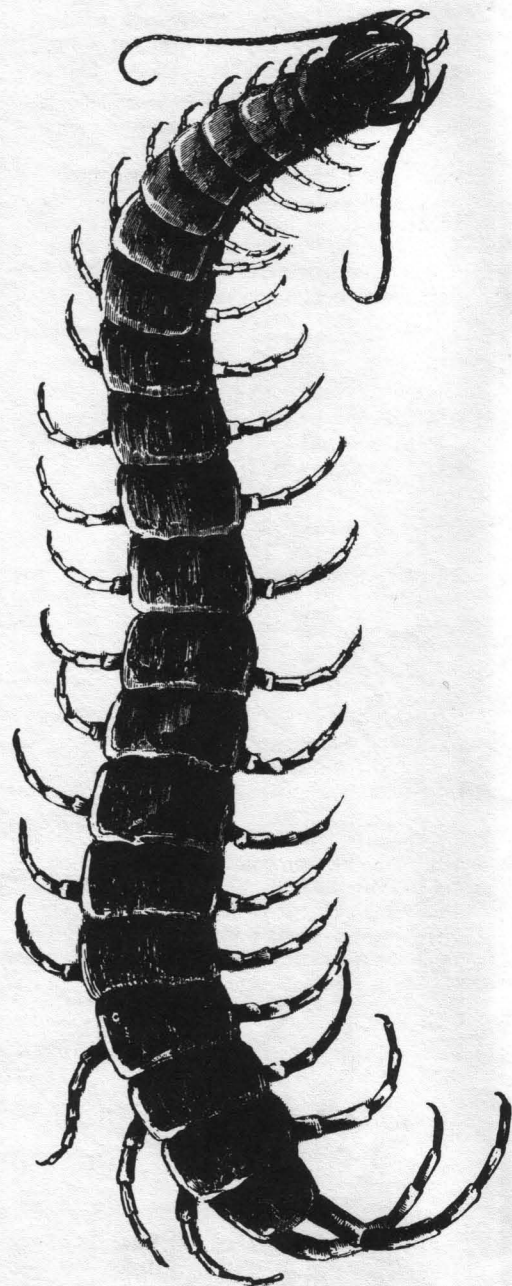
Bloodgnat

A giant bloodsucking insect harassed our camp in the southern borders to the Kingdom of Night, near the newtling marshes there. These pestilential creatures are fully a hand-span long in the body, and had attenuated thin legs. Their beaks are as long as three fingers are thick and caused extreme pain, requiring Heal spells to ease. Their slim beaks went right through the holes in the trolls' chainmail, which caused them great annoyance. We spent most of the night fighting off the despicable animals with Disrupt spells, which slew them. After daybreak, when the plague ended, Grope, my guide, said that an outlaw band of trolls in the swamps are said to raise these things and send them forth to pester travelers. When the insects return the trolls crush their bloated bodies for blood to drink.



Royal Horned Caterpillar

These horrid worms are grown in Dagori Inkarth and the Yulp mountains by certain troll clans. They grow to enormous size and feed upon vast quantities of birch and alder leaves, which are gathered for them by the trolls. I never saw the adult form of these worms. The trolls ate the worms and also used their effluvia for some sort of vile potion.



Centipede

The most terrifying thing that I saw anywhere on my journeyings, surpassing the scorpion walktapus from Snakepipe Hollow, was a gigantic centipede in the eastern Rockwoods. It was fully 40 paces long and its back was higher than a grown troll's waist. It had violet-blue legs and a blood-red body with yellow sides. Even the troll warriors were afraid, and fled into the rocks and trees to hide. The monster came right through the caravan and took one of my mules.

Glossary

** doubled "R's" are rolled, as in Spanish or Russian.*

- AETHER** [AY-ther] — primal god of Fire and Light. Member of Celestial Court.
- ALWOON** [AHL-woon] **THE POET** — troll leader who destroyed an elf kingdom in Talastar.
- ARACHNE SOLARE** [ah-RAK-ni so-LAHR-uh] — goddess of nature.
- ARANEA** [AH-ran-EE-ah] — goddess of spiders, worshipped by many trolls, who care for and imitate her creatures.
- ARGAN ARGAR** [AR-gan AR-gar] — the son of night, worshipped by the trolls of the upperworld. God of Surface Darkness.
- ARGENTIUM THRILL** [ahr-GENT-ee-um THREE-ee-leh] — battle in which Pelorian horse nomads were crushed by Praxian beast-riders, trolls, and troops of the Second Council.
- ARKAT** [AR-kat] — a human chaos fighter who became a troll and killed Gbaji, ending the Chaos Wars.
- ARRQUONG** [ARR-kwong] — chaos guardian of an entry into Glorantha.
- ASRELIA** [az-REEL-ee-uh] — goddess of darkness within the earth. Wife to Lodril.
- BACKHILL PATH** — a route from the underworld to the surface leading through Asrelia's realm.
- BELINTAR** [BEL-in-tar] — early name of the Pharaoh, ruler of the Holy Country and slayer of the Only Old One.
- BINA BANG** [BEE-nuh BANG] — troll from Blue Moon Plateau. Wife and conqueror of Lord Lurker in Shadows.
- BLACK EATER** — mystic darkness being.
- BLACK SEA** — underworld ocean into which the Styx empties.
- BLACK SUN** — nickname of god worshipped by humans and trolls in Dozaki's Newhome.
- BLIND BIRD'S TREE** — underworld site, possibly in Wonderhome.
- BLUE MOON CULT** — a little-understood troll cult from the Blue Moon Plateau.
- BORKLAK** [BORK-lak] — founder of Borklak's Queendom, a troll kingdom in northwest Genertela.
- BOZTAKANG** [BOZ-tuh-kang] — Chaos-Killer. Third son of Korastang. Source of many troll anti-chaos powers.
- BRASTALOS** [brass-TAL-os] — sea goddess. Wife of Magasta.
- CASTLE OF BLACK GLASS** — troll city. Capital of Shadowlands.
- CASTLE OF LEAD** — magic fortress in Shadows Dance. Home of Kyger Litor.
- CAVE TROLLS** — trolls mutated by chaos during the Chaos Wars, and at other times.
- CAYLASH** [KAY-lash] **RHINO** — Praxian beast-rider who warred against trolls.
- CELESTIAL COURT** — ruling council of deities before the Darkness.
- CHAOS WARS** — term used to refer to the Gbaji Wars. Sometimes also used as a synonym for Greater Darkness.
- CIRCLE OF EIGHT** — important troll ancestral deities, consisting of the Seven Sacred Ancestors plus Kyger Litor.
- CRAGSPIDER** — a troll in the spider cult who invoked the Dehori to create the great troll race. She still lives at Cliffhome.
- DAGORI INKARTH** [da-GOR-ee IN-karth] — important troll land north of Prax and Sartar.
- DAME DARKNESS** — primal deity of Darkness. Ancestress of all Darkness deities.
- DARA HAPPAN** [DAH-ra HAH-pun] **EMPIRE** — sun-worshipping empire from Peloria. Destroyed by coming of Red Goddess.
- DARK EMPIRE** — outsiders' term for empire founded by Arkat the troll in Ralios.
- DARK TROLLS** — also called man trolls by some, these are the dominant race among trolls.
- DARKSENSE** — the sonar ability of trolls, which largely replaces the ability of sight.
- DEHORE** [dee-HOR-ay] — ancient darkness goddess who spawned the Dehori.
- DEHORI** [dee-HOR-ee] — darkness spirits.
- DEVIL** — powerful chaos god. Either Wakboth or Kajaboor.
- DOZAKI** [do-ZAHK-ee] — troll leader who founded Dozaki's Newhome.
- DOZAKI'S NEWHOME** — troll kingdom north of Kralorela. Called the Kingdom of Ignorance by outsiders.
- DRAGON EMPIRE** — alternative term for Kralorela.
- ELDEST KIN** — the ruling elite of any troll community. Those in Dagori Inkarth are probably the most powerful trolls in Genertela.
- ERISTI** [eh-RIST-ee] **THE DOUBTER** — troll living in Wonderhome who later came to the surface.
- FLAMAL** [FLAY-mul] — god of seeds and growing plants, slain by Zorak Zoran.
- GARAZAF HYLORIC** [gar-ah-ZAFF high-LORE-ik] — troll who healed Arkat and worshipped Kyger Litor, Xiola Umbar, and Subere.
- GBAJI** [g'BAH-ji] — chaos god who cursed trolls. Slain by Arkat.
- GADBLAD** [GAD-blad] **THE SMITH** — troll demigod of crafts and metalworking. Friend to Lodril.
- GASH** — famous warrior troll, brother to Gore.
- GENERT** [GEN-urt] — god of Surface World, slain in Great Darkness by chaos.
- GERAK KAG** [GEHR-ack KAG] — troll hero, conqueror of Pavis. He was famed for his miraculous leaping ability.
- GORAKIKI** [GORE-ah-KEE-ki] — god of Insects. Ancestor of all insects and child of Kropa.
- GODTIME** — the period before time. This phenomena is also called Dreamtime, or Gods Age nontime and is often referred to in heroic chronicles as the magic place or Godworld.
- GORE** — famous warrior troll, brother of Gash.
- GREAT COMPROMISE** — agreement between all gods to share the universe equally.
- GREAT HUNGER** — period of starvation in Darkness caused by death of Flamal.
- GREAT HUNTER** — initiates of Hunter cult who have proven their ability in the Great Hunt.
- GREAT TROLLS** — large trolls accidentally created by Cragspider in an attempt to break the Trollkin Curse.
- GREATER DARKNESS** — a period of Godtime after chaos came.
- GREYLANDS** — Arkat's name for Shadowlands.
- GREY HILLS OF DREAD** — site of the I Fought We Won battle.
- GUHAN** [GOO-hahn] — troll queendom in Ralios.
- HALIKIV** [HAL-i-keev] — troll queendom near Ralios.
- HANROO** [HAN-roo] **FIELD** — place in Wonderhome where trolls fought Yelm.
- HILL OF GOLD** — site in Peloria where Yelmario was defeated by Zorak Zoran.
- HIMILE** [him-EEL] — god of cold and ice.
- HOMBOBOBOM** [HOM-ba-ba-BOM] — the Great Drummer. Second of Korastang's children and teacher of music and dancing.
- HUMAKT** [HEW-makt] — god of War and Death. Mainly worshipped by humans.
- HURTPLACE** — troll name for surface world.
- I FOUGHT WE WON** — battle in which chaos was decisively defeated, near the end of the Greater Darkness.
- JAKABOOM** [JAHK-a-boom] — Dancer in the Shadows, son of Kyger Litor and first troll shaman.
- JESET** [JESS-et] **THE FERRYMAN** — father of Kogag and guide into the underworld.
- JONAT** [JO-nat] **BIGBEAR** — barbarian hero of Fronela. Friend to some trolls.
- JONGALI** [JONG-gah-li] **THE SILENT** — troll living in Wonderhome.

- JRUSTELI** [*j'ruSS-TEL-i*] **EMPIRE** — the Godlearners. Powerful naval empire in second age.
- KAJABOOR** [*kah-jah-BORE*] — chaos god, sometimes called the Devil. god of Entropy.
- KAJAK-AB** [*ka-jak-AB*] **BRAINEATER** — Mistress Race leader of Dagori Inkarth trolls.
- KARRG** [*KAHRRG*] — Master of Weapons, Valiant Protector. Son of Kyger Litor and first male troll.
- KINGDOM OF IGNORANCE** — human name for Dozaki's New-home.
- KITORI** [*kih-TORE-i*] **TRIBE** — half human, half troll tribe living near Troll Woods in Holy Country.
- KOGAG** [*KOH-gag*] — leader of boat trolls in Godtime. Son of Jeset.
- KORASTING** [*ko-RAST-ing*] Mother of Many. Daughter of Kyger Litor and favored troll fertility totem.
- KRALORELA** [*KRAY-lor-EL-uh*] — site of Dragon Kings and Dragon Kingdom in eastern Genertela.
- KRARSH** — chaos god of Hunger and Traps.
- KRJALK** [*kirr-JALK*] — chaos god chopped up by Zorak Zoran.
- KROPA** [*KROH-puh*] — goddess of Arthropods. Mother of Aranea and Gorakiki, among others.
- KWALYORNI** [*kwahl-YORN-i*] — the Cold One. Pamaltela name for Moorgarki.
- KWARATCH KANG** [*KWAR-atch KANG*] — Zorak Zoran Death lord of First Age. Friend to Arkat.
- KYGERLITH** [*KYE-ger-lith*] — potent stone images of Kyger Litor brought from Wonderhome by trolls. The most imposing is in the Castle of Lead.
- KYGER LITOR** [*KYE-ger LEE-tor*] — ancestral goddess of all trolls, and the basis for troll social systems.
- LARNSTE'S GATE** — another name for Dragon Pass.
- LESSER DARKNESS** — the period of Godtime after Yelm was slain, but before Chaos arrived.
- LODRIL** [*LO-dril*] — volcano god, and god of heat and lava in the underworld.
- LORD LURKER IN SHADOWS** — powerful Dehori spirit.
- MAGASTA** [*ma-GAST-uh*] — important sea deity. Head of oceanic pantheon, owner of Robber and husband of Brastalos.
- MAN TROLLS** — alternative name for dark trolls.
- MEE VORALA** [*MEE vor-AHL-uh*] — goddess of Dark Plants. Mother of rusts, molds, dark elves, and fungi.
- MIRRORDARK** — the holy fountain where Xiola Umbar found her healing powers.
- MISTRESS RACE** — the rarely-seen revered ancestors of the trolls. They are much larger, stronger, and more magical than their descendants, the Dark Trolls.
- MOLOKKA** [*mol-OK-kuh*] — Mother of Molluscs. God of all clams, octopi, snails, and other molluscs.
- MOORGARKI** [*moor-GAR-ki*] — mistress troll who invaded Pamaltela and was defeated by Pamalt. Founder of hot trolls.
- NAXILI GARANG** [*nack-SEE-li gar-ANG*] — mistress race troll who attempted to break the Trollkin Curse and failed, resulting in the birth of multiple trollkin.
- NEBUCHAXA** [*neh-boo-CHAH-kha*] — important battle between dwarves and trolls in which destroyed troll strength in Fronela.
- NYSALOR** [*NIGH-suh-lora*] — Another name for Gbaji.
- OLD MAN** — Grandfather Mortal, father to all humanoid races.
- ONLY OLD ONE** — regent of Argan Argar and ruler of Shadowlands before the coming of the Pharaoh, Belintar.
- PAMALT** [*puh-MAWLT*] — deity of surface world and lord of Pamaltela.
- PERIPATI** [*pehr-ih-PAT-i*] — grey worms with multiple legs and three rasping mouth saws.
- PIKAT YARABOOM** [*PEE-kat YAH-uh-boom*] — troll shaman, child of Bina Bang and Lord Lurker in Shadows.
- POCHARNGO** [*poh-CHARN-go*] **THE MUTATOR** — chaos god slain by Boztakang. Creator of many cave trolls.
- RASHORAN** [*RAHSH-or-an*] — another term for Gbaji.
- RED GODDESS** — goddess of the Red Moon. Friend to chaos and the Blue Moon cult.
- ROBBER** — death demon of the sea, conquered and enslaved by Magasta.
- SAZDORF** [*SAZ-dorf*] — mistress troll founder of Sazdorf tribe.
- SEA TROLLS** — a rare race of trolls similar to the Mistress Race, but living underwater.
- SEVEN SACRED ANCESTORS** — troll term for Korasting, Karrg, Vaneeekara, Jakaboom, Jeset, Hombobobom, and Boztakang taken together. With Kyger Litor, they form the Circle of Eight.
- SHADOWLANDS** — troll kingdom located where Holy Country later stood.
- SNOW TROLLS** — trolls living in the northern wastes, where they escaped the trollkin curse and live in isolation.
- SOKAZUB** [*SOAK-ah-zub*] — goddess of Dark Animals, the proto-stomes. Mother of Kropa, Molokka, and Swems.
- SOLPUGID** [*sol-PEW-gid*] — little-known spider-like desert animal with eight long legs, two sucker-tipped palps, and enormous jaws.
- SPIKE** — mountain of Law that stood at the center of the world and was destroyed by the Devil.
- STYX** — goddess of the River of Death. Mother to the oceans of the world and goddess of oaths.
- STYX GROTTO** — extensive limestone caverns under the Shadow Plateau in the Holy Country.
- SUBERE** [*soo-BEER*] — goddess of the Dark Deep Within. Mother of Kyger Litor.
- SWEMS** [*SWEHMZ*] — goddess of Worms. Mother of leeches, earthworms, and sea worms.
- TADA** [*TAH-duh*] — Praxian hero of the Godtime.
- TANISOR** [*TAN-ih-sore*] — ancient kingdom of the West.
- TARPIT** — the Only Old One's death site.
- THOG** — magical giant who led giants and trolls to the destruction of Pavis.
- THREE TOWERS** — pre-darkness home of Gore and Gash in Wonderhome.
- TROLLKIN** — stunted premature offspring born to many trolls since a magical curse from Gbaji.
- TROLLKIN CURSE** — evil curse levied by Gbaji, causing many Dark Trolls to give birth to deformed trollkin rather than their natural offspring.
- UZ** — the troll name for themselves. It translates as "the folk." There are eight races of trolls: the UZUZ, or Mistress Race; the UZKO, or Dark Trolls; the UZDO, or Great Trolls; the ELNO, or Trollkin; the USHIM, or Snow Trolls; the ROMAL, or Cave Trolls; the UZTAGOR, or sea trolls; and the MURI, or Hot Trolls.
- VALIND** [*VAL-ind*] — god of Winter and the northern wastes.
- VANEEKARA** [*van-ee-KAR-uh*] — the Hurler. Daughter of Kyger Litor and master of thrown rocks.
- VANEEKARA'S SHOT** — rock in Wonderhome where Eristi the Doubter met Old Man.
- VENT** — site in Caladraland where a volcano god first came to the surface.
- VIVAMORT** [*VEE-vah-mort*] — god of Vampires.
- WAHA** [*WAH-hah*] **THE BUTCHER** — nomad god of Prax.
- WAKBOTH** [*WHACK-bawth*] — chaos god, sometimes called the Devil. God of Evil.
- WONDERHOME** — the ancestral paradise of the trolls.
- XARKARSH** [*KHAR-karsh*] — troll city in the Yalp Mountains.
- XEM** [*khem*] — important Fronelan troll. Friend to Jonat.
- XENTHA** [*KHEN-thah*] — goddess of that phenomena known to humans as Night.
- XIOLA UMBAR** [*zie-OHL-uh UM-bar*] — goddess of Protective Darkness. Healing goddess of darkness and trolls and protector of trollkin.
- YELM** — Sun God. Enemy of trolls.
- YELMALIO** [*yel-MAL-ee-oh*] — son of Yelm. God of Light in the Hills. Foe of Zorak Zoran.
- YOLP MOUNTAINS** — troll stronghold in western Peloria.
- ZORAK ZORAN** [*ZOR-ak ZOR-an*] — troll war god. God of Darkness and Death.



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Book of Uz



2



Book of Uz

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*THIS IS A DOCUMENT OF LHANKOR MHY, Lord of the Light of Inspiration.
He seeks knowledge from beyond the ken of the gods and he honestly and
honorably spoke with and learned from trolls and their kin to produce this
record — Minaryth Purple, Library of Lhankor Mhy, Jonstown, 1621 S.T.*

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Troll Character Generation

TO ROLL UP A TROLL PLAYER-CHARACTER, follow these instructions in order. This procedure may also be followed for non-player characters, but the gamemaster may wish to simply pick certain characteristics for them, such as race, social class, and so on.

1) DETERMINE REGION OF ORIGIN

Roll 1d100 on the following table. You only need to determine region if you have an extraordinarily open campaign. Generally, the gamemaster should just pick the region that his players' characters come from.

1d100	%	region	population
01-09	9	Blue Moon Plateau	380,000
10-12	3	Dagori Inkarth	150,000
13-22	10	Elder Wilds	430,000
23-29	6	Guhan	250,000
30-32	3	Halikiv	120,000
33-35	3	Jungles of Pamaltela	140,000
36-38	3	Kethaela	120,000
39-72	34	Koromandol	1,500,000
73-74	2	Malusoll	72,000
75	1	Pent	45,000
76-86	11	Tarmo Mountains	500,000
87-88	2	Valind's Glacier	72,000
89	1	Yolp Mountains	70,000
90-00	12	Other	550,000
Total Troll Population			4,400,000

2) DETERMINE RACE

If you have already determined your troll's race, skip this step. Otherwise, go to the appropriate table to determine your troll's subtype.

Blue Moon Plateau, Dagori Inkarth, Elder Wilds, Guhan, Halikiv, Kethaela, And Yolp Mountains

1d100	Race
01	roll 1d6: 1-5 = dark troll, 6 = mistress race
02-04	great troll
05-30	dark troll
31-34	superior trollkin
35-00	trollkin

Koromandol

1d100	Race
01	roll 1d10: 1-5 = dark troll, 6 = mistress race
02-03	great troll
04-20	dark troll
21-27	superior trollkin
28-00	trollkin

Jungles of Pamaltela

All characters are Jungle Trolls

Pent

1d100	Race
01-22	Snow Troll
23	roll 1d10: 1-5 = dark troll, 6 = mistress race
24-25	great troll
26-46	dark troll
47-49	superior trollkin
50-00	trollkin

Malusoll And Tarmo Mountains

1d100	Race
01	roll 1d10: 1-5 = dark troll, 6 = mistress race
02-30	dark troll
31-34	superior trollkin
35-00	trollkin

Valind's Glacier

Roll 1d100; 01-99 = snow troll, 00 = mistress race

3) DETERMINE CHARACTERISTICS AND BONUSES

This is done just as in *RuneQuest*, except that troll characteristics differ from those of humans.

Mistress Race

Styganthropus vorax

These statistics are for a young Mistress Race troll, a very rare creature. These trolls quickly become hero-questers and basic statistics can give only a feeble idea of the deadliness of a normal member of the species. Many Mistress Race trolls have lived since the God-time. Statistics for such beings are beyond the scope of this supplement.

Even young Mistress Race trolls are always accompanied by several dark troll shamans, Karrg's Sons, priestesses, and other cult leaders and bodyguards. These monstrous children of darkness are nothing to mess with.

characteristics	average	attributes
STR 4d6+6	20	Move: 4
CON 2d6+6	13	Hit Points: 20
SIZ 3d6+15	25-26	Fatigue: 33
INT 2d6+12	19	Magic Points: 14
POW 4d6	14	+ allied spirit's
DEX 2d6+6	13	+ familiar's
APP 2d6+6	13	DEX SR: 3

hit location	melee	missile	points
r leg	01-04	01-03	10/7
l leg	05-08	04-06	10/7
abdomen	09-11	07-10	10/7
chest	12	11-15	10/8
r arm	13-15	16-17	10/5
l arm	16-18	18-19	10/5
head	19-20	20	10/7

weapon	sr	attack%	damage	parr%	pts
Any	3+	type+17	type+2d6	type-8	type

Skills:

Agility -8 — Ride 00
 Communication +13 — Orate 60
 Knowledge +9 — Troll Lore 50
 Manipulation +17 — Conceal 55, Devise 40
 Perception +13 — Listen 35, Darksense/Scan 45,
 Darksense/Search 45, Visual/Scan 05, Visual/Search 05
 Stealth -17 — Hide 25, Sneak 25

Armor: 2 point skin, may wear any armor except iron (the hit location table assumes full plate)

Magic: Rapidly accepted into any troll cult as a cult leader. May be shaman, priestess, sorceress, or combination. A bare

minimum of 2d10 divine spells. Unless a sorceress, usually has full INT worth of spirit magic. May have Heroquest powers (such as the ability to kill at a glance, to permanently blind onlookers, or to incarnate Kyger Litor).

Great Troll

Styganthropus uzko var. uzdo

Great trolls are described in the *Gloranthan Bestiary*. Their basic skill chances are identical to those for Dark Trolls. Their statistics are repeated below.

Remember that an average great troll, with an INT of 9, is only slightly more intelligent than a human moron with an INT of 8 (the lowest possible INT that can be rolled on 2d6+6). This point has great significance in roleplaying.

characteristics	average	attributes
STR 4D6+12	26	Move: 3
CON 2D6+12	19	Hit Pts: 23
SIZ 4D6+12	26	Fatigue 45
INT 2D6+2	9	Magic Pts: 10-11
POW 3D6	10-11	DEX SR 3
DEX 3D6	10-11	
APP 2D6	7	

Armor: 3 point skin, plus any

Dark Trolls

Styganthropus uzko

For convenience, Dark Troll statistics are repeated from *RuneQuest*, except that these are statistics for a female dark troll (males are essentially identical but for a SIZ roll of 3d6+8). Minor errors in armor and weapons are corrected. Note the addition of the Bite skill, rarely used in combat but occasionally significant. All full trolls have this skill. Visual Scan/Search skills are also noted, and reflect the weakness of troll eyesight.

characteristics	average	attributes
STR 3d6+6	16-17	Move: 3
CON 3d6	10-11	Hit Points: 16
SIZ 3d6+10	20-21	Fatigue: 27
INT 2d6+6	13	Magic Pts: 10-11
POW 3d6	10-11	DEX SR: 3
DEX 3d6	10-11	
APP 3d6	10-11	

hit location	melee	missile	points
r leg	01-04	01-03	6/6
l leg	05-08	04-06	6/6
abdomen	09-11	07-10	6/6
chest	12	11-15	6/7
r arm	13-15	16-17	6/4
l arm	16-18	18-19	6/4
head	19-20	20	6/6

weapon	sr	attack%	damage	parr%	pts
1H Hvy Mace	5	25+8	1d10+1d6	25-6	10
Sling	3/9	25+8	1d8	—	—
Troll Maul	4	20+8	2d8+1d6	20-6	16
Lg Shield	—	—	—	25-6	16
Bite	6	20+8	1d6+1d6	—	—

Skills:

Agility -6 — Ride 00, Swim 05

Communication +5 — Orate 05

Knowledge +3 — Troll Lore 05

Manipulation +8

Perception +5 — Listen 35, Darksense/Scan 25,

Darksense/Search 25, Visual/Scan 10, Visual/Search 10

Stealth -11 — Hide 20, Sneak 20

Armor: 1 point skin, may wear any armor except iron (the hit location table assumes full ringmail armor and helm).

Magic: all magics are available.

Jungle Trolls

Styganthropus muri

Described in the *Gloranthan Bestiary*. Their statistics are identical to normal dark trolls, except that their SIZ, for both sexes, is only 3d6+6.

Snow Trolls

Styganthropus uzhim

Described in the *Gloranthan Bestiary*. Their statistics are identical to normal dark trolls.

Superior Trollkin

Styganthropus uzko var. enlo

Described in the *Gloranthan Bestiary*; as per normal trollkin, but INT and POW are both 3d6. Such trollkin have exactly the same status and experience as their less fortunate brethren, except insofar as their potentially higher characteristics given them the advantage. In character generation, the term "trollkin" is used for both types of beings.

Trollkin

Styganthropus uzko var. enlo

Described in the *Gloranthan Bestiary*. Their base skill chances are identical to those for dark trolls, except for the following: Dodge 20, Darksense/Scan 20, Darksense/Search 20, Visual/Scan 15, Visual/Search 25. Trollkin are Demoralized in sunlight (as per the spirit magic). The statistics are repeated below.

characteristics	average	attributes
STR 2D6+3	10	Move: 2
CON 3D6	10-11	Hit Pts: 10
SIZ 1D6+6	9-10	Fatigue Pts: 21
INT 2D6+3	10	Magic Pts: 7
POW 2D6	7	DEX SR: 3
DEX 3D6+3	13-14	Armor: 1 point skin, plus any
APP 2D6	7	

weapon	sr	attack	damage	parry	pts
1H Spear	7	20+4	1D8+1	20+4	10
Light Club	7	25+4	1D8	20+4	6
Sling	3	25+4	1D8	—	—
Target	—	—	—	20+4	12

AGING FOR TROLLS

Use the *RuneQuest* aging rules with the following special rules.

MISTRESS RACE: do not age.

DARK TROLLS, GREAT TROLLS, JUNGLE TROLLS, SNOW TROLLS: begin aging at age 40, but only roll on the aging table every second year. Thus, trolls usually live to a much older age than humans.

TROLLKIN: begin aging at age 25.

4) BACKGROUND

Trolls may either be wild, barbarian, or civilized. "Civilized", of course, is a relative thing with trolls.

Mistress Race: always civilized

Great Trolls: great trolls from Blue Moon Plateau, Dagori Inkarth, Guhan, Halikiv, Kethaela, or Yolg Mountains must roll 1d6: 1-2 = barbarian, 3-6 = civilized. Great trolls from Elder Wilds, Koromandol, or Pent are always barbarian.

Dark Trolls: dark trolls from Blue Moon Plateau, Dagori Inkarth, Guhan, Halikiv, Kethaela, or Yolg Mountains roll 1d6: 1 = wild, 2-3 = barbarian, 4-6 = civilized.

Dark trolls from the Elder Wilds, Koromandol, Malusoll, Pent, or Tarmo Mountains roll 1d6: 1-2 = wild, 3-6 barbarian.

Jungle Trolls: always wild.

Snow Trolls: always wild.

Trollkin: as per dark trolls.

5) OCCUPATION

Your troll is ready to enter into the responsibilities of adulthood. This means that he is ready to become a self-supporting member of the troll extended family, no longer dependent on others for the necessities of life. Go to the appropriate table below, first checking for race, then for social status, if applicable, and for background. One or more die rolls will determine occupation.

Note that starting equipment and magic are determined in Steps 6 and 7.

Mistress Race Trolls

May choose any occupation, plus receives 1/2 INT (round up) in percentiles each year, which may be distributed among any skills desired. Receives 2d6 years of previous experience, starting at age 15.

Great Trolls

A great troll may or may not be a slave. Roll 1d6 to determine status: 1-4 = slave, 5-6 = free. Add 1 to the die roll for Barbarians. Use the following occupation table whether the troll is a slave or not, using the modifiers given. Receives 2d6 years of previous experience, starting at age 15.

Great Troll Occupation Table

1d100	Class
01-05	Guard
06-85	Warrior
86-00	Laborer

Die Roll Modifiers

INT 13+ — subtract 15 percentiles from die roll
 INT under 7 — add 5 percentiles to die roll
 POW under 9 — add 5 percentiles to die roll

Great Troll Occupations

GREAT TROLL GUARD: Climb x1, Jump x2, First Aid x1, Conceal x3, Darksense/Scan x5, Darksense/Search x3, 2H Weapon Attack x5, 2H Weapon Parry x5, Secondary Weapon Attack x4, Secondary Weapon Parry x4 or Shield Parry x4

GREAT TROLL WARRIOR: Climb x2, Jump x2, First Aid x1, Conceal x4, Darksense/Scan x3, Darksense/Search x2, 2H Weapon Attack x5, 2H Weapon Parry x5, Missile Attack x3, Secondary Weapon Attack x3, Secondary Weapon Parry x3 or Shield Parry x3

GREAT TROLL LABORER: Climb x2, Jump x2, Swim x2, Throw x3, Any Craft x3, Any Other Craft x2, First Aid x2, Devise x2, Darksense/Scan x2, Darksense/Search x2, Listen x2, 2H Weapon Attack x3, 2H Weapon Parry x3, Secondary Weapon Attack x2, Secondary Weapon Parry x1

Dark Trolls, Jungle Trolls, and Snow Trolls

These trolls receive 2d6 years of previous experience, starting at age 15.

Wild Dark Troll Occupations

Wild trolls have but little choice as to profession. Go directly to the Hunter occupation. Wild snow trolls (only) roll 1d6: 1-2 = Fisher, 3-6 = Hunter.

Barbarian or Civilized Dark Troll Occupations

If you are creating a barbarian or civilized dark troll, the "Growing Up" chapter of this book should be read before continuing. It is quite brief, and simply describes the coming of age interview that dark trolls receive upon reaching adolescence. If possible, the gamemaster should run such an interview as an encounter for the player of the dark troll character, and determine occupation for the character on the basis of the interview, rather than by a random die roll. The tables below will prove useful in showing what occupations are available.

Barbarian Dark Troll Occupation Table

1d100	occupation
01-08	Crafter
09-25	Insectherd
26-75	Hunter
76-77	Noble
78-79	Priestess
80-81	Shaman
82-00	Warrior

Civilized Dark Troll Occupation Table

1d100	occupation
01-05	Crafter
06-25	Insectherd
26-60	Hunter
61-65	Fisher
66-68	Nurse
69-70	Merchant
71-72	Noble
73-74	Priestess
75-76	Shaman
77	Sorcerer
78-00	Warrior

Dark Troll Occupations

CRAFTER: Fast Talk x3, Speak Darktongue x1, Animal Lore x1, Primary Craft x5, Secondary Craft x2, Evaluate x3, Mineral Lore x1, Plant Lore x1, Read Darktongue x1, Devise x2, Sleight x2, Ceremony x2, Enchant x1, Darksense/Search x3, Weapon Attack x3, Weapon Parry x2 or Shield Parry x2

Troll Craft Table (optional)

1d100	Occupation
01-05	Alchemist
06-20	Armorer
21-24	Brewer
25-26	Chanter (learn Sing instead of primary Craft and Play Instrument for secondary Craft)
27-36	Herbalist
37-55	Leadsmith
56-75	Redsmith (bronze)
81-95	Rockshaper
96-00	Sculptor

FISHER: Boat x4, Climb x3, Jump x1, Swim x5, Fast Talk x2, Sing x2, Animal Lore x1, Craft Wood x2, Shiphandling x2, World Lore x3, Devise x2, Darksense/Scan x1, Weapon Attack x3, Weapon Parry x3

HUNTER: Throw x4, Animal Lore x1, Plant Lore x1, Devise x3, Listen x1, Darksense/Scan x4, Darksense/Search x2, Track x2, Hide x3, Sneak x4, Missile Attack x3, Weapon Attack x3, Weapon Parry x2 or Shield Parry x2 or Dodge x2

INSECTHERD: Climb x4, Jump x3, Ride (insect) x2, Swim x2, Animal Lore x3, First Aid x2, Insect Care x5, Plant Lore x3, Darksense/Scan x2, Darksense/Search x2, Weapon Attack x3, Weapon Parry x2

MERCHANT: Ride (insect) x2, Fast Talk x4, Orate x3, Speak Darktongue x2, Speak Other Language x4, Evaluate x4, Human Lore x2, Read Darktongue x2, Troll Lore x2, Missile Attack x2, Weapon Attack x3, Weapon Parry x3 or Shield Parry x3

NURSE: Orate x2, Speak Darktongue x2, First Aid x5, Read Darktongue x3, Treat Disease x5, Treat Poison x2, Troll Lore x3, Ceremony x2, Listen x2, Darksense/Scan x3, Weapon Attack x2, Weapon Parry x2 or Shield Parry x2

NOBLE: Speak Darktongue x2, Speak Other Language x1, Orate x4, Animal Lore x2, Evaluate x3, Plant Lore x2, Read Darktongue x2, Troll Lore x2, World Lore x2, Ceremony x2, Primary Weapon Attack x4, Primary Weapon Parry or Shield Parry x4, Missile Weapon Attack x3 or Secondary Weapon Attack x2 and Parry x1

PRIESTESS: Orate x4, Speak Darktongue x2, Animal Lore x2, Plant Lore x2, Read Darktongue x2, Troll Lore x4, World Lore x2, Ceremony x3, Enchant x3, Summon x3, Weapon Attack x3, Weapon Parry x3 or Shield Parry x3

SHAMAN: Orate x2, Speak Darktongue x2, Animal Lore x1, First Aid x3, Plant Lore x3, Read Darktongue x1, Treat Disease x2, Treat Poison x2, Troll Lore x3, World Lore x1, Devise x1, Ceremony x3, Enchant x2, Summon x3, Weapon Attack x2, Weapon Parry x2 or Shield Parry x2

SORCERER: Speak Darktongue x1, Animal Lore x1, Any Craft x2, Mineral Lore x1, Plant Lore x1, Read Darktongue x3, Troll Lore x2, World Lore x1, Ceremony x2, Enchant x2, Summon x2, Duration x2, Intensify x3, Multispell x2, Range x2, Sorcery Spells x9 (divided among spells), Weapon Attack x2, Weapon Parry x1 or Shield Parry x1

WARRIOR: Climb x1, Jump x1, First Aid x1, Conceal x2, Darksense/Scan x4, Darksense/Search x2, Hide x2, Sneak x3, Primary Weapon Attack x5, Primary Weapon Parry x5 or Shield x5, Missile Attack x3, Secondary Weapon Attack x2, Secondary Weapon Parry x2 or Dodge x2

Trollkin

Note that trollkin, because of their oppression and youth, gain fewer percentiles per year than other troll types. Trollkin start with 2d6 years of previous ex-

perience, starting at age 8 (when they are considered adult).

Both superior trollkin and ordinary trollkin use the following occupation tables. No important distinction exists between wild and civilized trollkin occupations.

Independent Trollkin

Players that roll trollkin during character generation often wish to play them as totally free-willed beings. This is unrealistic and spoils the point of running non-human characters. While trollkin are not treated as prisoners, their entire upbringing molds their personalities into a submissive form. Their lives revolve around the wishes of their dark troll masters. This is particularly true of normal trollkin, but even superior trollkin must defer to any dark troll.

Players unhappy with the thought of such behavior should always be permitted to reroll, unless the gamemaster is willing to let them run one of the vast horde of independent trollkin, trollkin who have fled the repression of the Masters, exchanging security for freedom of action.

Most trollkin who break away from uz society do not prosper. Direct sunlight is intolerable to their eyes. They are not self-motivated, unable to make decisions for themselves (remember the low POW of most trollkin, which reflects a lack of willpower). They usually know little of humans and non-troll lands. So such outcasts do not normally survive life outside the shelter of their home cave for more than a few years. Of course, the most intelligent and fit trollkin will sometimes prosper in the outside world. From such beginnings spring that strange group of beings, the trollkin adventurers.

Players must understand that independent trollkin will always be, at best, objects of suspicion from the point of view of dark trolls. And dark trolls are always hungry.

Trollkin Class/Occupation Table

1d100	Class
01-10	Value
11-30	Warrior
31-90	Worker
91-00	Food

Die Roll Modifications

STR 12+ — subtract 5 percentiles from roll
 STR under 8 — add 5 percentiles to roll
 CON 12+ — subtract 5 percentiles from roll
 CON under 8 — add 5 percentiles to roll
 INT 12+ — add 10 percentiles to roll ("Uppity")
 POW 10+ — subtract 5 percentiles from roll
 POW under 5 — add 10 percentiles to roll
 DEX 16+ — subtract 5 percentiles from roll
 DEX under 10 — add 5 percentiles to roll
 APP under 5 — add 5 percentiles to roll

TROLLKIN VALUE: Fast Talk x2, Orate x1, First Aid x1, Darksense/Scan x2, Darksense/Search x2, Listen x1, Track x2, Weapon Attack x2, Weapon Parry x2, one or more Specialty Skills chosen by owner x10

TROLLKIN WARRIOR: Jump x1, First Aid x2, Conceal x3, Darksense/Scan x3, Track x1, Hide x3, Sneak x3, Weapon Attack x3, Weapon Parry x3 or Shield x3 or Dodge x3, Missile Attack x3

TROLLKIN WORKER: Climb x1, Dodge x2, Jump x2, Swim x1, Throw x1, Any Craft x3, Any Other Craft x1, First Aid x2, Darksense/Scan x2, Darksense/Search x2, Listen x2, Hide x2, Sneak x2, Weapon Attack x1, Weapon Parry x1

TROLLKIN FOOD: Climb x2, Dodge x3, Jump x1, Swim x1, Throw x2, First Aid x1, Conceal x3, Darksense/Scan x3, Darksense/Search x1, Listen x2, Hide x3, Sneak x2, Bite x1

6) INITIAL EQUIPMENT

All trolls begin with equipment appropriate to their status.

All: leather clothing (1 point armor) covering arms and legs, broad-brimmed headgear, flint knife, simple foot coverings, club, large sack, ear ointment. See Book I, Uz Lore, for more information on basic troll clothing and life.

Mistress Race and Noble Occupation: 2d4 weapons of choice, fancy clothing, trollkin slave or trained watch beetle (player's choice), scale armor, 30 meters rope, tarpaulin, fish hooks, fishing line, bandages, blanket. Owns bolgs equal to SIZx1000.

Non-Noble Dark Trolls and free Great Trolls: mace, sling, snares for small prey, shield or maul (player's choice), 30 meters rope, bezainted armor. Owns bolgs equal to INTx100.

Trollkin and Slave Great Trolls: all equipment supplied by owner. Rich and trusting owners may outfit their slaves magnanimously if they wish. Great troll slaves are usually given at least scale armor and a two-handed weapon. Owns bolgs equal to APPx10.

7) TROLL GODS & MAGIC

The pantheon of troll gods can be divided into two groups: Kyger Litor, and a numerous group of secondary deities. The cult of Kyger Litor is by far the most popular cult in troll society — almost all adult trolls are initiates. The cult's influence in troll society is as pervasive as its popularity. Troll religious practices are not analogous to those of humans, and the pre-eminence of Kyger Litor in troll culture shows this.

Looking at Glorantha in its entirety as we do here, the number of troll gods is large, and few of these gods other than Kyger Litor are worshiped in all troll areas. Thus complete writeups of all troll cults would be beyond the scope of *Trollpak*. Kyger Litor is described in a definitive form in this book, but the multiplicity of secondary troll cults are described only briefly. They will be dealt with in detail in a future Gloranthan supplement that will complement *Trollpak* and do justice to the complexity of troll religious practices.

As a general rule, troll player characters need only one cult, that of Kyger Litor. However, we have provided complete information on the distribution of most popular troll cults in a set of regional tables, below. Do not use this list of troll cults as a license for multiple cult membership by your player characters. If a player insists on joining multiple troll cults, require successful rolls on the appropriate regional table. A failure to roll the desired cult indicates that an opportunity to undergo initiation was not available.

Those gamemasters owning *Gods of Glorantha* may supplement the worship of Kyger Litor with the worship of the various major troll deities described in that supplement, using the regional distribution tables to determine availability. Xiola Umbar and Zorak Zoran most greatly approach Kyger Litor in number of worshippers.

Gamemasters willing to create their own cults will find that brief descriptions of many popular troll cults have been provided below. Gamemasters are encouraged to draw up personal forms of these cults, although published versions written by Chaosium Inc. must take precedence over your personal versions. Use the regional distribution tables to find the deities popular in the vicinity of your campaign. For example, it would be pointless to design your own version of Gorakiki when you intended to run a campaign in Pent.

Kyger Litor

All full trolls (dark, great, hot, ice, and mistress race)

undergo initiation into the cult of Kyger Litor as part of their adulthood initiation rites, undergone upon reaching adolescence (14-16 years of age).

If a troll does not wish to become an initiate of Kyger Litor, he must prepare for difficult relations with other trolls. Rejection of Kyger Litor is equivalent to rejection of the lifestyle of trolldom. Most other trolls will resent this and perhaps even view the troll as a threat.

See the chapter "Kyger Litor" in this book for more information on this great cult.

Cult Initiation and Spells

MISTRESS RACE: automatically initiated into any troll cult from any land merely by spending 1 POW per cult.

Spells: may learn full INT worth of spirit magic, chosen from any cult available in your homeland, every year. POW increases by 1 point per year, and may be sacrificed for divine magic in any cult to which you belong.

ALL OTHER FULL TROLLS: automatically initiated into Kyger Litor (at cost of 1 POW). If desired, may apply for initiation (following normal rules) into one other cult mentioned on the table for your homeland. Thus, only dark trolls native to the Blue Moon Plateau may attempt to join Annilla.

Spells: 1d3 points of spirit magic taught by your cult(s) plus 1 per 5 years of previous experience. POW increases by 1 point per 3 years, and may be sacrificed for divine magic from your cult(s).

TROLLKIN: Food, Warriors, and Workers are normally not accepted as initiates of any cult. A Value may attempt to join one cult available in your homeland, following normal rules.

Spells: 1d3 points of spirit magic plus 1 per 10 years of previous experience.

Cult Availability By Region

The tables below give a comprehensive view of troll cult membership. Many trolls will never join another cult other than Kyger Litor, and the tables reflect this.

Certain important troll deities are described in compact form in the *Gods of Glorantha Cults Book*: Argan Argar, Kyger Litor (superseded by the form in this supplement), Horned Man, Subere, Xiola Umbar, Zong (under the heading of the Hunter Gods), and Zorak

Zoran. If you have one of these cults on your regional table, the gamemaster may use *Gods of Glorantha* as needed to determine your character's continuing religious career, if any, in one of these cults.

The tables below can also be used to determine the religion of a randomly-encountered troll or shrine, as well as to see which religions predominate in troll society.

Kyger Litor is universal. If any other cult is rolled up on the following tables, assume that the troll worships Kyger Litor as well as the listed cult.

Only cults of some significance (worshiped by at least two percent of the population) are named in the tables. Local variations always exist, and many obscure cults are worshipped that are not listed in the tables. For example, the trolls around Skyfall Lake worship Sky River Titan, a cult almost unknown elsewhere.

BLUE MOON PLATEAU

d100	%	Cult
01-28	28	Annilla
29-43	15	Argan Argar
44-45	2	Gorakiki
46	1	Himile
47-79	33	Kyger Litor
80-84	5	Subere
85-93	9	Xiola Umbar
94-95	2	Zorak Zoran
96-00	5	Other

DAGORI INKARTH

d100	%	Cult
01	1	Aranea
02-09	8	Argan Argar
10-14	5	Gorakiki
14-64	50	Kyger Litor only
65-71	7	Xiola Umbar
72-76	5	Zong the Hunter
77-95	19	Zorak Zoran
96-00	5	Other (Storm Bull, Xentha, etc.)

ELDER WILDS

d100	%	Cult
01-04	4	Gorakiki
05-50	46	Kyger Litor only
51-56	6	Xiola Umbar
57-92	36	Zong the Hunter
93-97	5	Zorak Zoran
98-00	3	Other

GUHAN

d100	%	Cult
01-05	5	Argan Argar
06-23	18	Arkat
24-27	4	Gorakiki
28-74	47	Kyger Litor only
75-77	3	Xentha
78-82	5	Xiola Umbar
83-86	4	Zorak Zoran
87-00	13	Other

HALIKIV

d100	%	Cult
01-03	3	Argan Argar
04-06	3	Gorakiki
07-12	6	Himile
13-57	45	Kyger Litor only
58-61	4	Xiola Umbar
62-67	6	Zong
68-92	25	Zorak Zoran
93-00	8	Other

JUNGLES OF PAMALTELA

d100	%	Cult
01-06	6	Gorakiki
07-36	30	Kyger Litor
37-48	12	Qualyorni
49-54	6	Xentha
55-57	3	Xiola Umbar
58-77	20	Zong the Hunter
78-87	10	Zorak Zoran
88-00	13	Other

KETHAELA

d100	%	Cult
01-30	30	Argan Argar
31-34	4	Gorakiki
35-71	37	Kyger Litor only
72-80	9	Xiola Umbar
81-83	3	Zong the Hunter
84-93	10	Zorak Zoran
94-00	7	Other

KOROMANDOL

d100	%	Cults
01-12	12	Basko
13-47	35	Kyger Litor only
48-50	3	Subere

**A XIOLA UMBAR INITIATE RITUAL**

In this rare glimpse into life within a Xiola Umbar temple we see a young initiate offering sweetmeats to a trollkin from the food pens. The mother-priestess stands behind the initiate. She constantly utters low growls which frighten the trollkin. If it accepts the food offered by the initiate then she has passed the examination. This is exemplary of initiate rituals throughout all uzdom.

51-56	6	Xiola Umbar
57-66	10	Zong
67-81	15	Zorak Zoran
82-00	19	Other

82-84	3	Xiola Umbar
85-90	6	Zong
91-93	3	Zorak Zoran
94-00	7	Other

PENT

d100	%	Cults
01-04	4	Basko
05-19	15	Himile
20-54	35	Kyger Litor only
55-56	2	Subere
57-60	4	Xiola Umbar
61-92	32	Zong
93-97	5	Zorak Zoran

VALIND'S GLACIER

d100	%	Cults
01-30	30	Himile
31-70	40	Kyger Litor only
71-72	2	Xiola Umbar
73-95	23	Zong
96-00	5	Other

TARMO

d100	%	Cults
01-04	4	Gorakiki
05-23	19	Himile
24-63	40	Kyger Litor only
64-67	4	Mee Vorala
68-73	6	Subere
74-81	8	Xentha

YOLP MOUNTAINS

d100	%	Cults
01-06	6	Annilla
07-11	5	Argan Argar
12-20	9	Gorakiki
21-67	47	Kyger Litor only
68-76	9	Subere
77-82	6	Xiola Umbar
83-90	8	Zorak Zoran
91-00	10	Other

The Troll Pantheon

A complete writeup for each of these cults will be available in a future Gloranthan supplement. If that supplement is unavailable, the gamemaster may amplify these brief descriptions as needed to provide more color for his campaign, permitting the learning of appropriate skills, spells, and divine magic. We recommend reference to the Universal Cult Format, found in *Gods of Glorantha*, as the model for gamemaster cult creation. Spells may be created using the *RuneQuest* Magic Book as reference.

Note that this troll pantheon is an expanded version of the troll pantheon given in *Gods of Glorantha*.

Annilla: Mystic goddess of the hidden Blue Moon. Patron of all who perform acts of secrecy and darkness. Controls the ocean tides of Glorantha. Confers spells such as Invisibility.

Aranea: Feared spider goddess. Offers spells that give the caster spiderlike attributes, such as Web, which creates the ability to hurl a web of sticky strands at a target.

Argan Argar: God of surface darkness. Messenger and translator for the troll pantheon, god of merchants and interpreters. Son of Xentha (see below). Confers spells such as Suppress Aether, which permits the caster to restrain fire magics and worshipers.

Arkat the Troll: Ancient troll hero. Destroyer of Gbaji, the Chaos God. Linked to Zorak Zoran. Offers sorcery.

Basko: the Black Sun. Troll god popular in Kingdom of Ignorance. Traditional enemy of the Sun God, yet ostensibly part of the sky pantheon. Offers spells such as Blood Feast, which uses ritual sacrifice to summon supernatural beings.



Dehore: Father of shamans. Horned Man for trolls. Offers a wide variety of divine spells, varying regionally.

Gorakiki: Mother of insects. Offers spells that confer insectoid features on the caster, such as Carapace, which turns the caster's skin into armored black chitin.

Himile: God of cold. Brother of Subere (see below) and Dehore. Offers spell like Chill, which freezes the target object or individual.

Kyger Litor: See this book.

Mee Vorala: Goddess of fungi. Offers spells like Moulder, which causes fungus and mold to proliferate catastrophically.

Qualyorni: Moorgarki, the Cold One. God and tragic hero of the jungle trolls. Offers spells like Black Breath, which permits the user to transform magic points into poison.

Subere: Goddess of the Inner Dark. Mother of Death. Offers Attack Soul, which permits the caster to attack a target in spirit combat without disincorporation.

Xentha: Goddess of night. Shares the rule of the upper world with Yelm. Offers spells such as Affix Darkness, which permits a patch of shadow or night to remain even in the presence of sunlight.

Xiola Umbar: Goddess of compassion and protective darkness. Offers spells of healing, such as Healing Trance, which speeds up a target's natural healing processes.

Zong the Hunter: Troll god of the hunt. Offers spells that aid hunting and butchering, such as Sureshot, which makes missiles more accurate.

Zorak Zoran: God of hate and violence. Troll war god. Only darkness god to control fire. Offers spells of violence, such as Crush, which augments the attack of any mace or maul.

Troll Monsters

A NUMBER OF TROLLS AND TROLL-LIKE beings exist which, due to temperament or low intelligence, are little more than beasts of prey, not truly part of the normal troll race. All of these creatures have been described in other supplements, so here we supply only statistics, rather than complete duplicate descriptions. These creatures are not appropriate for player characters.

Cave Trolls

Styganthropus Mutans

Described in *RuneQuest*. These creatures often live on their own, but they are sometimes kept as pets or herded by dark trolls, despite their chaotic nature.

Midget Slashers

Microstygus vorax

Described in the *Gloranthan Bestiary*. The statistics are repeated below. They rarely or never associate with other troll-things.

characteristics	average	attributes
STR 3D6	10-11	Move 4
CON 2D6+6	13	Hit Points 12
SIZ 1D6+6	9-10	Fatigue 24
INT 1d6+2	5-6	
POW 1D6+6	9-10	
DEX 4D6	14	

weapon	sr	attack	damage
Bite	9	80+1	3D6
Dagger	9	25+1	1d6
Grapple	9	40+1	special

Note: can either bite, grapple, or attack twice with flint daggers (on the same strike rank) in one round.

Skills: Dodge 30+5, Hide 70+4, Track 35-2.

Armor: 2 point skin.

Sea Trolls

Hydrostygianthropus mutans

Described in the *Gloranthan Bestiary*. On some of the rare occasions that dark trolls have put to sea in their ebony galleys, they have been seen to cooperate with sea trolls. The statistics are repeated below.

characteristics	average	attributes
STR 2D6+12	19	Move: 3/5 swimming
CON 2D6+6	13	Hit Pts: 18
SIZ 3D6+12	22-23	Fatigue Pts: 32
INT 2D4	5	Magic Pts: 7
POW 2D6	7	DEX SR: 3
DEX 3D6	10-11	
APP 2D6	7	

weapon	sr	attack	damage
Claw	6	60+1	1D6+2D6
Bite	9	40+1	1D10+2D6

Note: Can either claw and bite or claw twice, 3 SR apart.

Skills: Hide 45-14, Swim 90-8

Armor: 4 point skin.

Mountain Trolls

Styganthropus snangus

Described in the *Gloranthan Bestiary*. Because of their insensate ferocity, they are rarely tamed even by other trolls. The statistics are repeated below.

characteristics	average	attributes
STR 4D6+18	32	Move: 4
CON 3D6+6	16-17	Hit Pts: 28
SIZ 4D6+24	38	Fatigue Pts: 49
INT 1D6+2	5-6	Magic Pts: 10
POW 2D6+3	10	DEX SR: 4
DEX 2D6+1	8	
APP 2D6	7	

weapon	sr	attack	damage	parry	points
Club	5	40%	2D8+3D6	25%	16
Claw	8	40%	1D6+3D6	—	—

Armor: 7 point skin. May wear furs or untanned hides as armor.

Notes: Attacks with club, then claws 3 SR later.

Their black blood is corrosive. Whenever a weapon penetrates the monster's skin, that weapon loses 1D6 armor points from the acid blood.

If the troll has been wounded, it can try to splash its foes with its blood. This counts as one of the troll's attacks. When the troll does this, all those engaged with the troll in melee must succeed in a Dodge or Shield Parry or be splashed by the blood in a random hit location. The blood splash does 1D6 acid damage — armor is corroded first, then hit points. A parrying shield also takes 1D6 damage.

Mountain trolls themselves are immune to the effects of acid and mineral poisons.

Troll Society

IN THIS CHAPTER you will find information on the aspects of troll society that might be known to a player character troll. The various subjects are presented approximately in the order in which a young troll might first encounter them. For example, we begin with information on troll childhood. The chapter concludes with a discussion of the troll military, which many player characters may be expected to join soon after adulthood. Please note that the cult of Kyger Litor, a cult of supreme importance to troll society, has a chapter all to itself following this chapter.

Growing Up and Family Life

Troll society is matriarchal. Trolls themselves trace their genealogies through the female side almost exclusively, ignoring the masculine side in all Kyger Litor rituals. "Father's blood is thin and short," they say, meaning that its magic is not as potent in the Kyger Litor scheme of things. Thus although trolls are sometimes aware of their biological father, and occasionally aware of their biological grandfather, trolls believe there is no power to be gained through such knowledge. They do not bother with it.

A Perfect Childhood

Troll children are raised in a group, tended and taught by their mothers and Xiola Umbar nurses. Troll childhood is as secluded as possible, and ideally the children are never revealed to the outside world until the age of thirteen years. Before the age of thirteen these secluded troll young are raised in a ritualistic and magical manner, being taught the secret livelihood of the troll species. As infants the young are cared for and protected within the deep peaceful safety of Subere. As children they learn the differences between hunger and thirst, touch and sound, the magic and the mundane, and the seven types of darkness. Kyger Litor visits them often to teach them how to dance, hurl stones, sing, and to know the Seven Bites which trolls must know to eat everything. When the young trolls are ten

years old, Karrg visits and separates the boys from the girls. He takes the boys away to a strange place for seven days, teaches them a boys' game, and gives them a secret amulet to protect them from unknown dangers. At the same time the ten year old girls learn a new dance.

For the next three years the sexes are raised separately. The girls always do everything first, while the boys always stand on the outside, or on the left side, or in front, as the protecting mothers demand. At age thirteen all trolls who are ready for adulthood undergo their adulthood initiation rites. Those who have been dutiful will survive the rites and, when they return, will be full adults.

Coming of Age

After passing the rites (which are designed to test the applicant's qualifications), the new adult troll will be accompanied by his companion or sponsor who will take him to meet the important people in the community.

Despite local variations, there are four critical stops to be made. They are to meet the clan matriarch, the ranking temple priestess, the new adult's eldest living kin, and his work boss. Probably the initiate already will know these people, and these leaders have already seen the new initiate. This adulthood review is supposed to ignore any previous feelings and establish new, mature opinions of each other.

The leaders will usually make an opinion of the initiate based solely upon this initial meeting. It is very important that the newcomer properly impress the leaders with his personality and character. The leaders almost always form a quick opinion which they are reluctant to change except after the most strenuous proofs. It requires deliberate action on the part of the troll to change the leader's opinions formed at this interview.

Make note of the leaders' opinions of new trolls when they interview new player-characters. Since the leaders' opinions are simple and need no justification, simple statements suffice. For instance, here are some sample entries: "Thinks Taksag is a wimp." "Very impressed by Dozakang's bravado." "Dislikes Hinbar's eye color." "Impressed by Golvank's ordinariness."

When running new players through this encounter,

the referee should explain very carefully what is occurring and coach the player-characters to ignore any previous thoughts, rumors, or ideas about these leaders. The characters' actions are all-important. Tell them to prepare for a test. Tell them their characters are expected to act appropriately towards each of the leaders.

If certain trolls hold more than one position in the tribe, as is likely, they will be visited only once, but the troll must state clearly which of the positions he is attempting to impress. This can cause some problems. For instance, a troll must impress the clan matriarch with her aggressive hunting and fighting skills, but also must impress the ranking priestess with her fertility and desire to breed true troll children. If both authorities are separate, then the troll must simply change roles in the interview. But if both positions are held by one troll then there is a possible conflict (since breeders are tended and pampered if they breed true or until they litter trollkin, but hunters are the most lavishly gifted by the clan leader.) The troll would have to choose which role she wished to emphasize and accept the opinions formed.

Typical Questions from the Coming of Age Interview

Each of the officials has a specific purpose in mind when quizzing the individual. The entries which follow have the purpose of the questions in mind. Note that the priestess may ask the reverse of what she really wants to find out. This is considered to be great troll ingenuity.

THE MATRIARCH: The Matriarch determines the primary occupation of new trolls. She may pay attention to the applicant's desires or abilities, or simply may put the newcomer wherever he/she is needed most. Typical questions: Are you male or female? Do you dare to travel overground? What skills do you have to help me? What is your favorite duty? How many weapons do you have? What spells do you know? Have you ever eaten dwarf or elf?

THE PRIESTESS: The priestess is responsible for guiding persons interested in joining the temple organization, and also for overseeing the protection of the breeding females. She is also the person who makes assignments for trolls to learn spells which they want, and who handles the temple purse of money and magic items. Typical questions: Are you a powerfully magic person? What spells do you want to know? How many Pregnancy Dances have you attended? What will you do to please your goddess? Will you bite off your

hand for me now? Will you place fire in your mouth? Are any trollkin your friends?

THE ELDEST KIN: The eldest kin maintains the families' status and keeps order within her kin group. Newcomer trolls may have to pick a single kinperson as their representative if they come from a large site with many living ancestors. There is much prestige in being related to, and accepted by, an elder troll, and the older the better. Questions include: Who is your mother? Who is your best friend? Can you recite your kinline? How many ancestors do you know? Have you ever been visited by spirits in your dreams? Which is more important, a full troll warrior or four troll children? If you could own one, which would you prefer, a great troll or a value trollkin?

THE WORK BOSS: This is the overseer with whom the new adult troll is going to spend the most time. This is the troll who is directly responsible for overseeing the job which the other three trolls have determined for the newcomer. This person must be impressed if the new adult wants to have a daily life with favored status. Questions this individual will ask will relate to two things: first, how well the job can be done by this troll and how much the newcomer is willing to kick-back to the overseer. The relative importance of these two subjects depends upon the individual.

Mating Habits

Since child-making is of primary importance to trolls, their mating and reproductive habits are of great interest.

Polyandry is the simple rule, with the number of husbands as sign of status among females, and any marriage an honor for males. Bachelorhood is no dishonor, though, and there are always some trolls who are proud of their unmarried status.

Marriage rites are simple. The males vow to uphold and support the female; she vows to aid and favor them over others. Status among the several husbands common to many married troll females is determined by them and by her whim.

Many females never marry at all. They are privileged enough without it.

In addition to the formal marriage rites, trolls have group ceremonies in which all members prove their marriage to their great goddess, Kyger Litor, by participating in a group orgy. This is among the most favorite drummings and dancing for all trolls, and are neither difficult nor complex, yet members often practice this one in particular so they will not do it wrong during the holy days, when all rites must go right.

Family Organization

Individual troll families are organized matriarchally. The female troll is the boss in the home and the males will usually defer to her judgments. However, male trolls are not homebodies, and spend a great deal of their time out roaming, hunting, and performing other acts; then coming home for the day and leaving once more at nightfall.

The male acts as a sort of rogue. While gone from home, he does what he pleases; while at home, he will work for his wife. Often, before leaving for the night, the female will give him various tasks to perform while he is gone, such as bringing home a copper pot or taking a message to a friend, and the male usually will attempt to perform these tasks.

Male trolls may react to their oftentimes domineering wives by becoming either extremely macho types (except around their wife) or by becoming whining cowards. Many trolls are henpecked or terrorized by

their mates: many more share a gentle, loving relationship with their females.

Although the female troll rules the roost, this does not mean that the male is a slave in his lair. While at home, the male will still act as he pleases, with the exception that when called upon to do something (or to refrain from doing something) in the home, he will obey his wife's wishes. In troll society, females outrank males, but Rune-level males outrank initiate females. Even so, however, a grim Son of Karrg may very well continue to obey his scrawny wife out of habit.

Trolls are not always monogamous. A common type of troll household is one in which a couple of sisters share a bend of males as their husbands. The males support and work for the sisters, and the sisters supervise the males. Since troll females are often not available for sex (due to the trollkin curse), having two or three sisters sharing the males is often easier on the males as well.

Troll Ecology: A Lhankor Mhy Appraisal

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

Trolls also like more lush climates, of course, but are not often found there. This probably is due to competition with man and other races. Trolls breed slowly. There are legendary reasons for this, but it is enough to know that all large predators in areas with little food tend to be very slow-breeding. Trolls are naturally suited to famine lands and use them. In more fertile grounds, humans will quickly outbreed trolls, outnumber them, and

eventually force them out. Morocanth, barbarian dragonewts, baboons, and other lowland species are similarly fast-breeding. Probably this is the major reason that trolls are now confined to the barrens. They enter into lower areas whenever the dominant race there is forced out (such as the Dragon Pass area after the destruction of the Empire of the Wyrms' Friends), but eventually must leave again.

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

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

humans are today friendly to elvish ways and peoples. Why not trolls?

First we will discuss the reasons for dwarfish enmity. Dwarfs, like trolls, dwell in burrows, caves, tunnels, and the like. Dwarfs, like trolls, are capable of eating soil and some minerals. Dwarfs and trolls are competitors for living space. Trolls like eating dwarfs. Because of biochemical reasons, feeding on a dwarf sends a troll into a state of mild euphoria, followed by a period of pleasant slight torpor. Dwarven flesh aids a troll's digestion, and is a handy morsel to have around on the bitter mountaintops, when all else there is to eat are rocks and snow. The existence of dwarfs in these empty spaces is a great aid to hungry trolls, and a cause for extreme problems between dwarfs and trolls. The trolls regard the dwarfs as important assets to their food supply, especially in mountain wastes — after all, it is often easier to catch a dwarf than a nimble mountain goat! Resenting being an article of prey for their larger competitors, the conflict between the trolls and dwarfs is begun. Theoretically, peace could be brought between these races, but it would probably only be short-lived unless some sort of barrier were

Communication and Gesture

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

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

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

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

Troll Hospitality

It is uncommon for another race to be invited into a troll's lair, except as prey. Even other trolls have a ritual which must be satisfied.

The troll greeting ritual and "welcoming" ceremony is generally unknown outside their lands, but may be found out by reference to any temple of knowledge or by asking a friendly troll. This ceremony is only found among civilized trolls and trolls that have contact with civilized trolls. A wild hunter in the eastern Rockwoods may have no such ceremony, but a dweller in Dagori Inkarth or the Troll Woods would surely follow it.

When greeting a troll whom one desires to get something from, the usual procedure is to give him some food (raw meat is most polite) and say something to the effect of: "Eat this instead of me, and while you eat we'll talk." Then, while the troll eats the gift, the

placed between them, so that dwarfs did not dig where trolls roamed.

What about elves? Elves are not prevalent in troll stronghold areas, such as the Blue Moon plateau or Dagori Inkarth. But since elves are found mainly around the edges of human activity (driven there by man) and since man is found almost everywhere except where trolls live, the poor elves usually are sandwiched between trolls and man. The carnivorous and highly predatory trolls continually send hunting patrols out into the adjacent, more fertile countryside, and these patrols must often of necessity enter elven territory. Certainly trolls will find plant food abundant and succulent in these places. We know that trolls will frequently eat elves and their wards — no cause for friendship. Elves enjoy being prey no more than most other races, and this keeps their anger running, as elves are a long-lived race.

Why don't the elves and dwarfs exterminate the trolls and save themselves all these problems? Let us again look at the two races individually and see the difficulties involved.

An individual dwarf is no match for a dark troll, though he is stronger than a trollkin. In a battle of armies equally armed and of equal numbers, the trolls would tend to overwhelm the smaller and weaker dwarfs. Dwarfs

are generally better armed than trolls, especially since dwarf fighters universally belong to the Cult of Iron. This gives them iron weapons which far outclass any comparable weapons the trolls could use, except for huge logs with Rune spells on them. And dwarf armor is the best in the world. Even their bronze armor is marginally better than normal, and many wear cold iron. Dwarves are almost always better disciplined as well, and this studied attitude has often allowed smaller dwarf armies to stand before and destroy much larger troll armies when fighting a pitched battle.

However, trolls are the best guerilla soldiers in the world, and have long ago learned to avoid pitched battles with dwarfs. Trolls have superior distance perceptions, are not dependent upon artifacts or items but rely on their own strengths, live as hunters, and are skilled in the arts of stealth.

Thus troll-dwarf wars are contests in which dwarfs try to lure trolls into set-piece battles and the trolls try to lure dwarfs into country skirmishes. The net result is that dwarfs usually control small (i.e. underground) places so the trolls cannot use their mobility to any advantage. Trolls, though, clearly dominate the dwarfs above the surface, and as a result there are very few large dwarf settlements on the surface.

How about the elves?

In hand-to-hand combat, few elves would have much chance to survive against an average troll. Even trollkin are nearly as strong as an elf. Furthermore, other than magic bows, the elves have no weapon superiority. In the open, almost any formal battle would go to the trolls if the dark men were allowed to close to melee range, even if the Aldryami outnumbered the trolls, and even if many of the trolls were trollkin.

In brush, using the style of guerilla warfare, the elves are vastly superior to the trolls. Anyplace where the vegetation is tall or dense enough to provide cover for an elf is much more dangerous to trolls than open grasslands. Elves hide better than trolls in woods, and elves are aided by the very cover which trolls would use to hide themselves! Pixies provide superb reconnaissance, runners are nimble skirmishers, and the elvish militia is capable of quick strikes against even powerful invaders.

The net result of this is that trolls generally avoid any forests where the Aldryami are still active, and the elves avoid travel across any open lands where trolls are known to live.

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

gifter is safe. Actually, few trolls will wantonly slay another intelligent being and eat it, except in wartime, famine, or when encountering elves or dwarves.

If the troll decides to let you into his den, and you agree, he will respond by throwing a blanket or hide over your head and shoulders and state, "I extend my Darkness to protect you." The troll will perform this little ritual just outside his den and then leads his visitor into his lair, keeping the covering over the visitor's face. If the troll wishes to keep his lair secret

for some reason, he may place the covering over the visitor's head some distance away and lead him blindfolded to his place. This custom is also found among other races, but is extremely common among trolls.

Once in the lair, the visitor must be careful to stand exactly where the trolls place him for the time being. Trolls are very protective of their goods. The male troll (usually with a hard-looking wife watching the procedure in the background, and shrilly reminding him if he

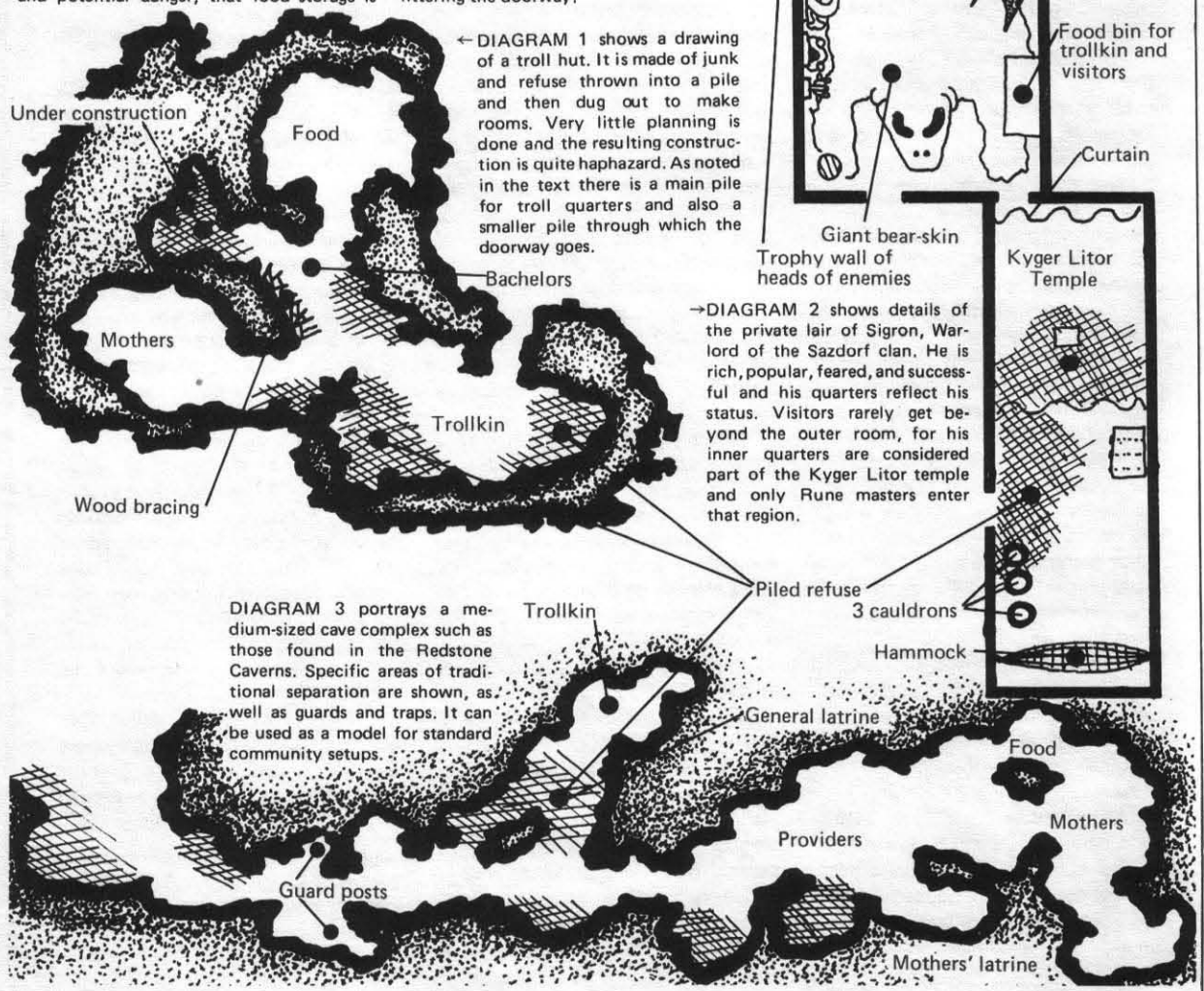
TROLL LIVING ARRANGEMENTS

Troll domestic life is unkempt and slovenly, even compared to the lousiest grub eaters of Brolia or the animal herders of Prax. Yet trolls have great affection for their cold hearths, and they aspire to decorate them in suitable uz methods.

Generalities of troll design are based on tradition, but the individual determines specific details. Tradition decrees that trollkin must always live apart, between uz and potential danger, that food storage is

near the main living site (but not in the bachelors' or mothers' areas), that calls of nature must be performed away from stored food, and that mothers must be better protected than any bachelor providers.

Such a pattern can be seen in the Redstone Caverns and the Szardorf Clan. Even in Crabtown, where the majority of domiciles are crudely made (like in Diagram 1), the pattern is visible since the trollkin will be found huddled under the refuse littering the doorway.



Poor Mapping?

No, this is a vivid example of the migrant nature of the ramshackle troll structures which pass for 'towns'.

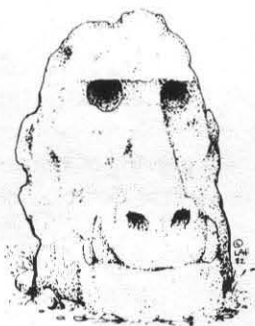
These are three maps of the same region about the town called Staghorn. Staghorn got its name from the artifact illustrated on the left of the page. Nearby was another monument called Tog, shown on the right. Both were sacred troll places and the priesthood lived in the town, supported by hunters, trollkin, and retinue.

Both artifacts are found on all three maps.

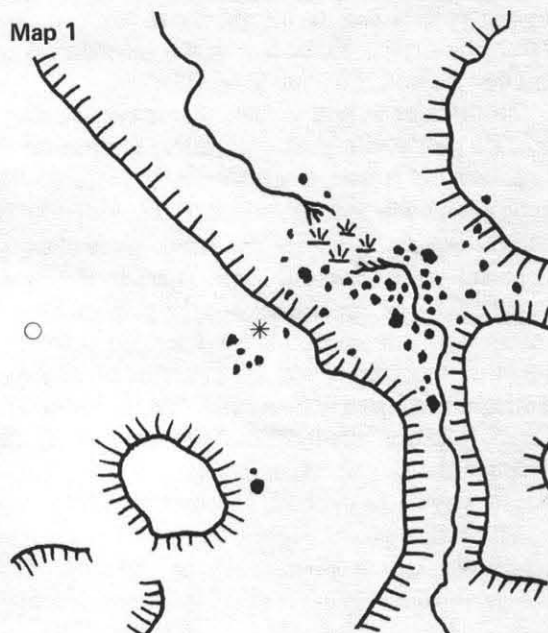


↑ Antlerhorn *

○ Tog →

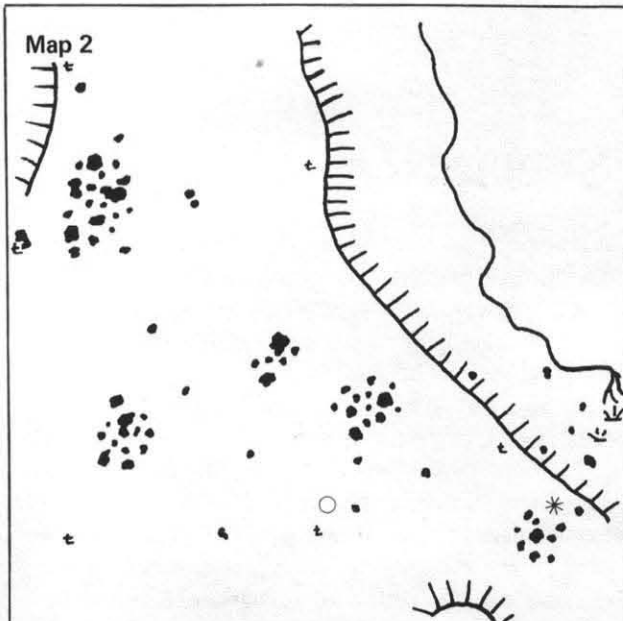


Map 1



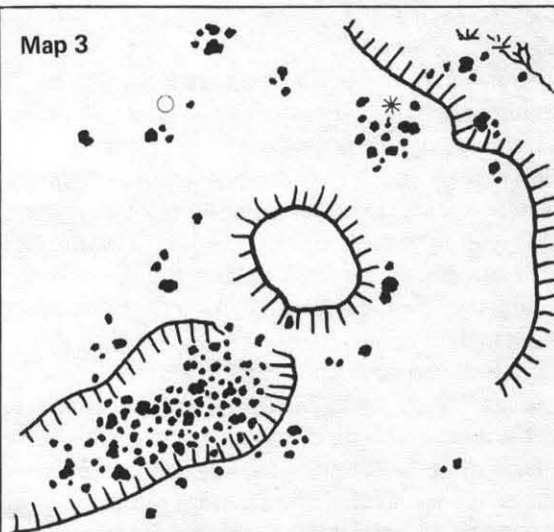
Mapped by Barnsora Mapper, 1512. This is a typical valley sprawl, scattered on the slopes but crowded into the valley bottoms. Most buildings were made of reed and mud.

Map 2



Mapped by Parvenu Greenink, 1567. When the squalid villages are spread atop the rolling land they tend to be spread out, like this one, with small clusters bunched about the rulers. Areas marked t are permanent trollkin lookout posts.

Map 3



Mapped by Horsten Blue, 1619. The village seized a food source and simply moved right atop it. The mammoths were driven over the cliff into the valley. Such a food boon caused a rapid increase of population, as shown. Permanent military outposts are not shown.

misses anything) will proceed around the chamber, pointing to various objects and saying, "Don't touch this, it's mine! Don't touch this, either! Don't touch her! Don't touch that kid!" and so on.

This first circuit of the room covers the possessions that the troll would be willing to kill you for. Generally there are not too many items in this circuit. When the troll completes the first time around the room, he will circumnavigate the room a second time, pointing to differing objects and saying the same things he said before. The objects forbidden on the second pass are those that the troll is willing to fight for.

The first circuit will include things such as magic items, the troll's wife, dark troll children, and extremely valuable or sentimentally valuable objects. The second circuit will include food, trollkin, weapons, and the like. Some trolls indulge their crude sense of humor and intentionally leave out some object in their passing. When the victim reaches for the passed-over object, the troll will smack his hand away and snarl, "I meant that, too!" Except for such exceptions, however, anything that the troll does not forbid to his visitor may be used. If he exempts food, the guest may eat it. If he exempts a trollkin, the visitor may use it for a slave while he stays with the troll. It is important to remember that objects passed-over by the troll do not, therefore, belong to the guest. They are still the troll's property, though the guest can utilize them to some extent.

This procedure hardly sounds like the height of hospitality, but one must remember that trolls are not humans. The troll feels that he is being enormously generous to the visitor in showing him which items are off-limits, saving a great deal of trouble for both parties.

Never start a fire in a troll's household, whether for warmth or cooking. It is extremely disrespectful and the troll would consider himself well within his rights if he attacked you for so doing. Such a performance should be avoided even in the hovels of Zorak Zoran or Lodril worshippers. Although they deal with fire, it is sacred and mysterious even to them (being trolls after all) and they will not take kindly to a mere human using it in their home.

If a troll has such great respect for the visitor that he honors him by giving him troll-food, it is best to try to eat it unless it's completely unsuitable. If inedible, the food must be accepted anyway and some excuse made as to why it cannot be eaten immediately. Some trolls will try to insult their guests or try to force a fight by giving some food which is unsuitable even for trolls. Unfortunately, it is not always possible to tell whether the mess served is meant to be a gift or an insult. Luckily for the squeamish, even the most generous troll will only rarely give food to anyone out-

side his immediate family, so the problem of trying to eat troll-food rarely comes up.

While in the troll's house, he will usually expect you to provide your own food, unless he has been expressly commanded otherwise by a higher-up, such as his priestess. Most visitors will wish to provide their own food anyway, but be sure to get such rations as are eatable cold!

Important! Under no circumstances ever consent to partake of troll liquor!

It is usually important to one's peace of mind to refrain from asking of what a particular dish consists. This is especially true at troll feasts, where sapient beings are frequently served.

Troll Metalworkers

Most troll cities have their own leadsmiths and bronze-workers. These troll smiths are worshipers of the subterranean god Lodril, deity of volcanoes and gloomy heat; and the deity Gustbran, deity of smithing and bonfires. Many such smiths possess magic spells and songs capable of softening and smelting metal without fire or light. Some of the master troll smiths even build small forges with blazing coals. Less audacious troll smiths beat out their metal with brute strength alone, ignoring the need for heat at all. All troll smiths are considered magicians by common trolls, and they are frequently villains in troll stories.

Special Troll Magic

A common troll magic item is the Stone-to-Kill-Chaos. These small irregular stones are each endowed with a single magical ability which may be used once. They are thrown at their target and take effect if they hit. The stones come in different colors, and the effect varies with the color. Black stones cancel out a chaos feature of the struck target for several hours. Blue stones drain 1d10 points of the target's Power. Green stones, uniquely, are thrown at friends, and heal 1d6 points of damage caused by a chaotic attack. Yellow stones do 1d10 points of damage to the target monster, ignoring all armor or skin. Yellow stones cannot be thrown by a troll, though they can be made by one. Sometimes trolls will make a quantity of these yellow stones and blackmail humans into using them on the trolls' behalf.

Brown stones break any chaos monster struck into 1d4 pieces; this is especially effective, except against gorp.

There are other colors of stones known as well. All of these Stones-to-Kill-Chaos come in varying potency: more powerful green stones will heal 2d6 or more points of damage, stronger blue stones will drain 2d10 or even 3d10 points of Power from their target, and so forth. The easiest stones for the trolls to make are black and green. Only powerful troll queens, shamans, and priestesses are able to create even these stones.

Another frequently met troll magic item is the foe-cursor. This is a log set upright near a troll village with a skull placed on the top. If the skull is a troll skull, the log acts as a form of Detect Enemies matrix: when an enemy passes within 40 meters of it, the spell goes off, and the village is alerted. Other types of skulls are also seen on these log poles — fish skulls, amphibians, reptiles, hoofed mammals, and carnivores. These other skull types throw curses upon those foolhardy enough to brave their threat. The curse varies with the variety of skull and the power of the troll magician who emplaced the pole.

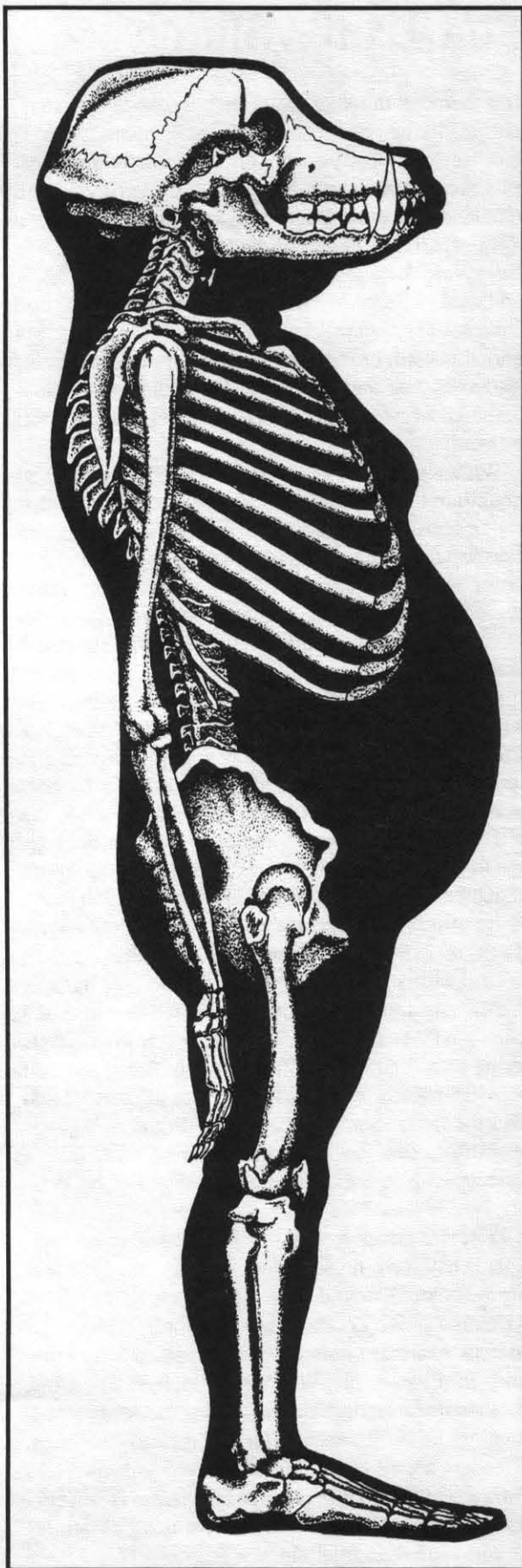
The Troll Physique

Most of the pictures in this supplement show only the more palatable trolls. However, many trolls have far larger tusks, for example, than those pictured. Many are far more obese. Warts, wrinkles, and other interesting skin features are common.

The silhouette given shows the outline of a typical male dark troll, standing at attention. A relaxed posture would be more slumped and the troll would lean further forward. Note the disproportionately long arms and large skull. The troll's obesity is also obvious in this view.

Some sages believe that troll females have but two breasts. This is true for many, but many more (especially among those females descended recently from the mistress race or from great troll sires), have six breasts.

Troll skin can have many colors. The mistress race's skin is velvety black, sometimes showing dark grey spots or patches. Dark trolls have a dark to light gray skin. Dark troll skin often shows a mottling in a different shade of gray, such as orange-gray, or blue-gray. Great trolls' skin is colored similarly to that of dark trolls, while trollkin hide varies tremendously, though it is generally much lighter than an adult dark troll's. Sea trolls are black-blue dorsally, lighter blue underneath; and cave trolls tend towards a bleached green or gray washed over a dull black base.



The Troll Military

Most humans think of trolls as unsociable monsters, hunting, living, and raiding in small bands. This is quite true, in most places. But the truth is that most trolls do not live permanently in human territory. Troll homelands such as Dagori Inkarth or Halikiv are a world apart, a hellish parody of normal human countryside. Instead of farmland and quaint villages, it is blasted wilderness, dotted with tumbledown troll warrens. The fauna are not deer and rabbits, but gnarled trollkin or repulsive bristled insects. Instead of wooded copses and green meadows, the landscape is composed of harsh gray rocks and lonely fungus-mottled trees.

Within troll lands, many weird phenomena exist unfamiliar to the "real" world. One of these is that strange construction, the troll army. Unknown to and unsuspected by most humans, each dark troll land can muster several organized military units. These gangs have only entered human lands on rare and historic occasions, such as during the Gbaji Wars. Still, the threat posed by their existence should not be de-emphasized.

When enemies intrude into troll territory in force, all trolls capable of resisting do so, but most do so in a pattern reminiscent of guerrilla war — picking off and eating stragglers or scouts, confusing assaults by hordes of trollkin to distract the invading force while the trolls themselves drive off horses or ransack the baggage train, midnight ambushes, etc. Such activities are not generally performed by the troll army, which reserves its efforts for large-scale activities, such as mass assaults or scouring the countryside for raiders.

Troll military units are called "gangs" by humans for their apparent lack of organization. Sometimes the more dignified expression, "war gangs," is used. Trolls serving in war gangs are often not volunteers, the troll queens and Karg's Sons using a form of conscription to fill the ranks. Some units even raid rival troll gangs for warriors (usually to take trollkin or great trolls). Trolls serving in the army are considered to be Warriors.

Troll war gangs are not organized like human regiments. They have no sergeants, no officers. Each war gang is centered around from three to ten Karg's Sons or Death Lords (Zorak Zoran runelords). These individuals exercise control over the unit, not by command, but by example. When the leaders charge a foe, the other warriors do likewise. When the leaders stop marching, so do the rest. If, as occasionally happens, the leaders are all killed, the followers are thrown into disarray, and flee to join other nearby units. This weakness is offset by the quickness with which troll armies take action on the battlefield.

Troll War Gangs of Dagori Inkarth

As an example of troll war gangs, the nine gangs of Dagori Inkarth are described below. After each war gang's name, its home base is given. Most gangs have minimum requirements that all recruits must meet.

Weapons favored by the gang are listed, as are typical skill levels for those weapons and for troll military skills (especially Climb, Conceal, Darksense/Scan, Darksense/Search, Devise, Jump, Listen, and Track). Then the number of points of magic commonly known by members is given, followed by typical armor.

Gamemasters may permit player character dark trolls, free great trolls, or warrior trollkin to join one of these Gangs, gaining free training and spells. However, survival in such a unit is not guaranteed, so the gamemaster must run an adventure or campaign involving the Gang in question. Base the adventure on the typical tactics of the unit. For example, characters in the Enraged Mob would make several frenzied charges against powerful, organized units of non-troll invaders in the course of a military season.

The characters may start such an adventure with several years of experience under their belts, assuming they qualify for enlistment in the unit in question. Characters will have the skill level listed in Attack and Parry with each of the weapons used by the Gang (one weapon if none are specified), and in three of the military skills listed above. They will have an amount of spirit magic based on the listed die roll.

Weapons and armor will be available only as long as membership in the gang is retained (along with all the risks and responsibilities). Most members of these gangs occasionally have adventures, of course.

ENRAGED MOB: Laca

All characteristics must be 6+. Must be capable of yelling for a long time without losing one's voice. Trollkin acceptable.

Weapons: any. A wide assortment is used.

Skill Level: (trolls) 50%; (trollkin) 35%.

Spirit Magic: (trolls) 2d4 points; (trollkin) 1d4 points.

Armor: cuirbouilli.

Notes: this unit, which is three-quarters Warrior trollkin, is only mustered in case of actual invasion. In combat, the Mob is used in uncontrolled charges, to shatter or wear down the foe in preparation for some more expert troll gang's attack.

ELITE KILLERS: Redstone

Trolls must be initiate of Kyger Litor and have STR and DEX at 11+, and POW of 9+. Trollkin must have DEX of 16+.

Weapons: (trolls) sling and maul; (trollkin) sling.

Skill Level: (trolls) 60%; (trollkin) 40%.

Spirit Magic: (trolls) 2d6 points; (trollkin) 1d6 points.

Armor: (trolls) bezainted; (trollkin) cuirboilli.

Notes: a typical war gang. Despite the band's name, they are not considered particularly expert. The many trollkin in the unit act as skirmishers.

CRUSHING HORDE: Boulder

All characteristics must be 8+. No trollkin permitted, so the unit can operate in daylight.

Weapons: any. Prefer non-missile weapons.

Skill Level: 60%.

Spirit Magic: Heal 2 plus 1d6 more points.

Armor: bezainted helmet, cuirbouilli elsewhere.

Notes: this unit is operated by a team of Zorak Zoran Death Lords, and the core members are Zorak Zoran worshippers.

WILY BASTARDS: Natch Lake

Trolls must have characteristics must be 9+ and their Stealth modifier must exceed -5. Trollkin must have a positive Stealth modifier.

Weapons: Sling plus Mace or Maul.

Skill Level: (trolls) 50%, except Sling, Stealth skills at 70%; (trollkin) 35%, except Sling, Stealth at 60%.

Spirit Magic: (trolls) 2d4 more points; (trollkin) Heal 2.

Armor: cuirbouilli.

Notes: specializes in large-scale military ambushes.

SNARLING BUTCHERS: Castle of Lead

All characteristics must be 11+. Must have big tusks. No trollkin permitted.

Weapons: Any.

Skill Level: 70%.

Spirit Magic: 3d6 points (as INT permits).

Armor: scale helm, ringmail elsewhere.

Notes: another Zorak Zoran gang. Almost a third of the members are initiates of Zorak Zoran.

IMMENSE SPEARMEN: Laca

Must be initiate of Argan Argar and have one or more trollkin servants (who also join the gang). Non-trollkin must have INT of 12+, POW of 12+, and a 1d6 or better damage bonus.

Weapons: 1H Spear and Kite Shield.

Skill Level: (trolls) 60%; (trollkin) 40%.

Spirit Magic: (trolls) 2d6 points; (trollkin) Heal 2.

Armor: (trolls) scale; (trollkin) ringmail.

Notes: despite its name, this gang is composed of a mass of well-trained trollkin, commanded by a sprinkling of trolls.

BODY EATERS: Castle of Lead

Must have one or more servant trollkin (who also join the gang). Non-trollkin must have 10+ in all characteristics.

Weapons: (trolls) Maul and staff sling; (trollkin) 2H spear and staff sling.

Skill Level: (trolls) 60%; (trollkin) 40%.

Spirit Magic: (trolls) Heal 2, an offensive spell, and 1d6 more points; (trollkin) Heal 2, an offensive spell.

Armor: (trolls) scale; (trollkin) bezainted.

Notes: a war gang of fair quality, though with many warrior-class trollkin filling the ranks.

MURDEROUS FLYERS: Great Caves

Must supply a riding beast or useful trained insect (no ham beetles, please). POW must be 13+, and other characteristics must be 10+. No trollkin permitted.

Weapons: Any.

Skill Level: 70%, plus Insect Care or Ride at 80%.

Spirit Magic: Heal 2, Demoralize, Disrupt, + 1d6 more points.

Armor: lamellar.

Notes: this unit specializes in providing teams of attack-trained winged insects, such as giant wasps, for other gangs. Some of the trolls in this gang do ride insects, but not flying ones.

TITANIC SWARM: Hive

Trolls must be an initiate of Gorakiki, supply a giant flying insect and trollkin tender, and have a POW of 13+. Trollkin must have a SIZ of 9 or less.

Weapons: Any missile weapon.

Skill Level: (trolls) 60%; (trollkin) 30%, plus Ride Flying Insect at 90%.

Spirit Magic: (trolls) 2d4 points; (trollkin) Heal 2, Speedart, 1d3 more points.

Armor: cuirbouilli.

Notes: this unit uses elite value trollkin to ride giant flying insects into battle.

Kyger Litor

I. MYTHOS AND HISTORY

KYGER LITOR is one of the old Darkness gods, but one who was not important until the creation of the Man Rune. From the vague and unknown spirits of the Old Dark, she stepped forth to mate with the Man Rune for her mistress, Subere, also called Hell Darkness. There, in the lightless world, the Men of Darkness were made, and so was spawned the race of trolls.

The troll races first lived within the bowels of the Underworld, and it was a satisfying, though primitive, life for them. Kyger Litor walked freely among living trolls, and she founded many houses of noble trolls to rule over the lesser breeds. These ancient beings are the Mistress Race.

When Yelm the sungod came to Hell after his death, Kyger Litor was among those Darkness deities who fought against him. Like the others, Kyger Litor was defeated, and so Yelm earned his place as a god of the dead. The bright death was too much for the dark troll races to bear, and they fled in fear and anger from their birthplace. Kyger Litor led them by secret ways to the surface world where Night already hid, and so began the Lesser Darkness. Trolls and their dark allies fought against the forces of the surface world.

The trolls ruled much of the surface world during the Great Darkness, and they bore the brunt of the fighting against the things of chaos which swarmed upon the world with the Devil. Islands of life clung precariously to their existence through the wars against chaos, and were often led by trolls and their gods. Of those gods, Kyger Litor was the most popular.

Kyger Litor built several of the legendary Castles of Lead as bulwarks against the chaos armies and a few of these yet stand. They attracted the greatest enemies of chaos, and aided all nearby centers of population by doing so. Kyger Litor aided Waha once, and she was once saved by Arroin the Healer. Trolls from the Dagori Inkarth Castle of Lead fought in the I Fought We Won battle where chaos was defeated.

Kyger Litor was one of the more important deities at the Dawning. She had to be consulted in the Great Compromise which made Time, and she agreed to it as did all the gods. Many of her minions were frightened again by the orb in the sky, but it was much weaker

this time, so many could withstand it.

In the Dawn Ages, the races of trolls were active and often took part in the political affairs of the times. In the Dragon Pass area, one of the members of the Dawn Council was a troll. Near the end of the Dawn Ages, the trolls were the first to quit the Second Council which was performing a massive ritual in an attempt to create a god. The dragonewts eventually agreed and were the second to withdraw. The Council continued its experiment and eventually spawned Gbaji, who deluded and seduced the world and was responsible for the Chaos Wars which destroyed the Dawn Ages.

At that time, the Broken Council (those who remained of the Second Council) cursed the troll race, and despite the best defenses of Kyger Litor and her followers, the curse struck home. Trolls call this the Great Woe or Curse of Kin.

The Great Woe did not destroy the trolls, but stunted their growth. Some trolls always bred true, but most births after the curse were of stunted things called trollkin. It was almost obscene that these things lived, but they did, though at first many were slain by their horrified mothers. Soon these deformed runts represented the bulk of troll population. Their inferior status was always accepted by trolls; trollkin rarely have the mental, spiritual, or physical abilities to think otherwise. Several unsuccessful attempts to break the curse have been made. One attempt resulted in litters of trollkin being born, rather than singletons. Another produced the sterile Great Troll types. Breaking this curse is the primary interest of Kyger Litor, who wishes to cleanse her race.

The Great Woe certainly affected the trolls' fate during the second age, when the Old Races of troll, elf, and dwarf set upon each other to leave only mankind as the winner. Trolls were driven hither and yon in their defeats, but in the end they won all of the dark and foreboding places of the world as their potential haunts, and there they have lived through all the rest of history.

Trolls all know that their Goddess lives in a secret place in the Underworld and that they will be sent to her after death by the judges of the dead. Life in that hell is a bliss for trolls, consisting of an empty gray plain populated by giant insects which are food for the dead, and occasional springs where the dead may drink and (depending on which pool they drink from) determine what troll race they will be reborn into for their

next life. Cursed trolls are condemned to be reborn as humans, dwarfs, elves, trollkin, or other food creatures.

Funeral rites for the cult are simple. The trolls chant a prayer (the full impact of the prayer is only possible in Darktongue):

*Friend, don't be slow
To find the home all life must know;
The goddess will help you go.*

*From the lands that see,
I am bound and you are free;
No longer bound must you be.*

*Of Darkness you learned
For Darkness you yearned
To Darkness you are returned.*

The soul is sent off and the living then sit down and return the body to Darkness by devouring it. Trolls are always happy to perform these rites over any other race, animal, or plant. The cult of Kyger Litor forbids killing other trolls for food, but trolls will so kill trollkin.

Kyger Litor has two Runes: Man and Darkness.

II. CULT ECOLOGY

Kyger Litor is the Ancestress of the races of trolls and as such forms the root of their being. She is very popular with her children and so her cult continues to exist. She is one of the primary fighters against chaos. This fact is begrudged by humans and troll-haters, but undeniable. Her importance in this is enough to prompt an occasional human to be adopted into her cult. Kyger Litor has a working relationship with all Darkness cults as neutral parties or potential friends. Kyger Litor dislikes all gods of light and fire. Trolls rarely befriend cultists of light or fire, and sometimes are downright fearful of their powers. This is most noticeable among weaker trolls.

She dislikes the Lightbringers for many reasons. They were among those deities which Kyger Litor fought when she first led her children to the surface world, and they deserted the defense of the cosmos when they left on their quest. Even though their quest saved the cosmos, Kyger Litor knows that she did well without them, and she is resentful that they brought back Light. Trolls detest both dwarfs and elves, except as food. Especially hated are dwarfs, who invented iron, which is a poison metal to trolls (and elves). Both feuds started in godtime, and have harried all three races like plague in Time. In the Second Age, there

Mistress Sazdorf (a Mistress Race troll) of the Sazdorf Clan

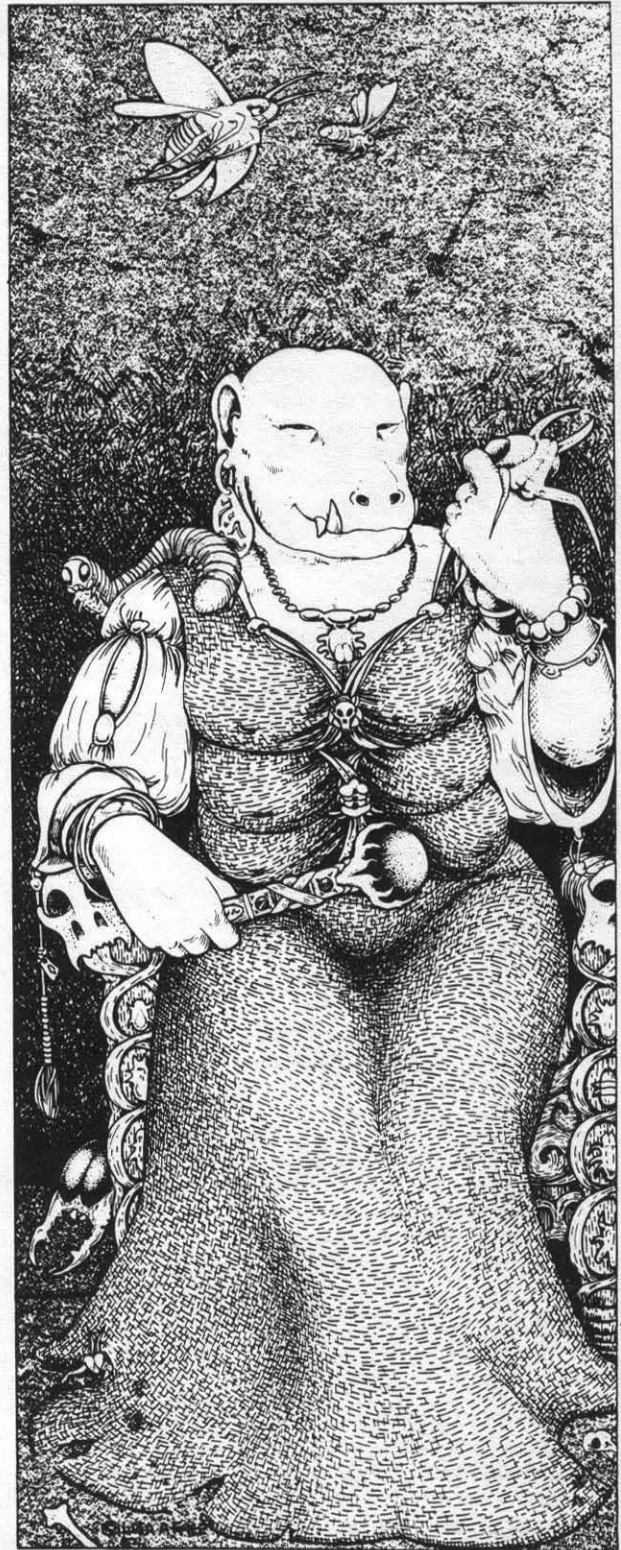


Illustration courtesy of the Jonstown Archives.

were great wars in which the trolls lost territory, wealth, and thousands of lives to their foes.

Seasonal holy days are held each Freezeday of Harmony week. At these times, trolls place all their faith in

A Priestess of Kyger Litor

An Excerpt from an Issaries cult document, "The Travels of Biturian Varosh" (1620 S.T.)

Commentary by Minaryth Purple: Biturian was a wandering merchant priest from the Issaries Goldentongue subcult. He traveled through Prax and kept a record during the year 1615. His journals eventually found their way into the Jonstown Compendium, from which this passage is drawn.

Biturian's caravan had been travelling extensively in Prax at the time. Biturian was accompanied by a remarkable bison-woman named NorayEEP. He went to eastern Dagori Inkarth, the troll land north of Prax, and reached a large troll town. His account follows:

"The town held about 800 trolls and some 30 permanent human inhabitants. They all lived in shacks clustered about the questionable inn. The inn's owner said that trolls occasionally stayed there because it was the best place in town. Perhaps he meant they found fatter rats there, or some crisper bedbugs. We chose to stay in the fields with the mules. NorayEEP and I took turns all night standing with the guards to watch over the animals.

As would be expected, the night was the busy time in the troll village. It teemed with trollkin, and many trolls stopped to speak about me with the local humans. None came close that night, though.

The next evening trollkin came bearing messages to visit their masters to trade. This is a normal troll custom, but I did not plan to submit to troll custom overmuch. By midnight some bold individuals had come. They wanted fresh butter, copper pots, fresh meat, new spear heads, and silver. They were awed by the plaything gimmicks I carried to amuse such primitives. They wanted to trade all kinds of troll garbage, including one fellow who came with a sedan chair filled with lead bolgs! I told them I wanted dragonteeth, animal tails, lead slingstones with the mark of Kyger Litor, and any pieces of magical lead armor they could spare.

On the second night I got some items I desired. One battered drunk of a troll came by with a lead glove and a sad tale of how it was all that was left of his once-glorious son. NorayEEP was so touched she even gave him a jack of fermented bison milk. Later I was pleased when I traded two pinwheels and a bronze hammer for eighteen tails of various herd animals. I realized that whom I traded with was one of the troll hunters who delight in stalking the flat plain to kill Eiritha's beasts — yet he was delighted by those

the high magics of their goddess and abandon themselves to her protection and control.

Winter (Dark season) is the special time for trolls, and so their most sacred day is then. It starts at daybreak of Godsdag/Disorder week, reaches its peak during that night, and comes to a smashing conclusion at dusk of Freezeday/Harmony week. the rituals reenact the wading of Kyger Litor through formless chaos until she found vile Thed, Mother of the Broos, and dashed the evil spirit to the earth and skinned it, using the hide to make the magical drums which beat of themselves through the rest of the ceremony. Thus the night ends in harmony, and the trolls rest for having done a good job.

III. THE CULT IN THE WORLD

Among trolls, the cult forms the very fabric of society and it permeates everything they do. Cult positions are identical to social positions. The goddess, through her priestesses, is extremely important in determining troll behavior.

All trolls are considered members of this cult at birth, and the great majority become initiated into its secrets at adolescence. Kyger Litor is still strong even among troll societies such as those of the Shadow Plateau or Kingdom of Ignorance, which now favor more sophisticated cults.

The size of a Kyger Litor temple depends directly on the size of the troll tribe which maintains it. Essentially all adult trolls are initiates. Even trolls belonging to other cults usually retain their ties to Kyger Litor. Shrines to Kyger Litor teach Darksee.

Troll tribes are run by religious hierarchies forming the social superstructure. They are matriarchal in structure, with priestesses and shamanesses as leaders. Trolls do not differentiate between religious and governmental control. They are never ones to disavow simple strength, however, and a mere male initiate can be important because of his prowess.

If there is a member of the mistress race present, she always will be the head of the hierarchy. When, as usual, one of these dominant creatures is absent, the strongest priestess or shamaness present becomes the tribe ruler and high priestess. Strength is counted by numbers of followers as well as personal power, and an inexperienced priestess of Kyger Litor with many loyal followers may outrank an expert Gorakiki shaman with few initiates.

Depending on the size of the tribe, any number of

priestesses may report to the high priestess, and these may be chief priestesses with their own holy hierarchy as well. The ruling factor is personal loyalty of the followers.

All Karrg's Sons in a tribe are primarily loyal to the high priestess.

IV. INITIATE MEMBERSHIP

All full trolls (dark, great, hot, ice and mistress race) who reach the age of 14 without dying are granted initiation, after the usual sacrifice of a point of POW. Candidates must take a pro forma examination by a priestess, but acceptance is automatic unless the member has performed hostile or questionable acts.

A troll-related creature, such as a trollkin or tusk rider, can be initiated if he has a POW of 10 or more, speaks Darktongue with a skill of 50% or more, and has both a weapon attack and parry of 40% or more. In addition, he must have proven himself a great friend to trolls in the recent past and he must give the high priestess a mighty gift of some sort (such as a good magic item, a year's supply of gourmet food, or the head of an important enemy). The candidate must go through a ritual rebirth in which he must roll his POWx5 or less on 1d100 and sacrifice a point of POW. Failure means rejection, and that individual cannot try to join Kyger Litor's religion again for a year.

A creature completely unrelated to trolldom, such as a human, can only be initiated through a difficult adoption ceremony, symbolized by rolling POWx3 or less on 1d100 and sacrificing a point of POW. Failure means the death of the candidate. In addition to the ceremony, the candidate must fulfill all requirements listed for part-troll candidates.

In any case, any non-troll initiated into the cult will afterwards be addressed as a troll by cult members. They will have no more special exams other than those required of all cult members. Generally a slight physical change accompanies initiation for non-trolls. A human, for instance, might grow rudimentary tusks and gain grayish skin.

Initiation is the coming of age ceremony for trolls, and after its completion, they are considered to be an adult. Those few trolls which refuse initiation remain children officially, and especially cruel trolls may even treat them as trollkin.

Initiates are required to recite a grumbling prayer (learned in the initiation rites) each Darkday at dawn, and therein sacrifice a magic point to their goddess and ancestors. They are expected to obey their priestesses

toys! I think the troll mind is more complex than most people credit.

The village priestess approached my wares on the third night. She was borne by a sedan chair carried by six burly trolls. A Rune Lord came before her, clearing the way. A swarmy herd of trollkin dashed about. Several armed guards blackly watched the crowd. The bearers set the sedan to earth as if they were one troll.

The priestess never touched the earth, but instead a trollkin ran and sprawled where she was about to put her foot: for trollkin, very well trained. I noted that some better-dressed trollkin followed after this regal presence, evidently to heal those damaged by the impact of her feet.

She spoke in halting Pavic, which I understood less well than Darktongue. She would not use her own language, mine, or Norayeeep's. I realized she either wished to keep her words secret from the other trolls or that she thought I could not bargain in a language I hardly knew.

She offered me a necklace of animal skulls and lead beads strung upon knotted human hair. She offered me a set of 12 wooden staves, each one meter long and topped with a differently-carved monster head. She offered me a log which had seven dragonteeth and parts of eight others stuck into it. She offered me Blinding, Summon Ancestor, Counter Chaos, or Crush. She asked for Create Market, Path Watch, Sever Spirit, or Turn Undead. Her demands smacked of Heroquesting, and Eye-whisper said she was followed by many spirits, some of them her ancestors and others bound.

Of the spells she wished for, I had but two, and one had been used to make our meeting place. If I gave up Path Watch, any ambushers might find us easier pickings. I bargained, finally got a Summon Ancestor, plus the skull necklace and the dragonteeth. I also gave her a pair of silver earrings worth 200 Lunars, and 320 clacks.

When we were done, she turned, saying in Darktongue, "The Path opens before me. Business is soon at hand." Then she threw the clacks to the crowd, who trampled many trollkin as they fought for the money."

Continued commentary by Minaryth Purple: Biturian here uses the special Issaries divine spell of Spell Trading. Unstated, because Biturian is too proud to admit it, he gave away his Path Watch spell in exchange for one use of Summon Specific Ancestor. As Biturian's journal shows, he was shortly afterwards ambushed by trolls. These two groups of trolls were obviously working together and planned this scheme to destroy this merchant. This is another example of the foolishness of venturing into these foreign lands without a scholar as guide.

and social rulers. They must follow the Kyger Litor hatred for all things of chaos, and work for its destruction. Initiates must devour some form of vegetation

each week, and give 10% of their income to their personal priestess.

Initiates are forbidden to learn Firearrow, Fireblade, Ignite, Light, or Lightwall or any other fire- or light-using spell. If these spells are known, they must be forgotten.

Spirit Spells: Befuddle, Bludgeon, Countermagic, Darkwall, Demoralize, Disruption, Dullblade, Extinguish, Heal, Mindspeech, Protection, Second Sight, Slow, Spirit Screen.

V. ACOLYTE MEMBERSHIP

A candidate for acolytehood must have a skill of 30% in Read/Write Darktongue, and know both Darkwall and Mindspeech. She must have at least 50 percentiles in ritual magic. She must pay 1000 pennies to the cult and undergo the Test of Holiness (POWx3 or less on 1d100).

Kyger Litor acolytes may not be shamans.

An acolyte must donate 20% of her time and 50% of her income to her priestess. She may learn reusable rune spells.

VI. KARRG'S SONS

Karrg's Sons are warrior leaders of the community. The priestesses are powerful, but have many important functions and duties besides those of war. War is a special matter, and Kyger Litor leaves it to the Rune lord subcult of one of her sons, Karrg, who started the class.

To become a Karrg's Son, a member must have been an initiate for at least one full year. He must be able to write Darktongue at 30% or more. He must also have at least 90% skill in two weapon attacks, 90% in a weapon or shield parry, and 90% in any two of the following skills: Climb, Conceal, Jump, Listen, Darksense/Scan, or Darksense/Search. He must also roll under his POWx3 on 1d100. If the requirements are met, and there is a need for a Karrg's Son, the candidate will be accepted.

Karrg's Sons are not allowed to speak directly with trollkin, and require underlings to act as intermediaries. They must ritually eat large quantities of vegetable matter (elves are considered vegetable matter). On each yearly high holy day, a Karrg's Son must eat a

relative. (This can be a trollkin.) Karrg's Sons cannot sleep under a roof while their people are at war. They cannot pass by a herd of sheep or pigs without trying to kill one to give to their priestesses. They cannot have less than two spouses, and may not be married to a priestess of Kyger Litor, though a spouse can be a priestess of another, friendly, cult.

Karrg's Sons must always let a musician finish a song or tune before he praises or condemns it. (Kyger Litor loves music.)

A Karrg's Son must own slaves (to show the superiority of trolls), and are encouraged to own non-troll slaves. Karrg's Sons are required to hunt down one meal per season for themselves and their close family. They must personally kill and bring one deer, pig, horse, elf, or other appropriate food gift to their local High Priestess once per season.

Karrg's Sons favor black clothing, and may trim or decorate it as they wish. They must never travel about unarmed, even in their own dwellings.

A Karrg's Son may not be a sorcerer. He must give 90% of his time and income to his priestess.

Karrg's Sons are given a set of magically-smithed leaden armor upon attaining their status. Unlike the heavier enchanted lead armor available for most troll cult runemasters, this superb armor is no heavier than bronze armor in encumbrance, and absorbs 1 extra point of damage. Expensive sets of this armor are available, set with jewels and sculpture.

Karrg's Sons also receive special allied spirits, which are normally bound into their weapons. Weapons can also be made of magically treated lead which breaks less easily, giving it 2 extra armor points (in addition to doing the usual extra damage and having the usual extra ENC for enchanted lead).

A Karrg's Son rolls only 1d10 for Divine Intervention, rather than the usual 1d100.

Karrg's Sons have the honor of leading armies into battle, and of leading small parties on specialized missions. Even priestesses must defer to their commands when in the field with them. Karrg's Sons determine the disposition of spoils after a battle. See the previous chapter for more on troll military practices.

Karrg's Sons may sponsor trollball teams in their own name.

Even in peacetime, Karrg's Sons are respected and honored members of the community. They may live in the temples of the cult and may treat the temple as their own home. Karrg's Sons may choose a number of initiates to be their personal bodyguard and household troops. The number depends on the fame of the selecting lord, and the willingness of those selected. Some lords prefer a smaller body of experts, while some enjoy a colorful parade-ground platoon.

Karrg's Sons may sacrifice for Kyger Litor's Rune magic as do initiates.

VII. RUNE PRIESTESS MEMBERSHIP

The priestesses of this cult are social as well as spiritual leaders, forming a theocratic hierarchy based on family ties. The communities are run by noble families who also control the priesthood. The members of the priestesshood are revered with mingled superstitious awe, familial loyalty, and political necessity. Though they are called "priestesses", they need not be female.

A candidate for priestesshood must be able to write to at least 30% in Darktongue, an ancient tongue with a history of written documentation from before the Darkness. The candidate must have been an initiate for at least 2 years, and must not be a sorcerer. She must know the spells of Darkwall and Mindspeech. She must have at least 50% in the various ritual magic skills, divided among them. Finally, there must be a need for a new priestess, or she automatically is not accepted.

If all requirements are met, the candidate is taught how to awaken her fetch by the high priestess. She goes to a secret cave and attempts to create her fetch as per the normal shaman rules. After this, the evil Burner comes with a POW of 35 and attacks the candidate. If the candidate has a fetch, Burner remains for only 2d6 rounds. Otherwise, it remains until it has possessed the victim or been driven away.

The priestess/shamans of the cult have few restrictions, save that they make no compromises in maintaining the cult's needs, likes, and dislikes. They must accept responsibility for their followers' welfare, and provide them with leadership. They have normal shaman restrictions.

Priestesses of Kyger Litor can only bind darkness spirits to their fetches. Such spirits, especially troll ancestral spirits, are usually friendly to the priestess and her fetch. Other spirits are generally unfriendly or neutral. Spirits of fire, earth, elves, humans, or other traditional troll foes, are usually desperately hostile.

Priestesses are allowed to extract as much as they can from their followers, and are treated with all the dignity and honor of the community. They get 10% of the income of all their personal initiates to support themselves. All priestesses are given a giant beetle to act as a watch creature and this may be awakened to be used as a familiar.

Common Divine Spells: all.

Special Divine Spells: Absorption, Blinding, Com-

Special Kyger Litor Divine Spells

Blinding

1 Point

ranged, temporal, stackable, reusable

This spell blinds the target entity. The chance of the target hitting or parrying with a weapon goes down by 75% and visually targeted spells cannot be cast (spells such as Healing or Second Sight still could be). Each extra point used in this spell adds 25% to the chance of it working. If the caster had a POW of 18, the target would resist as if the caster had a POW of 23, if the caster used two points of Blinding instead of one. Creatures that can function without eyesight or light, such as trolls or dwarfs, are not hampered by this spell.

Counterchaos

2 points

ranged, temporal, nonstackable, reusable

Note: this spell description has changed from GODS OF GLORANTHA. This description supercedes that one, and if you own GODS OF GLORANTHA, you should make a note to that effect.

This spell must be cast on a chaos monster of some sort, whose magic points must be overcome before the spell can take effect. This spell cancels all chaos features which the creature possesses as a result of rolling on the Chaotic Features for Chaotic Creatures table. When the spell's duration expires, the feature returns. Thus, if a chaotic creature had a feature increasing its POW by 3d6, its POW would decrease by 3d6 (to a minimum of 1) for the duration of the spell. A chaos creature which grew an extra arm as a result of rolling 77-86 on the Chaos Features table would resorb that arm for the duration of the spell. This spell also affects reverse chaos features inflicted upon a creature as a result of the Curse of Thed, as well as temporary chaos features received through magic, as with the Chaos Gift rune spell.

This spell does not affect chaos features which are natural to a particular monster, only those received from the random table. For instance, a Jack O'Bear's Harmonize ability would remain intact, despite this spell. A cave troll could still regenerate from wounds, and a two-headed dragonsnail would keep both heads.

Darksee

1 point

ranged, duration 6 hours, nonstackable, reusable

Allows creatures which see best in full daylight to see in the dark as if it were full daylight. Creatures which are primarily nocturnal can see in full daylight as if it were the dark to which they are accustomed. It negates the effects of sunlight on trollkin and cave trolls. It negates Blinding as well (see above).

mand Fear Spirit, Command Shade, Counterchaos, Darksee.

VIII. SUBCULTS

Gray Furies

Initiates that apostatize from this cult can be sure that, some time in their life to come, they will be attacked by a Gray Fury. It may attack them during a battle, it may come in their sleep, or any time.

A Gray Fury is a winged, humanoid figure some-

what resembling a gargoyle. It has a POW of 2d6+12, an INT of 12, and knows the spells of Healing 5, Countermagic 4, and Ironhand 3, the last two of which it usually casts before manifesting itself. CON and DEX are each 3d6, and SIZ varies from 1d6 to 6d6. STR is always the same number of d6s as SIZ, but has a +12 add, so that, for instance, a Fury with a SIZ of 4d6 has a STR of 4d6+12. It has a basic attack chance of 55%, which is increased by the Fury's attack modifier. The Gray Fury's knobbly hide is worth 6 points of armor. It uses the gorgon hit location table.

This attack may be cancelled by rejoining the cult before it has occurred. It is possible to prearrange the attack by telling the local priestess of intentions to quit. She is, by custom, required to summon the Gray Fury to test the initiate's ability to survive outside the cult.

Lead & Uz Culture

Non-troll observers are often confused by the very trollish relationship between Uz culture and the rune metal lead. Lead is the darkness metal, and naturally is sacred to trolls, who are linked to that element. Yet trolls treat this sacred metal in ways that are surprising to humans.

Sacred troll objects are usually made of lead, and are treated with great reverence. Yet trolls are not intimidated by the runic importance of lead, nor do they use or show lead objects only in sacred places. Lead is also used in many mundane ways by trolls, most importantly as a form of currency, the *bolg*, a small, minted lead coin.

The *bolg* was invented by the darkness god Argan Argar. Some have speculated that this usage was originated when a medium of exchange was needed by trolls that was both portable and valuable. Lead is often mined in troll lands, such as the Shadow Plateau in Maniria, so trolls can easily maintain a sufficient supply of the metal to use as currency.

Trolls show their casual attitude towards lead in other ways. Troll objects of important but mundane function, such as drinking mugs, will sometimes be made of lead. Lead slingstones are often, if not commonly used by troll warriors. Trolls have even been known to eat lead, though this may be construed as a sign of reverence rather than disrespect, according to many troll scholars.

What is the value of lead to a troll, if he uses it both for mundane and for sacred purposes? It is clear that, among themselves, trolls treat lead as a highly valuable material, perhaps analogous to the human valuation of silver. However, when experienced trolls trade with humans, lead mysteriously becomes a metal of little or no value, in accordance with humanity's low opinion of the metal. The usual exchange rate in such cases is 10 *bolgs* to 1 clack (a copper piece not much larger than a *bolg*). Of course, trolls who are inexperienced with humans may make mistakes, trading valuable items for modest amounts of lead.

One of the troll uses of lead that is most dramatic is in its forged and enchanted form. Powerful troll rune masters often wear enchanted lead armor and bear lead weapons when they are on show, or when they are planning an ambush. Enchanted lead crushing weapons are heavy but impressive, doing extra damage, and hurting even beings that are damaged only by magic. Enchanted lead armor is less awesome, offering silence at the cost of increased encumbrance, and giving no improvement in protection. Rules for enchanting lead are given below.

Most ranking priests will have lead-plated garb for ceremonial purposes. Ordinary trolls are happy to use leather or bronze armor, and stone or bronze weapons.

In summary, we can say that troll attitudes towards their sacred metal are variable but internally consistent. Never make the mistake of treating a troll's possessions casually, especially if they are made of lead, but be ready for surprises!

Enchant Lead

Divine Magic Spell

1 point

ritual Enchant, reusable

This ritual must be performed over the item to be enchanted, and 1 point of POW sacrificed by the spellcaster for each 10 ENC or fraction thereof of lead enchanted. The lead should be forged (with a Craft/Smith skill roll) into the desired form before this spell is cast, for reforging enchanted metal cancels the enchantment. Lead items always gain armor points equal to those of bronze. Enchanted lead (na-metal) has half-again the ENC of bronze. This soft, dull metal neither clanks or reflects, so lead armor never detracts from the user's Stealth skills. Lead formed into crushing weapons (only) does +2 damage. Thus, a light mace made of enchanted lead would do 1d8+2 damage. A war maul would do 1d10+4.

The following deities possess the Enchant Lead spell: Argan Argar, Kyger Litor, Subere, Zorak Zoran.

Surviving the Fury, he or she is released from cult vows and allowed to leave.

Gray Furies can be summoned and controlled by means of Command Cult Spirit.

Hero Cults

Most Kyger Litor temples have a shrine to some famed troll hero or other. Different temples usually have shrines to different heroes. Some very important heroes are able to grant special spells or other benefits to their worshipers, and their cults may be widespread. Minor Kyger Litor temple have no shrines, but most major temples have one or more.

Examples of three troll hero cults are given below.

Gerak Kag

This troll hero defeated the Prax nomads in battle and invaded Pavis. His cult has spread from Pavis to Dagori Inkarth, but is unknown elsewhere. Gerak Kag was famous for his leaping ability, and he invented the Jumping spirit magic spell.

Jumping (new spirit magic)

variable

ranged, temporal

This spell allows the user to jump up to 3 meters high or 3 meters away for the spell's duration. Every additional point in the spell adds 3 meters to the range of a jump. The user must make a successful Jump roll, or falls down upon landing, though the full distance is still jumped.

Stone Biter

This Rune spell was first taught by a troll known simply as Stone Biter. His cult is known by trolls through all of Genertela west of the Wastelands, though not by ice trolls.

Stone-Biting

1 point

ranged, temporal, stackable, reusable

This Rune spell is for special use against dwarfs only. It allows an initiate to increase

his Bite attack by 2d6 damage for each point of Power in the spell. See Character Generation for information on the Bite skill.

Tree Chopper

He is another troll hero, from the Godtime. Tree Chopper stole a sacred axe from the earth goddess and used it to desecrate the forests. Then he learned a magic song to make axes work for him and his followers against trees, and he taught it to the trolls.

This Rune spell is called Tree Chopping Song and can be learned from his special subcult. Tree Chopper's subcult is found in Dagori Inkarth, the Elder Wilds, Guhan, and Halikiv of Genertela and the Tarmo Mountains of Pamaltela.

Tree Chopping Song

2 points

ritual Ceremony spell

This ritual, which is performed as a group song, in-

Newly minted bolgs, Guhan style.



fluences every Kyger Litor initiate that chants along with the spell caster. All those affected may use any type of axe against Aldryami of any type with the same attack and parry percentage as they use with a mace or maul. No other weapon types convert. The caster and all participants must beat on dead logs with their mauls or maces as part of the ritual. The spell lasts until the next daybreak. In any battle between elves and trolls, the evening before the battle will be marked by several gatherings of trolls beating on logs and singing their guttural song.

IX. ASSOCIATED CULTS

Daka Fal

The cult of Kyger Litor is intimate with the way of Daka Fal. The priestesses are urged to become shamans of Daka Fal as well, and to gain access to the many ancestor-worship spells. The usefulness of this is apparent, for the priesthoods have the same general ancestral families and know the spirits' abilities. This eliminates many of the experimental dangers of the spells, for the cult teaches genealogy as well. They have a known pool of available spirits this way, and a hierarchy which is in command of those releasing them.

This also helps explain the persistent strength of the Mistress Race trolls still alive, for they have very short genealogical connections with Kyger Litor herself, and are themselves at the top of the lists of many widespread troll families.

Subere

This is the founding goddess of the Darkness Rune, and the entity worshiped by Kyger Litor. She gives Kyger Litor her spell of Attack Soul.

Xiola Umbar

Somewhat surprisingly, this is a gentle goddess of the trolls, also worshiped by humans. She is often called the sister of Zorak Zoran. Although she and her cult are somewhat disparaged by the common trolls, she is important to them for caring for the helpless (often

trollkin) and also for healing. For the former she is scorned, for the latter she is blessed by all trolls. She gives Kyger Litor the rune magic of Healing Trance.

Zorak Zoran

Relations between the worshipers of Zorak Zoran and the Karrg's Sons are very trollish. This means that they are friendly or neutral, but personal feelings can always intervene between individuals or cults. Sometimes hostilities break out between Zorak Zoran and Kyger Litor factions. If Zorak Zoran wins, then the lords of the berserker cult will fulfill the same social roles as previously held by the Karrg's Sons. He gives Kyger Litor the Crush spell.

X. TROLL ADOPTION RITES

When a non-troll joins the cult of Kyger Litor, he will have to undergo certain rites, including tests and ordeals, which will magically transform him to be a true troll, born of the womb of darkness. The rituals are highly secret: this account is pieced together from fragments from many survivors over the centuries.

The Kyger Litor priestess performing the adoption ceremony is in charge of all affairs, and her arrangements and commands will decide all details of the rites. This outline shows only the most general patterns which are always followed.

No trolls will allow anyone but a friend even to think of asking to be initiated. Trolls do not jovially expose their secret racial rites to outsiders. If someone unknown or questionable asked to be initiated, the trolls would always either kill him then and there or maybe plot his eventual demise some dark night. Troll religion is not trivial to its worshippers!

The questioning will be much like that asked of all troll initiates, but when the question "Who is your closest kin here?" is asked, the answer, is, of course, "No one." The whole ceremony is stopped. The trolls all put on a look of great surprise and everyone asks "How can this be?" and "Who is that there?" even if they've known the person for years. The priestess launches a raft of ritual questions. The wrong answer means death. "Are you sure you want to be here? You think you can find ancestors in the darkness? Is someone here willing to give his family to you?" Once the answers are given, the priestess announces that the Rite

of Adoption will begin.

All entrances to the temple region are sealed. Lead is traditional but few clans use it anymore, for dirt and stuffed rags do as well. Trolls then seize the initiate and hand him about from troll to troll until he reaches the central altar. The person is then placed upon it, standing.

The candidate then must sing a song to Kyger Litor, praising her in the highest terms and asking her to witness his virtues. Then he sings a song to the darkness, Subere, to find his sponsors quickly and send them to him. Then he prays to the trolls for mercy and a quick initiation.

There is no need to make things quick. Each troll has his turn at what follows, and each may take as long as he likes. No rules govern it, but if the songs were sung well and flattered the creatures involved, and if the trolls have a reason to be merciful, they won't linger too long.

The trolls mutilate the initiate to make him into a troll. At some point he will die and his soul itself will be reforged by Subere to be a troll. However, when parts of him are taken while living they are useful for some exotic and special magics. Therefore the priestess urges everyone to keep the person alive as long as possible as she collects the parts. The organs will have a special potency which cannot be gained from involuntary dissection.

These things are done to the person: his ears and nose are ripped out, and bones from dead trolls are inserted into place. All four canines are knocked out and troll incisors are driven into the sockets to act as seeds for new teeth. The internal organs are torn away and a new stomach and a new liver are added. Some other magical parts, including some rocks and carved sticks, are inserted. Examples are known where leg muscles also were replaced. Eyes are generally left alone, per-

haps indicating that the trolls were aware of their use and left them in, being less interested in making people less human than making them more Kyger Litor.

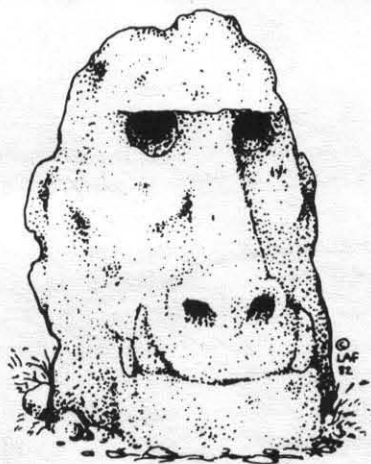
The corpse of the candidate is then wrapped in magical materials, bound by giant silk webs into a fetal position, and laid into the ground on the left side. The magical cocoon is preferably made of sacred insect materials gained from the Gorakiki priesthoods, but sometimes simple dirty blankets and furs are used, then covered with mud. Sometimes the sponsoring troll arms the candidate with magical amulets or weapons before he is covered up.

Some candidates never reawake. They are allowed to rest for up to five years. If they don't emerge by then they are known to have been rejected by Kyger Litor. The cocoon is opened and the troll temple serves a special delicacy at a feast of victory.

If the person does emerge, he will be a troll. The organs and implements so cruelly imbedded into the body will have taken root and become organic parts of the newborn. Teeth, stomach, liver, and so on will be infantile but functional. Darksense will be present, but must be learned without any instinct or training. A human's skull is generally misshapen as well.

In general, the creature will have taken on the features of a troll, though the original racial stock is visible as well. A former human who has had his skull fractured many times and reshaped into a troll shape may not appear human to any but careful observers. Trolls might notice, but they don't care. Beauty, to them, is not visual.

This ritual can be performed on trollkin to make them into full trolls. It is also possible for exceptional trollkin to be initiated into Kyger Litor without these excesses. An ordinary trollkin undergoing the adoption rite would be considered to have a full troll spirit in power and ability.



Giant Arthropods

THE WILD AREAS OF GLORANTHA that are inhabited by trolls are often inhabited by giant arthropods as well. Trolls use these creatures for many purposes. For example, some are raised and eaten. Other are used as beasts of burden. Some are valued for the usefulness of their carapaces as armor. All the creatures below are likely to be encountered in troll territories, some under the control of trolls, some as enemies, as equally dangerous to trolls as they are to outsiders. Note that wherever there are insects, there are arachnids preying on them.

Special Damage Rules

Special hit locations or rules are given for many of the arthropods below. For example, the ham beetle has only one hit location, the body. Bodies or thoraxes take damage as does the chest.

The following three general rules simulate arthropods' resistance to damage in the limbs and wings:

- 1) Arthropods are not incapacitated by shock when a leg or wing takes damage equal or exceeding location hit points. Even the removal of several or all legs does not incapacitate an arthropod. However, loss of all legs on one side immobilizes them. Fewer than four legs reduces the arthropod's movement rate to one. Loss of a wing eliminates the creature's capacity to fly.
- 2) All damage that exceeds the base hit points of an arthropod's leg is not counted against the arthropod's total hit points.
- 3) Damage to wings does not affect total hit points at all, nor does loss of a wing functionally incapacitate an arthropod.

General Rules

All flying insects have a Fly skill. When an insect wishes to fly, it must launch itself, taking off on its DEX strike rank. It must then make its Fly roll. It may do nothing else in the round in which it attempts to fly. If it fails its Fly roll, it falls back to the ground, and may try again next round.

Once airborne, a flying insect need not roll its Fly skill again unless it is wounded in a wing, encounters adverse air conditions, or attempts to perform a difficult maneuver, such as swooping to attack. A failed

Fly roll while airborne indicates a loss of speed and altitude that round (use the creature's SIZ in meters as the reduction in altitude: a huge SIZ 40 mantis would lose 40 meters of altitude in one melee round). The insect may make another Fly roll the next round. If a flying insect becomes unconscious, it falls at the same rate as normal falling objects. The rate of descent of diving flying insects must be determined by the gamemaster.

The psychological effects of these gigantic, often venomous creatures should not be underestimated.

ANT, GIANT

Formica sp.

Giant ants are described in *RuneQuest*.

CENTIPEDE, GIANT

Scolopendra sp.

Centipedes have long, segmented, sinuous bodies. The head is flanked by a pair of poison claws. The hundred legs are needle-sharp and tipped with smaller venom glands. Overall color is usually amber or brownish tan.

Centipedes are nocturnal carnivores which hide in burrows or in shaded places in the day, coming out at night to hunt. They kill and eat anything they can catch, and are quick enough to catch birds on the wing. At night, a hunting centipede may come into a camp, grab a likely prey, and race away. Centipedes do not keep any treasure in their lairs, eating caught prey on the spot. Thus, no fragments of former prey are found in the lair.

Centipedes are found in jungles, forests, and deserts. They come in various sizes. The statistics below are for one approximately 10 meters (33 feet) long.

The centipede's hit location table requires some explanation. The body is divided into 20 or so segments. Each hit location covers one or two of these segments, plus the two slim legs attached to each segment. If the centipede's head is reduced to 0 hit points, it will begin to thrash around aimlessly and eventually dies. If any one segment is completely severed, all segments behind that one are incapacitated, while the segments nearer the head attempt to run off, taking the head with them. If a seg-

ment is incapacitated, but not severed, the centipede's movement drops by 1 meter per SR. Each additional segment incapacitated will lower movement by 1 more meter. When the centipede's move has been reduced to 0 meters, it will die.

characteristics	average	attributes
STR 8D6	28	Move 5
CON 12D6	42	Hit points 42
SIZ 12D6	42	Fatigue 70
INT 1	1	
POW 2D6+3	10	
DEX 3D6	10-11	

location	1d20	points (42 hp)
segment #18	01	7/14 (.33)
segment #17	02	7/14 (.33)
segment #16	03	7/14 (.33)
segment #15	04	7/14 (.33)
segment #14	05	7/14 (.33)
segment #13	06	7/14 (.33)
segment #12	07	7/14 (.33)
segment #11	08	7/14 (.33)
segment #10	09	7/14 (.33)
segment #9	10	7/14 (.33)
segment #8	11	7/14 (.33)
segment #7	12	7/14 (.33)
segment #6	13	7/14 (.33)
segment #5	14	7/14 (.33)
segment #4	15	7/14 (.33)
segment #3	16	7/14 (.33)
segment #2	17	7/14 (.33)
segment #1	18	7/14 (.33)
head	19-20	7/17 (.40)

weapon	sr	atk%	damage
Bite	6	75+1	1D6+3D6 + venom
Trample	6	75	3D6 + venom POT 1D6

NOTES: the centipede's bite injects venom with a POT equal to 1/3 the centipede's CON (drop fractions), giving an average centipede poison POT 14. This poison's effect is delayed 3 rounds. If the victim resists the poison, he takes 1/2 damage.

The trample is the result of having the centipede run over a target with its sharp, poisonous feet. Since centipedes move continually, anyone knocked down in combat is quickly trampled.

SKILLS: because of the centipede's flat body shape, it has no negative stealth or agility bonus for SIZ. Hide 70-1, Listen 50+1.

ARMOR: 7 point chitin.

CRAB, GIANT

Cancer maximus

Crabs are the largest of all arthropods, but the most gigantic ones are strictly deep-water. Crabs and sea trolls are often associated, since the crabs eat the rot-

ten leavings of the trolls. Land crabs are known to rove as far as several miles inland, except during the breeding season. Crabs are scavengers and omnivores. They'll attack anything that appears remotely edible.

characteristics	average	attributes
STR 3d6+24	34-35	Move 3
CON 3d6+6	16-17	Hit Points 26
SIZ 3d6+24	34-35	Fatigue 48
INT 2	2	
POW 3d6	10-11	
DEX 2d6	7	

location	1d20	points (26 hp)
rr leg	01	12/7 (.25)
lr leg	02	12/7 (.25)
rh leg	03	12/7 (.25)
lh leg	04	12/7 (.25)
hind body	05-08	12/11 (.40)
rc leg	09	12/7 (.25)
lc leg	10	12/7 (.25)
rf leg	11	12/7 (.25)
lf leg	12	12/7 (.25)
r claw	13-14	12/9 (.33)
l claw	15-16	12/9 (.33)
forebody	17-20	12/11 (.40)

weapon	sr	atk%	damage
Claw	7	50-1	2d6+3d6

NOTE: both claws may be used to attack simultaneously.

SKILL: Conceal 75-1.

ARMOR: 12 point shell.

GRAMPUS

Mastigoproctus giganteus

These creatures, also known as Vinegaroons or Whip Scorpions, are described in *RuneQuest*.

HAM BEETLE

Bothynus pernae

Small beetles related to the leaf beetles common everywhere. They are strictly herbivorous and about the size of a large ham. They are raised for food by trolls and fly in flocks. Familiars in ham beetles serve as flock leaders, and the beetles will follow such leaders wherever desired.

Characteristics	Average	Attributes
STR 1d3	2	Move 1/3
CON 2D6	7	Hit points 5
SIZ 1d4	2-3	Fatigue 9
INT 2	2	
POW 1D6+2	5-6	
DEX 3D6	10-11	

location	1d20	points
Body	01-20	2/all

weapon	sr	atk%	damage
Bite	9	25-11	1d4

SKILL: Fly 50.

ARMOR: 2 point chitin.

INSECT SWARM

varies

Swarms of ordinary-sized insects are described in *RuneQuest*.

PERIPATI, GIANT

Peripatus mucophilus

These are not true arthropods, but they are closely related. Peripati are worm-like creatures with soft pimpled skin, multiple clawed legs, long eye tentacles, and three rasping mouth saws. Near its mouth are a pair of short tubular tentacles that it uses to squirt a web-like glue at prey.

Peripati cannot stand drying out, and only live in rain forests, usually only coming out of their damp lairs to hunt during heavy rainfall. They fear fire, because of its drying effect, and have a cumulative 5% chance of becoming demoralized each round that a flame is visible to them. This chance increases to 10% if the fire is actually being used as a weapon against the creature. The fire must be an open flame of good size — a candle or lantern will not frighten a peripatus.

characteristics	average	attributes
STR 2d6+12	19	Move 2
CON 3d6	10-11	Hit Points 19
SIZ 2d6+20	27	Fatigue 29
INT 2	2	
POW 3d6	10-11	
DEX 3d6+6	16-17	

location	1d20	points (19 hp)
hind body	01-06	2/8 (.40)
fore body	07-14	2/8 (.40)
head	15-20	2/7 (.33)

weapon	sr	atk%	damage
Bite	5	40+8	3d4
Glue Squirt	2	40+8	glue web

NOTES: The peripatus may attack three times each round, once with the bite, and twice with two glue squirts, both the latter on the peripatus's DEX SR. Both glue squirts must be aimed at the same target, but the bite can be directed against a second foe.

The glue squirt has a range of up to 20 meters and a STR equal to the peripatus's CON. Anyone hit by it is immobilized until he can overcome the glue's STR with his own, trying once per round per glue web. Each web must be overcome separately.

An individual caught in the web cannot dodge, and all attack and parries are at half normal percentages, but he can cast spells normally.

SKILL: Hide 40+6 (the peripatus's elongate body shape eliminates negative skill modifiers due to SIZ).

ARMOR: 2 point hide.

PRAYING MANTIS, GIANT

Mantis immanis

Giant mantises look like a sort of insect dragon, with long stilt-like legs, a triangular head with razor-edged jaws, and long spiked forelegs. They are naturally well-camouflaged and are very hard to see in forested areas when immobile. They are strictly carnivorous.

Anyone riding a tamed giant mantis may use a hit location table of 1d10+10 when striking an opponent, even against other mounted foes (except against enemies riding equally-tall beasts, such as other mantises or alticameli).

Mantises fight fairly intelligently, and won't stop to eat prey when engaged in hot battle, unless a foe proves too well-armored for the mantis's claws alone.

characteristics	average	attributes
STR 6d6+12	33	Move 4/4
CON 3d6+9	19-20	Hit Points 30
SIZ 8d6+12	40	Fatigue 53
INT 3	3	
POW 3d6	10-11	
DEX 2d6+18	25	

	melee	missile	
location	1d20	1d20	points (30 hp)
rh leg	01	01	8/6 (.16)
lh leg	02	02	8/6 (.16)
abdomen	03-05	03-08	8/12 (.40)
r wing	06	09	8/8 (.25)
l wing	07	10	8/8 (.25)
rf leg	08	11	8/6 (.16)
lf leg	09	12	8/6 (.16)
thorax	10-12	13-17	8/12 (.40)
r claw	13-15	18	8/10 (.33)
l claw	16-18	19	8/10 (.33)
head	19-20	20	8/10 (.33)

weapon	sr	atk%	damage
Foreclaw	2	80+18	1d10+4d6
Bite	4	95	4d3

NOTES: the mantis attacks with both foreclaws simultaneously, vs. the same opponent. Because of the mantis's long reach, its foreclaws have a weapon SR modifier of 1. If a foreclaw hits a target, the mantis matches its STR vs. the target's SIZ to lift it to its mouth and bite it on subsequent

rounds. If both foreclaws hit, the mantis uses double its STR to lift the victim.

An mantis may only bite someone being held in one of its claws. The mantis always begins attacking at a random hit location and keeps chewing away at that location until it is completely destroyed, when it moves on to a second location. Armor protects only until chewed through, as the mantis bites off pieces and spits them out. The damage for the mantis's bite is equal to half its damage bonus (minimum of 1d3).

SKILLS: Fly 40-5, Hide 100-16, Sneak 70-16.

ARMOR: 8 point chitin.

SANDSWIMMER

Therevis horribilis

Sandswimmers are the monstrous young of giant flies. They are short-lived and harmless as adults. The larvae are worm-shaped, usually about 6 meters long.

They are glossy amber or tan, with heavily armored, nearly featureless bodies. The sandswimmer's head projects out of the first segment, and has two needle-sharp hooked fangs used to impale its prey.

Sandswimmers live on beaches and in deserts. They burrow beneath the surface, and sense their prey via vibrations. Sandswimmers attack by suddenly erupting through the sand, fastening onto its prey and dragging it beneath the sand to feed. Sandswimmers do not make hollow burrows — the sand collapses once they pass. Sandswimmers are solitary and cannibalistic. A wandering party of adventurers could attract several sandswimmers, leading to an attack by a whole group of the monsters at once, though they would not attack in a coordinated manner.

characteristics	average	attributes
STR 3D6+18	28-29	Move 2
CON 2D6+12	19	Hit points 23
SIZ 4D6+12	26	Fatigue 48
INT 1	1	
POW 1D6+6	9-10	
DEX 2D6	7	

location	d20	points (23 hp)
hind body	01-06	6/10 (.40)
fore body	07-14	6/10 (.40)
head	15-20	6/8 (.33)

weapon	SR	atk%	damage
Bite	7	50-2	1D6+2D6

NOTE: a sandswimmer's bite injects a paralyzing poison with a POT equal to half the creature's CON (round fractions up).

A sandswimmer remains attached once it hits, injecting more poison each round and draining 2d6 points of fatigue from the victim (blood loss). Once the victim has lost fatigue points equal to his normal STR+CON, the sandswimmer begins to drain STR instead. This STR is gone permanently.

SKILLS: because of the sandswimmer's body shape, SIZ does not affect its bonuses. Sneak 90-3 Swim 40+7.

ARMOR: 6 point shell.



Gorakiki-Beetle Priestess Megad of the Bugbrain family, Redstone Clan. The bubbling pot before her contains a magical potion that, when quaffed, transforms the drinker into a gigantic beetle of singularly loathsome form. The drink is usually purveyed to naive outsiders.

SCORPION, GIANT

Scorpio humungous

Scorpions are large carnivorous arachnids. They come in various colors: green, amber, white, maroon, or black, sometimes pinstriped or mottled. They live in deserts or jungles, and hunt at night. In the daylight, scorpions hide in burrows. The giant scorpion described here is around 2 1/2 meters (8 feet) long, not counting the stinging tail, which is another 2 meters (6 feet). It stands over half a meter (two feet) tall.

characteristics	average	attributes
STR 4D6+12	26	Move 3
CON 2D6+12	19	Hit points 21
SIZ 3D6+12	22-23	Fatigue 45
INT 1	1	
POW 1D6+6	9-10	
DEX 3D6	10-11	

location	d20	points (21 hp)
r fourth leg	01	5/4 (.16)
l fourth leg	02	5/4 (.16)
r third leg	03	5/4 (.16)
l third leg	04	5/4 (.16)
tail	05-06	5/7 (.33)
abdomen	07-09	5/9 (.40)
r second leg	10	5/4 (.16)
l second leg	11	5/4 (.16)
r first leg	12	5/4 (.16)
l first leg	13	5/4 (.16)
r pincer	14-15	5/7 (.33)
l pincer	16-17	5/7 (.33)
cephalothorax	18-20	5/9 (.40)

weapon	sr	atk%	damage
Pincer	6	35+0	1D10+2D6
Sting	6	35+0	1D6+2D6

NOTES: the scorpion can attack with both pincers and sting in the same round.

If a pincer hits, in addition to damage, the victim is clutched and must match his STR vs. the scorpion's STR to escape. Any victim grappled by both pincers is automatically hit by the sting, though he may try to parry (since the sting automatically hits, he may not damage the sting through parrying).

SKILLS: Listen 50-4.

ARMOR: 5 point chitin.

SOLPUGID, GIANT

Solpuga hypotheticus

Solpugids are ferocious arachnids which haunt desert nights. A solpugid somewhat resembles a gigantic cross between a pale amber ant and a spider. It is very bristly, and has two pairs of extremely strong jaws for masticating prey. A solpugid boasts eight long legs, and two strong thick palps for fencing.

The palps are sucker-tipped, allowing a solpugid to climb sheer walls. Solpugids live in burrows, and flee sunlight. A solpugid may flee from a strong light, if it is not feeding, guarding young, or cornered.

characteristics	average	attributes
STR 3D6+24	34-35	Move 12
CON 3D6+9	19-20	Hit points 23
SIZ 2D6+18	25	Fatigue 54
INT 2	2	
POW 2D6+3	10	
DEX 2D6+18	25	

location	d20	points (23 hp)
r fourth leg	01	6/4 (.16)
l fourth leg	02	6/4 (.16)
r third leg	03	6/4 (.16)
l third leg	04	6/4 (.16)
r second leg	05	6/4 (.16)
l second leg	06	6/4 (.16)
abdomen	07-10	6/10 (.40)
r first leg	11	6/4 (.16)
l first leg	12	6/4 (.16)
r palp	13-14	6/8 (.33)
l palp	15-16	6/8 (.33)
head	17-20	6/10 (.40)

weapon	SR	atk%	damage	parr% pts
Palp	4	50+17	3D3	80+10 palp
Bite	4	70+17	2D10+3D6	—

NOTE: the solpugid gets two simultaneous palp attacks or parries and one bite 3 Strike Ranks later each round. It generally uses the palps to parry unless facing a single opponent, in which case one palp parries while the other one hits. Palp damage is equal to 1/2 the creature's damage bonus.

SKILLS: Climb 100+10, Run Backwards 80+10 — this skill can be used to disengage from melee while getting in one last attack and parry.

ARMOR: 6 point armor.

SPIDER, GIANT

Araneus superbens

There are thousands of types of spiders. The giant type here is a web-spinner, which hunts by spreading its web over likely areas. When a potential prey animal wanders under the web, the spider races to the spot just over it and spews webbing over the victim.

Another technique the spider may try is to set its web above a trail, closing off the trail with a wall of webbing. When prey comes down the road, it is prevented from proceeding on its way by the web-wall, and the spider can then drop a sheet over the victim. Another tactic is to silently englobe a clearing in which a party sleeps.

The webbing acts as an area Glue attack with a strength equal to the spider's POW. The web's hit

points are equal to its strength. When a web reaches 0 hit points, a man-sized hole has been created.

Any weapon hitting a strand of webbing tears it and do damage, but also becomes stuck to the web, and must be pulled free. Flaming weapons do not become stuck to the webbing. Spider webbing is not flammable, though heat can shrivel it, and fire does normal damage to a web.

"Small" Giant Spider

characteristics	average	attributes
STR 1d6+6	9-10	Move 2/4 in web
CON 3D6	10-11	Hit Points 12
SIZ 2D6+6	13	fatigue 20
INT 8	8	
POW 2D6	7	
DEX 2D6+9	16	

	melee d20	missile d20	points (12 hp)
r fourth leg	01	01	3/2 (.16)
l fourth leg	02	02	3/2 (.16)
r third leg	03	03	3/2 (.16)
l third leg	04	04	3/2 (.16)
abdomen	05-08	05-11	3/5 (.40)
r second leg	09-10	12	3/2 (.16)
l second leg	11-12	13	3/2 (.16)
r first leg	13-14	14	3/2 (.16)
l first leg	15-16	15	3/2 (.16)
cephalothorax	17-20	16-20	3/5 (.40)

weapon	SR	atk%	damage
Bite	7	50+2	1D6 + venom with POT equal to spider's hit points
Webbing	2	50+11	Entangles with STR equal to spider's POW

SKILLS: Hide 75+6, Sneak 80+6, Climb 100+3.

ARMOR: 3 point chitin

"Medium" Giant Spider

characteristics	average	attributes
STR 2D6+12	19	Move 2/4 in web
CON 3D6+6	16-17	Hit Points 22
SIZ 4D6+12	26	Fatigue 36
INT 8	8	
POW 3D6	10-11	
DEX 2D6+9	16	

	melee d20	missile d20	points (22 hp)
r fourth leg	01	01	4/4 (.16)
l fourth leg	02	02	4/4 (.16)
r third leg	03	03	4/4 (.16)
l third leg	04	04	4/4 (.16)
abdomen	05-08	05-11	4/10 (.40)
r second leg	09-10	12	4/4 (.16)
l second leg	11-12	13	4/4 (.16)
r first leg	13-14	14	4/4 (.16)
l first leg	15-16	15	4/4 (.16)
cephalothorax	17-20	16-20	4/10 (.40)

weapon	SR	atk%	damage
Bite	6	50+9	1D6+2D6 + venom with POT equal to spider's hit points
Webbing	2	50+9	Entangles with STR equal to spider's POW

SKILLS: Hide 75-11, Sneak 80-11, Climb 100-5.

ARMOR: 4 point chitin.



"Large" Giant Spider

characteristics	average	attributes
STR 3D6+18	28-29	Move 2/4 in web
CON 3D6+12	22-23	Hit Points 31
SIZ 6d6+18	39	Fatigue 41
INT 8	8	
POW 4D6	14	
DEX 2D6+9	16	

	melee d20	missile d20	points (31 hp)
r fourth leg	01	01	6/6 (.16)
l fourth leg	02	02	6/6 (.16)
r third leg	03	03	6/6 (.16)
l third leg	04	04	6/6 (.16)
abdomen	05-08	05-11	6/13 (.40)
r second leg	09-10	12	6/6 (.16)
l second leg	11-12	13	6/6 (.16)
r first leg	13-14	14	6/6 (.16)
l first leg	15-16	15	6/6 (.16)
cephalothorax	17-20	16-20	6/13 (.40)

weapon	SR	atk%	damage
Bite	6	50+14	1D6+3D6 + venom with potency equal to spider's hit points
Webbing	2	50+14	Entangles with STR equal to spider's POW

SKILLS: Hide 75-27, Sneak 80-27, Climb 100-13.

ARMOR: 6 point chitin.

NOTE: a spider may either bite or spin web in a round. It may not do both.

The web covers an area 2x2 meters across, entangling everyone present. Those stuck are immobilized and cannot attack, parry, or dodge, until they break free of the web by successfully matching their STR vs. the web's STR, trying once a round. If more than a single layer of web covers a victim, he must break through each separately.

STINGWORM

Carabus venefix

Stingworms have long, soft bodies with short stumpy legs near the armored head. Two hooked tubular jaws inject digestive venom into the prey. They can be either aquatic or land-dwelling. They are the larvae of watch beetles. The statistics below are for the last larval stage, just before pupation. This is also the longest-lived stage (the creature actually spends more time in the last stage of larval life than its entire adult

existence). Smaller stingworms also exist, down to fist-sized, representing earlier larval stages.

Most stingworms lie in wait to trap prey, rather than hunting actively.

characteristics	average	attributes
STR 2D6+12	19	Move 2
CON 3D6	10-11	Hit points 17
SIZ 3D6+12	22-23	Fatigue 30
INT 2	2	
POW 2D6	7	
DEX 2D6+3	10	

location	d20	points (17 hp)
Abdomen	01-06	2/8 (.40)
RH Leg	07	4/3 (.16)
LH Leg	08	4/3 (.16)
RC Leg	09	4/3 (.16)
LC Leg	10	4/3 (.16)
RF Leg	11	4/3 (.16)
LF Leg	12	4/3 (.16)
Thorax	13-16	2/8 (.40)
Head	17-20	4/6 (.33)

weapon	sr	atk%	damage
Bite	6	40-3	1D10+2D6

NOTE: the bite injects a venom with POT equal to the creature's CON.

SKILLS: Hide 75-10.

ARMOR: Body 2, legs and head 4.

TERMITES, GIANT

Termopsis extravagans

Giant termites are social insects that live in huge colonies. Sunlight demoralizes them, and they prefer to remain within their immense mounds. A worker termite can create a 10 centimeter thick cement wall 3x3 meters across in half an hour. Each additional worker (to a maximum of 3 workers) lessens the time required by ten minutes. A fifth to a fourth of a nest's inhabitants are soldiers, with large heads and hook-like jaws.

Some termite mounds have nasutes instead of soldiers. Nasutes have bulb-shaped heads with tiny weak jaws. However, the front of the head is prolonged into a gun-like snout through which the nasute squirts noxious fluid. Some tropical termite nests have soldiers with both biting jaws and nasute snouts.

Termites rarely forage outside their nests. When they do, they often build a cement tunnel from their mound to a source of wood or dried leaves — anyone entering one of these tunnels will find it packed with termites. These termites grow fungus gardens deep within their mounds. Termites cannot be destroyed by poison bait, for they feed only on their fungus garden.

If an attacker knocks a hole in the rock-hard mound exterior, the soldiers rush out to delay the at-

tackers, while workers seal the opening with cement. If any attackers actually penetrate the mound, the termites employ their expertise at tunnel fighting. They may lead attackers into blind alleys, which are then sealed off, or surrounded by soldiers. The maze of passages within a mound confuses invaders, and is nearly impossible to map, as it twists in all three dimensions.

Despite the difficulties, parties of adventurers often attack termites anyway, to loot their fungus gardens. The fungus balls which the termites eat are often magical in nature. The effect varies from mound to mound — eating a fungus may add a SIZ point to the eater, or a POW point, or transform him into some other type of organism. It may give him a single use of a Rune spell or transport him to another plane of existence.

characteristics	average	attributes
STR 3d6	10-11	Move 3
CON 3d6	10-11	Hit Points 9
SIZ 2d6	7	Fatigue 21
INT 2	2	
POW 1d6+6	9-10	
DEX 3d6	10-11	

location	1d20	points (9 hp)
rh leg	01	0/2 (.16)
lh leg	02	0/2 (.16)
rc leg	03	0/2 (.16)
lc leg	04	0/2 (.16)
abdomen	05-09	0/4 (.40)
thorax	10-13	0/4 (.40)
rf leg	14	0/2 (.16)
lf leg	15	0/2 (.16)
head	16-20	4/4 (.40)

weapon	sr	atk%	damage
Worker Bite	9	25-6	1d6
Soldier Bite	9	40-6	1d10 (can impale)
Nasute Squirt	3	25-6	3d6 STR glue

NOTES: the nasute squirt has a range of 20 meters. When a target is struck, the hit location rolled is glued with 3d6 STR (roll separately for each hit). A leg hit pins that leg to the ground, immobilizing the victim, and preventing him from Dodging. An arm hit pins that arm to the body and renders the limb useless. A hit on the abdomen or chest does no immediate harm. A head hit causes the victim to suffocate as per the Drowning rules, plus causes blindness and deafness until the goop is cleaned off.

If the goop is not completely removed within two or three minutes, it hardens into a rock-like mass which must be painstakingly chipped off (taking at least an hour or two) to be removed. Removing the glue when it is still wet requires a successful STR vs. STR roll, and the application of at least a liter of a non-water cleanser such as vinegar or wine.

Wet or dry, each squirt of nasute goo is so inconvenient and proves such a hindrance that it adds the equivalent of 1d10 ENC to the target's load.

Nasutes often spit in batteries, several all aiming their shots at a single enemy. They normally continue to squirt their globs over an enemy until long after that enemy is completely immobilized.

TICK, GIANT

Dermacentor gigans

Ticks live anywhere that there are plants large enough to conceal them. They may lurk under a bush or on a treetop.

A given giant tick has a 50% chance of carrying a random disease. Anyone bitten by a disease-bearing tick automatically contracts the acute form of that disease. He may then attempt to roll his CONx5 to avoid contracting the chronic form of the ailment, and so forth. The cult of Malia has been known to breed ticks to carry specific diseases.

characteristics	average	attributes
STR 1d6+6	9-10	Move 1
CON 2d6+12	19	Hit Points 12
SIZ 1d6+1	4-5	Fatigue: 29
INT 1	1	
POW 2d6+3	10	
DEX 1d4+4	6-7	

location	melee 1d20	missile 1d20	points (12 hp)
rr leg	01	01	5/2 (.16)
lr leg	02	02	5/2 (.16)
rh leg	03	03	5/2 (.16)
lh leg	04	04	5/2 (.16)
body	05-12	05-16	5/9 (.60)
rc leg	13-14	17	5/2 (.16)
lc leg	15-16	18	5/2 (.16)
rf leg	17-18	19	5/2 (.16)
lf leg	19-20	20	5/2 (.16)

weapon	sr	atk%	damage
Bite	10	80	1d4+4 + venom + fatigue drain

NOTES: the tick injects a POT 1d6 paralytic venom each round that it remains attached. Each round that new venom is injected, match the cumulative total vs. the target's CON. If he is ever overcome, he is paralyzed.

If the bite penetrates armor, the tick stays attached and drains 1d6 fatigue per round. Once the victim has lost fatigue points equal to the total of his current STR plus CON, the tick begins to drain hit points instead.

A live tick can be pulled off its victim only by overcoming its STR with one's own. Doing so causes an additional 2d6 damage to whatever location the tick attached itself.

SKILLS: Climb 75+2, Hide 75+2.

ARMOR: 5 point hide.

WASP, GIANT

Vespa giganteus

Giant wasps are colonial. They are carnivorous flying hunters. Each colony has a single queen, who is slightly larger than the rest. Giant wasps usually attack by dropping right out of the air onto their victim,

stinging and biting frantically until the prey is dead, then carrying him off. Giant wasps do not cooperate when hunting for prey, and though several wasps may attack a single party, each fights alone. They cooperate when defending the nest. These wasps are over 2 meters (7 1/2 feet) from head to sting.

characteristics	average	attributes
STR 4D6	14	Move 2/25
CON 3D6	10-11	Hit points 14
SIZ 3D6+6	16-17	Fatigue 25
INT 2	2	
POW 2D6	7	
DEX 2D6+12	19	

location	d20	points (14 hp)
RH Leg	01	4/3 (.16)
LH Leg	02	4/3 (.16)
RM Leg	03	4/3 (.16)
LM Leg	04	4/3 (.16)
Abdomen	05-08	4/5 (.33)
Thorax	09-11	4/6 (.40)
R Wing	12-13	4/4 (.25)
L Wing	14-15	4/4 (.25)
RF Leg	16	4/3 (.16)
LF Leg	17	4/3 (.16)
Head	18-20	4/5 (.33)

weapon	sr	atk%	damage
Bite	6	25+3	1D6+1D4
Sting	9	45+3	1D8+1D4 + venom

NOTE: a wasp bites and then sting in the same melee round. The sting is capable of impaling. It injects poison with a POT equal to the wasp's CON.

SKILLS: Fly 90+4, Scan 90-9.

ARMOR: 4 point chitin.



WATCH BEETLE

Carabus uzbekistanicus

These creatures are common troll insects and guard-creatures, nearly as ubiquitous as are dogs around human settlements. Despite their superficial resemblance to stag beetles, they are actually a type of carnivorous hunting beetle, the result of generations of selective breeding. Many subtypes and species of watch beetles are bred by trolls.

The grubs (larvae) of these beetles are carnivorous as well, and are commonly called stingworms. Some watch beetles are bred specifically for the excellence of their grubs, while in other varieties, the adults are more valued.

The statistics for the Giant Beetle as described in *RuneQuest* are accurate for the Common Black race, one of the most familiar types.

Troll Encounters

THREE TYPES OF TROLL TERRITORIES are covered in this table: Dense, Hunting, and Mixed. All three types are present wherever there are trolls. Dense territory is abundantly populated by trolls and clearly dominated by them. Ramshackle troll villages are common as are weird insect monsters. Even dense lands are usually rough terrain that few other species could comfortably exist in. Troll war gangs are active in these lands.

Hunting lands are wildernesses inhabited by trolls. All Dense territories are surrounded by Hunting lands, though not all Hunting lands border on Dense territories. Wild trollkin are sometimes found in these lands.

Mixed lands are on the frontiers of troll civilization. Other species contest these lands. Starved hordes of wild trollkin can often be found in these dangerous regions.

Roll 1d100 on appropriate column.

TROLL TERRITORIES ENCOUNTER TABLE

Encounter Type	Dense	Hunting	Mixed
Small Animals	01-15	01-17	01-17
Medium Animals	16-20	18-27	18-27
Large Animals	—	28-32	28-32
Giant Insects (wild)	21-30	33-36	33
Giant Insects (domestic)	31-40	37	—
Local Non-trolls	—	38-41	34-58
Enemies	41	42-46	59-63
Troll Caravan	42-47	47-48	64-65
Family Settlement	48-60	49-55	66-67
Clan Settlement	61-68	56-58	—
Hunters	69-73	59-70	68-79
Hunters (Wild)	—	71-82	80-91
Local War Gang	74-83	83-86	92-93
Traps	84-85	87-92	94-96
Troll Shrine	86-93	93-96	97-99
Priestess	94-99	97-00	00
Mistress Race	00	—	—

Small Animals: animals dog-sized or smaller (SIZ 6 or less), such as rabbits, quail, turtles, etc.

Medium Animals: roughly man-sized animals, such as deer, wolves, etc. (SIZ 4-25).

Large Animals: good-sized animals (SIZ 20+), such as bears, elk, wild horses, etc.

Giant Insects (wild): dangerous giant insects or arthropods, as described in the Giant Arthropods chapter of this book.

Large Insects (domestic): usually food insects. They are always accompanied by at least one herder.

Local Non-trolls: these must be specified by the gamemaster according to local terrain. They may be humans, black elves, etc. Non-hostile rogue trollkin come under this heading as well.

Enemies: the gamemaster should choose an appropriate foe of the trolls. Dwarfs and elves are the most likely. The foe may come from nearby or some distance away. Hostile independent trollkin come under this heading.

Troll Caravan: this may be made up of giant insects or of humanoid slaves.

Family Settlement: In Mixed lands, the trolls are living in caves. In Hunting lands, they are underground 75% of the time, and in Dense lands 50% of the time. If not in caves, the trolls inhabit irregular, trash-laden huts. A troll family typically has 1d6+3 members, primarily adult trolls or trollkin.

Clan Settlement: this is a largish settlement of trolls usually composed of both caves and huts, though sometimes the entire settlement is in the same type of dwelling. These settlements usually have from 15 to 60 mature adults. See the Troll Society chapter of this book for a map of an above-ground troll settlement. Also, see the section below, Troll Tribe Generation.

Hunters: take from the standard troll types. Roll 1d6, adding 1 to the die roll in Mixed lands, and subtracting 1 in Dense. If they are wild trolls, add another 1 to the die roll. If the result is 4 or more, the trolls are hiding and cannot be seen, since they are in ambush, sleeping, etc. Adventurers with appropriate Perception skills might sight such trolls. If the trolls are in the open, they are occupied, perhaps eating or moving, but are not trying to hide.

Wild hunters generally wear no armor. Compared to more civilized trolls, they have fewer magic spells but better Stealth skills.

Local troll war gang (searching): these are good fighting troops. See the article on troll armies and military techniques in the Troll Society chapter of this book. Roll 1d6, adding 1 to the die roll in Mixed land, and subtracting 1 in Dense.

- 0-2 — they are diligently searching their domain for possible intruders and foes. Adventurers may qualify.
- 3-4 — they are encamped, resting, but always have outposts and guards.
- 5-7 — they are on the march, in strength, but will pass by if the characters evade successfully. Their business is elsewhere, not with snoopers.

Traps: troll traps, of any type. Deadfalls and pit traps are common, but bronze-jawed beartraps are also used. These may be in series as traplines, or dotting paths and trails.

Troll shrine: roll 1d6, adding 1 to the roll in Mixed lands and subtracting 1 in dense.

- 0-2 — this place is being used by worshipers to pray or do whatever they do for their deity. A priestess or shaman always presides; there may be many or few worshipers.
- 3-4 — this place of worship has a priestess in attendance, with appropriate retinue. Determine cult with the Cult Determination Table, found in the Character Generation chapter of this book.
- 5-7 — ruins of troll worship are visible hereabouts, but no living trolls remain.

Priestess: this is a small caravan of soldiers, slaves, etc. who are accompanying a priestess on the move. Her business is known to her alone, and her motivations are left to the gamemaster. Roll on the Cult Determination Table to determine her religion. If the gamemaster wishes, it may be a Karrg's Son or similar cult functionary, rather than a priestess. These fellows usually operate under several restrictions and obligations, and an entire scenario may be developed from a casual encounter.

Mistress Race: these rare beings go forth only for the most interesting or important tasks, and are always accompanied by an appropriate retinue, including several priestesses, Karrg's Sons, or shamans.

STANDARD TROLL TYPES

Average Dark Troll Militia: initiate of Kyger Litor

		location	melee	missile	pts
STR 17	Move 3	r leg	01-04	01-03	4/5
CON 11	Hit Pts: 15	l leg	05-08	04-06	4/5
SIZ 19	Fatigue: 28-17=11	abdom	09-11	07-10	5/5
INT 12	Magic Pts: 12	chest	12	11-15	5/6
POW 12	DEX SR: 3	r arm	13-15	16-17	4/4
DEX 10		l arm	16-18	18-19	4/4
APP 10		head	19-20	20	5/5

weapon	sr	attack%	damage	parry%	pts
Hvy Mace	6	50	1d10+1d6	30	10
Troll Maul	5	30	2d8+1d6	25	16
Target	7	15	1d6+1d6	45	12

Spirit Magic (49%): Bludgeon 1, Darkwall (2), Disrupt, Heal 2.

Skills: Conceal 25, Devise 25, Jump 40, Listen 45.

Languages (Speak/Read): Darktongue 40/10, Tradetalk 8/-.

Treasure: carries 1d100 bolgs, 1d20 clacks, 1d10 lunars; ransom is 2d100 lunars.

Armor: cuirbouilli limbs, bezainted torso and head.

Good Dark Troll Warrior: initiate of Kyger Litor

		location	melee	missile	pts
STR 18	Move 3	r leg	01-04	01-03	6/6
CON 12	Hit Pts: 16	l leg	05-08	04-06	6/6
SIZ 19	Fatigue: 30-32= -2	abdom	09-11	07-10	8/6
INT 13	Magic Pts: 12	chest	12	11-15	8/7
POW 12	DEX SR: 3	r arm	13-15	16-17	6/4
DEX 11		l arm	16-18	18-19	6/4
APP 11		head	19-20	20	7/6

weapon	sr	attack%	damage	parry%	pts
Hvy Mace	6	65	1d10+1d6	50	10
Troll Maul	5	50	2d8+1d6	45	16
Sling	3/9	30	1d8	—	—
Kite Shield	7	20	1d6+1d6	45	16

Spirit Magic (34%): Bludgeon 2, Darkwall (2), Disrupt, Fanaticism, Heal 2.

Skills: Conceal 35, Devise 40, Jump 50, Listen 50.

Languages (Speak/Read): Darktongue 45/15, Tradetalk 8/-.

Treasure: carries 1d100 bolgs, 1d100 clacks, 1d20 lunars; ransom is 2d100 lunars.

Armor: ring limbs, brigandine torso, scale head.

Average Dark Troll Hunter: initiate of Kyger Litor

		location	melee	missile	pts
STR 17	Move 3	r leg	01-04	01-03	3/5
CON 12	Hit Pts: 15	l leg	05-08	04-06	3/5
SIZ 18	Fatigue: 29-10=19	abdom	09-11	07-10	4/5
INT 13	Magic Pts: 12	chest	12	11-15	4/6
POW 12	DEX SR: 3	r arm	13-15	16-17	3/4
DEX 12		l arm	16-18	18-19	3/4
APP 10		head	19-20	20	4/5

weapon	sr	attack%	damage	parry%	pts
Hvy Mace	6	40	1d10+1d6	40	10
Sling	3/9	55	1d8	—	—
Thrown Rock	3/9	35	1d4+1d3	—	—

Spirit Magic (56%): Darkwall (2), Heal 2, Second Sight (3), Slow 1.

Skills: Conceal 40, Devise 30, Hide 50, Sneak 50, Scan 45.

Languages (Speak/Read): Darktongue 40/15.

Treasure: carries 1d100 bolgs, 1d10 clacks; ransom is 1d100 lunars.

Armor: leather limbs, cuirbouilli torso and head.

Good Dark Troll Hunter; initiate of Kyger Litor and Zong the Hunter

		location	melee	missile	pts
STR 17	Move 3	r leg	01-04	01-03	4/5
CON 12	Hit Pts: 15	l leg	05-08	04-06	4/5
SIZ 18	Fatigue: 29-10=19	abdom	09-11	07-10	4/5
INT 15	Magic Pts: 13	chest	12	11-15	4/6
POW 13	DEX SR: 3	r arm	13-15	16-17	4/4
DEX 13		l arm	16-18	18-19	4/4
APP 10		head	19-20	20	4/5

weapon	sr	attack%	damage	parry%	pts
Hvy Mace	6	50	1d10+1d6	50	10
Sling	3/9	70	1d8	—	—
Thrown Rock	3/9	50	1d4+1d3	—	—

Spirit Magic (65%): Darkwall (2), Disrupt, Heal 2, Second Sight (3), Slow 1.

Skills: Conceal 60, Devise 50, Hide 70, Jump 50, Sneak 70, Scan 60, Search 50.

Languages (Speak/Read): Darktongue 45/15, Tradetalk 5/-.

Treasure: carries 1d100 bolgs, 1d20 clacks, 1d10 lunars; ransom is 2d100 lunars.

Armor: cuirbouilli.

Average Great Troll Warrior; initiate of Kyger Litor

		location	melee	missile	pts
STR 26	Move 3	r leg	01-04	01-03	7/8
CON 17	Hit Pts: 22	l leg	05-08	04-06	7/8
SIZ 26	Fatigue: 43-21=22	abdom	09-11	07-10	7/8
INT 9	Magic Pts: 11	chest	12	11-15	7/9
POW 11	DEX SR: 4	r arm	13-15	16-17	7/6
DEX 9		l arm	16-18	18-19	7/6
APP 9		head	19-20	20	7/8

weapon	sr	attack%	damage	parry%	pts
Greatsword	5	65	2d8+2d6	50	12
Heavy Mace	6	40	1d10+1d6	25	10

Spirit Magic (34%): Heal 2, Strength 2 (adds +3% to attacks and parries and +1d6 to damage bonus).

Skills: Conceal 25.

Languages (Speak/Read): Darktongue 35/10.

Treasure: carries 1d100 bolgs; ransom is 1d100+200 lunars.

Armor: ringmail.

Excellent Dark Troll Warrior, initiate of Kyger Litor and Zorak Zoran

		location	melee	missile	pts
STR 19	Move 3	r leg	01-04	01-03	7/6
CON 14	Hit Pts: 17	l leg	05-08	04-06	7/6
SIZ 20	Fatigue: 33-39=6	abdom	09-11	07-10	8/6
INT 15	Magic Pts: 13	chest	12	11-15	8/7
POW 13	DEX SR: 3	r arm	13-15	16-17	7/5
DEX 12		l arm	16-18	18-19	7/5
APP 13		head	19-20	20	7/6

weapon	sr	attack%	damage	parry%	pts
Hvy Mace	6	80	1d10+1d6	60	10
Troll Maul	5	65	2d8+1d6	60	16
Sling	3/9	60	1d8	—	—
Kite Shield	7	25	1d6+1d6	70	16

Spirit Magic (35%): Bludgeon 2, Darkwall (2), Demoralize (2), Detect Enemy, Disrupt, Fanaticism, Heal 2, Protection 2.

Skills: Conceal 75, Climb 55, Devise 55, Jump 65, Listen 65.

Languages (Speak/Read): Darktongue 45/25, Tradetalk 13/—.

Treasure: carries 1d100 lunars; Zorak Zoran not ransomed.

Armor: scale limbs and head, brigandine torso.

Good Great Troll Warrior: initiate of Kyger Litor

		location	melee	missile	pts
STR 28	Move 3	r leg	01-04	01-03	9/8
CON 18	Hit Pts: 24	l leg	05-08	04-06	9/8
SIZ 29	Fatigue: 46-39=7	abdom	09-11	07-10	8/8
INT 10	Magic Pts: 12	chest	12	11-15	8/10
POW 12	DEX SR: 3	r arm	13-15	16-17	9/6
DEX 11		l arm	16-18	18-19	9/6
APP 11		head	19-20	20	8/8

weapon	sr	attack%	damage	parry%	pts
Greatsword	5	80	2d8+3d6	65	12
Hvy Mace	6	65	1d10+3d6	55	10

Spirit Magic (24%): Demoralize (2), Fanaticism, Heal 2, Vigor 2 (adds +2 to total HP and +1 to each location).

Skills: Conceal 50, Listen 60, Scan 60.

Languages (Speak/Read): Darktongue 35/10.

Treasure: carries 2d100 bolgs; ransom is 2d100+300 lunars.

Armor: brigandine limbs, scale torso and head.

Average Trollkin Worker: Kyger Litor lay member

		location	melee	missile	pts
STR 10	Move 2	r leg	01-04	01-03	1/3
CON 9	Hit Pts: 9	l leg	05-08	04-06	1/3
SIZ 9	Fatigue: 19-1=18	abdom	09-11	07-10	1/3
INT 9	Magic Pts: 7	chest	12	11-15	1/4
POW 7	DEX SR: 3	r arm	13-15	16-17	1/3
DEX 13		l arm	16-18	18-19	1/3
APP 7		head	19-20	20	1/3

weapon	sr	attack%	damage	parry%	pts
Light Club	8	30	1d6	30	8
Thrown Rock	3/9	30	1d4	—	—

Dodge: 25.

Spirit Magic (32%): Heal 1.

Skills: Search 45.

Languages (Speak/Read): Darktongue 35.

Treasure: carries 1d6 bolgs; no ransom.

Average Trollkin Warrior: Kyger Litor lay member, Argan Argar or Xiola Umbar lay member

		location	melee	missile	pts
STR 10	Move 2	r leg	01-04	01-03	3/4
CON 11	Hit Pts: 11	l leg	05-08	04-06	3/4
SIZ 10	Fatigue: 21-9=12	abdom	09-11	07-10	3/4
INT 10	Magic Pts: 7	chest	12	11-15	3/5
POW 7	DEX SR: 3	r arm	13-15	16-17	3/3
DEX 13		l arm	16-18	18-19	3/3
APP 7		head	19-20	20	4/4

weapon	sr	attack%	damage	parry%	pts
Sling	3/9	30	1d8	—	—
Short Spear	7	30	1d8+1	30	10
Buckler	8	15	1d4	30	8

Dodge: 20.

Spirit Magic (25%): Heal 2.

Skills: Hide 25, Search 50.

Languages (Speak/Read): Darktongue 35.

Treasure: carries 2d10 bolgs; no ransom.

Armor: leather limbs and torso, cuir head.



TYPICAL HUNTING PARTY

In the scene above we can see a dark troll hunter leading his trollkin and their catch home after a strenuous day in the field. The four classes of trollkin are clearly illustrated.

A value trollkin follows directly behind the troll. These are the best-kept of all trollkin and are prized for some special ability or unusual feature which the troll considers valuable or attractive.

From the middle of the party an ever-wary trollkin warrior scans the grasses for enemies.

A scout and a laborer are shown next. Both of these are considered to be worker trollkin - the lowest class above food status. The laborer leading the catch appears to be a favorite of the troll judging by the fine flint bauble dangling from his neck, though that may be merely a small snack for later.

Finally the day's catch destined for the food bins is being led by a leather thong. They will only be saved if something useful is discovered about them. Many wild trollkin roam the hills and valleys of Dagori Inkarth

making for lively sport for their more civilized cousins.

As this party is traveling home the troll is less concerned about enemies than he normally would be, and he has pulled slightly ahead of his slower-moving kin. If they were traveling through dangerous terrain the value would be kept close by, the warrior would walk slightly ahead, the scout would scurry through the brush and grasses about 50 meters to one side, and the worker would pull the catch nearer to the troll.

Good Trollkin Warrior: Kyger Litor lay member, Argan Argar or Xiola Umbar lay member

		location	melee	missile	pts
STR 11	Move 2	r leg	01-04	01-03	5/4
CON 12	Hit Pts: 11	l leg	05-08	04-06	5/4
SIZ 10	Fatigue: 23-12=11	abdom	09-11	07-10	5/4
INT 12	Magic Pts: 8	chest	12	11-15	5/5
POW 8	DEX SR: 3	r arm	13-15	16-17	5/3
DEX 14		l arm	16-18	18-19	5/3
APP 8		head	19-20	20	5/4

weapon	sr	attack%	damage	parry%	pts
Light Mace	6	30	1d8	30	8
Short Spear	6	45	1d8+1	25	10
Sling	3/9	35	1d8	—	—
Buckler	7	15	1d4	45	8

Dodge: 25.

Spirit Magic (30%): Disrupt, Heal 2, Speedart.

Skills: Hide 40, Search 60, Sneak 30.

Languages (Speak/Read): Darktongue 35.

Treasure: carries 2d10 bolgs; ransom is 1d20 lunars.

Armor: bezainted.

Troll Tribe Generation

For a variety of reasons, you may wish to generate a standard dark troll clan. A gamemaster may wish to do this to get a random clan suitable as antagonists for player-characters, or as a starting clan for troll characters to come from.

These rules assume that the trolls have encountered no major catastrophes, had sufficient food, and suitable living quarters.

To generate a small clan, go through 4 generations. To generate a moderately-sized clan, go through 6-10 generations. To generate a large clan, take as many generations as needed. A generation is a period of approximately 30 Gloranthan years. Since individuals may be born midway or late into a generation, this is not a precise method of estimating a character's age.

Use the standard statistics above to generate individuals, or refer to the scenario included in this supplement, *The Munchrooms*, which contains statistics for an experienced Karrg's Son, a great troll bodyguard, and a Xiola Umbar priestess, among others.

Begin with a single dark troll mother. If you wish the tribe to increase faster, you may wish to begin with two or more sisters, instead. In each generation, follow these steps:

1) Roll 2d6-2 for the number of pregnancies each mother experiences.

2) For the outcome of each pregnancy, roll 1d6 — 1-3 indicates a single uzko; 4-6 indicates a litter of 1d6 enlo. If the pregnancy results in enlo, the mother becomes impure, and all future pregnancies automatically produce enlo litters. She can be purified through a lengthy ritual, which causes her to skip one pregnancy. On the pregnancy following the skipped one, she can once again roll 1d6 as above to determine the outcome.

Any mother may attempt to give birth to an uzko. She must roll 1d6 — 1-4: uzko; 5-6: mother and child die. If she is impure, add 1 to the die roll.

3) For each uzko born, roll 1d6 — 1-3: female; 4-6: male.

4) To figure out the tribe's population at any given time, include all the uzko and enlo born this generation, plus all the uzko and enlo born last generation. Add to this all the uzko (not enlo) born two generations ago, as the tribal elders.

5) Normally, births and sex of enlo is ignored, as few of their children live to adulthood. If you wish to generate a enlo horde, use the following rules:

A) each female enlo gives birth to 2d6-2 trollkin in her lifespan.

B) For each child roll 1d6 — 1-3: female; 4-6: male.

C) To figure the horde's population, add up all the enlo born this generation, plus all those born last generation.

Playing Trolls

THE PRIMARY PURPOSE of *Trollpak* is to reveal the ways of life and workings of the minds of an alien species. On the surface, trolls are big, crude humanoids that eat people, love the darkness, and live in squalor.

It is tempting to treat trolls as monsters with weapons. However, they are intelligent creatures who have survived despite gods and men. Several traits set them apart from humans as well, and they naturally exploit those special traits to their advantage. You should do so as well.

Darkness

Trolls are normally active during the night, and tend to avoid daylight. They love the night and deep cool places. They hide when the sun comes out, beneath camouflage or in deep holes. If necessary, trolls can still get on quite well in the daylight, for their darksense will (despite its name) work in full light. Trolls avoid daylight primarily because that is the time when mankind, and a number of other large predators, have the advantage of keener eyes. Also significant is the fact that prolonged exposure to the sun's rays causes heat rashes and sunburns to exposed troll skin. Finally, trolls must deal with the demoralizing effect that sunlight has on trollkin, who are only trustworthy at night or during long cloudy periods during the day.

At night, keen eyes which are dependent on light are less useful than darksense. Trolls have a clearcut advantage over humans (and other beings dependent on eyesight) in darkness, and use this advantage with intelligence.

Combat Tactics

Trolls regularly utilize tactics of stealth and ambush. Those trolls who spend time outside their safe and snug caves are often expert at sneaking around in the brush. They will wait till their prey rests or camps, then creep silently and patiently towards the position until a surprise attack is possible. They are careful with intelligent creatures, watching and counting heads, or casting magical Detect spells.

If trolls attack a human camp they almost always will sneak up as closely as possible before attacking. They often use diversion, especially attacks by screaming hordes of useless trollkin, to waste the defender's magic points and allow the troll hunters and warriors to creep closer. Once they are within a pre-specified range (quite short, usually), the leader hums subsonically, spells are cast, and with a single war cry the trolls leap from cover upon the camp. If the attack is not quickly successful, the trolls will fade back into the darkness.

Slings are used at night with great effect. Even trollkin can creep within sling range and use darksense to sling rocks from beyond the night vision of daytime creatures. This they do sporadically as a nuisance, often slinging at horses or at animals that they suspect are familiars. When they get serious, trolls will fire at a single target as one, from beyond the sight of the target. Using warrior trollkin in combination with trolls, they may fire as many as 20 stones at a target, all in a single melee round. They are skilled in the art of slinging stones in high arcs over barriers that might stop the flight of arrows shot horizontally.

Trolls will try to use their own familiars and allied spirits in the air to confuse, divert, or kill enemy fliers. Large hunting wasps (see the Giant Arthropods chapter of this book) are often popular. The wasps depend on their eyes, but they are well-suited to flying high above trees, where they catch flying creatures for food. For lower level aerial attacks, among forests, trolls use large, slow beetles.

Trolls camp out during the day much as humans do at night, but instead of forming into a tight defensive circle, trolls try to find places in which they can hide and conceal all traces of their presence. Trolls usually hide some distance from their trollkin, who are usually less skilled at camouflage and less disciplined, being likely to move or cry out at the worst of times. Trolls will try to remain motionless, casting stealth magic on themselves, and will let any searchers pass by.

If detected, a hidden troll will flee, dashing through places inconvenient for men to follow. Depending on the situation, the other trolls may or may not reveal themselves to help their unfortunate fellow.

Before attempting a nocturnal combat, read the *RuneQuest* rules about fighting in the dark.

Designers' Notes

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

My speculations have often begun with a subject seemingly known to us all, and gone on into more and more unusual detail as I learned bits and pieces through reading, writing, thought, or game playing. Sometimes, as with the common races of legend (elves, dwarves, and trolls), my speculations went far from the originals, taking the old labels with them. I readily admit that the Gloranthan races of those names are not like any others.

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

I wrote volumes of history, maybe a million words, and every so often there would be something new for me about trolls. In 1967 or so I wrote a tale about Jonat, the famous Second Age Fronelan hero who founded the kingdom which later bore his name. In that story two kinds of trolls appear, but if I rewrote it now the creatures would be quite different. Thus in *RuneQuest* one is now a different monster — the darkness spirit.

The *RuneQuest* game brought a new revelation, for this was the first time that we were to see trolls really close up. When I had written about Old Xem, Jonat's friend, he almost always in the darkness, unseen, and his most spectacular act — destroying an enemy army — took place offstage, reported by sorry survivors who were rescued by noble Jonat.

In *RuneQuest* trolls quickly became a favorite monster — their every measurement was taken and turned into a viable stat. They were surely a favorite of mine. The Sazdorf Clan (soon to be a *RuneQuest* supplement) was the second scenario which I ever began and played, and it was in play for quite a while. During this time I was determined to show my players that these creatures were something besides monsters to kill. With a rallying cry of "trolls have kin too!" I began to show how they worked.

The gradual revelation of details surprised me too! For instance, I didn't know at first about the details of their sonar senses, nor about their amazing digestive system. I did know they ate, hated light, and worshipped ancient Kyger Litor. The details grew out of a

study of them which follows their own logic. The discovery was skillfully guided by Sandy's imagination and knowledge of zoology and fired by our mutual enthusiasm.

The results of these studies are presented here for you. This volume contains many hints for scenarios beyond the one in this package. I hope you enjoy it.

— Greg Stafford, 1988

NOW THAT the project is complete, it seems that I have been thinking about trolls for as long as I can remember. Was it really only the fall of 1980 that I began? I have been playing in and with the world of Glorantha for years. When Greg Stafford allowed me to collaborate with him on a description of trolls — a alluring idea — I was excited.

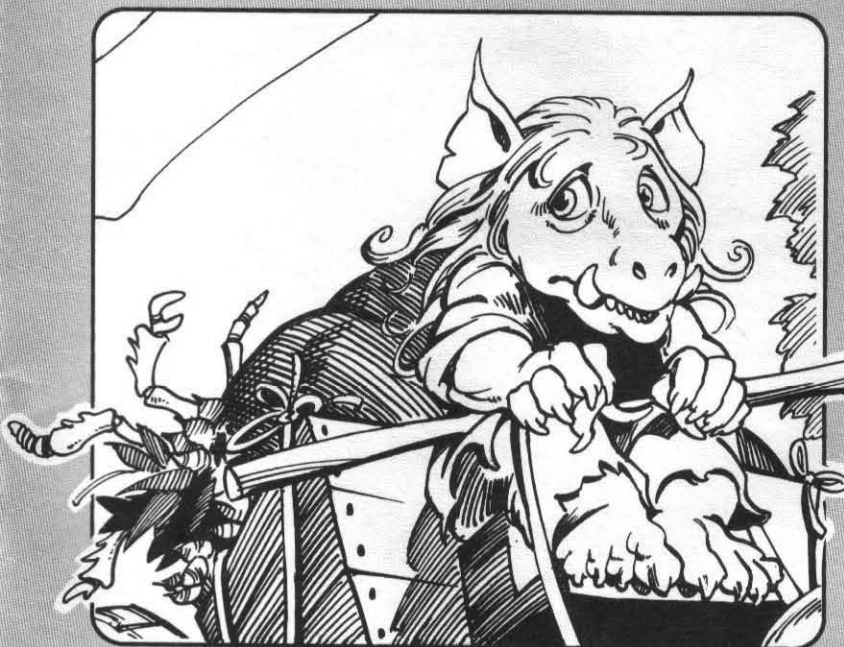
I had preconceptions about trolls when I began the project. As it grew, my ideas and theories grew with it. The trolls matured and developed into fully-rounded individuals, and their race became a fascinating complex of creatures. As I delved deeper into their motivations, their customs and mores, I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

I wrote most of the "scientific" data about trolls that was included in the final manuscript, such as the troll dissection, the skulls, and troll etiquette. I also completed the Book of Uz. The work changed and molded itself to fit troll personality better, and that is as it should be. Greg, an excellent myth-maker, wrote all the legends of the trolls, their history, and their philosophy. It was a happy alliance.

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

Trollpak is unique. It was the first game aid to completely describes an alien race, and is still the best, after all these years. Use it as you see fit. One cannot read through this work without having a spark of desire ignite within you — a wish to see a troll, talk with one, or just take one to lunch. With the creation of *Trollpak*, trolls have become as interesting as humans. May they never die out.

— Sandy Petersen, 1988



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The Munchrooms



3



The Munchrooms

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*May Arachne Solara Bless This Book and Protect the Knowledge
Contained Herein*

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A Chaosium Game

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The Munchrooms

THE MUNCHROOMS are a complex of caves where trolls, trollkin and dark elves raise edible mushrooms and other forms of valuable fungus. Remarkably, the Munchrooms are currently under the control of trollkin. Several lucky trollkin from the caves recently gained a magical increase in intelligence, permitting them to mastermind a successful trollkin rebellion. An attack organized by angry trolls to take back the caves is imminent.

The Munchrooms are located in the troll land of Dagori Inkarth, on the continent of Genertela.

How To Use This Scenario

The Munchrooms contain introductory adventures for two or more beginning troll or trollkin characters. While these adventures are designed for inexperienced characters, they are of major proportions in terms of challenge and complexity. It is intended that several combat-oriented play sessions be run, not just one, with the player characters given a chance to learn from experience between sessions.

Extensive non-player characters have been provided in order to ensure that the gamemaster can present a tensely-balanced series of battles, regardless of the weakness or power of his troll or trollkin player characters.

These battles take place over a full season of game time, so player characters will have a chance to make experience rolls.

If your beginning characters are trolls, present the adventure from the point of view of uzko (dark trollkin). If your beginning characters are enlo (trollkin), present the adventure from the point of view of the downtrodden trollkin. If you wish, the adventure can also be run from the point of view of troll enemy player characters (elves, dwarfs, greedy humans, and others). In theory, the adventure could be run from each of these viewpoints with different player characters each time, until the control of the Munchrooms was finally settled.

In all of these cases, one or more of your players may freely choose to play an inexperienced mercenary in the pay of the leader(s) of the party, rather than a new troll or trollkin character. Human mercenaries are the norm, but other species may be acceptable at the gamemaster's discretion (ducks are often popular, for

example). However, the majority of player characters in this scenario should be trolls or trollkin.

This adventure is intended to get a troll or trollkin campaign started, so it is oriented towards beginning characters. For the sake of fairness to players with new characters, no previously-run player characters should be allowed within the same adventure. If the gamemaster wishes to run this adventure for experienced characters, the number of enemies should be increased.

The Situation

The following narrative gives the gamemaster the facts in the situation. He may wish to reveal all or none of this information to the player characters.

The gardens of Boorbar were long farmed by trollkin, slaving for their dark troll masters. They produced wagonloads of magical and edible mushrooms, aided by the dark elves of the underworld.

During a population boom, a starving trollkin devoured a piece of a forbidden (magic) mushroom, feeling that it was better to be poisoned in his soul than starving in his stomach. To his amazement, the effect of the "poison" turned out to be an increase in his intellect beyond that of a normal trollkin. He tempted, bullied, tricked, and persuaded his littermates to share in the discovery. Shortly thereafter, the troll foreman mysteriously fell off a cliff, and the trollkin military leader died from bad mushrooms. All other trolls in the caverns subsequently suffered accidents, except for the Xiola Umbar priestess, Darna Farneeba. A purge followed of all the trollkin still loyal to the trolls, and the hearts and livers of these trollkin were devoured in a feast, such as the Masters held.

The leaders of the rebellion were the Barbag quadruplets. They determined to maintain their freedom, along with that of their downtrodden kindred. They gathered the harvest and sold it in Dragon Pass for cash. This cash was then laid aside for the purchase of aid in defending their caves against the trolls who were sure to come.

In the spring, a messenger came to ask where the mushroom harvest was, but barely escaped with his life. He reported that another miserable clan of trollkin had rebelled. The trolls laughed and prepared for a

glorious reassertion of troll supremacy. Many wished to participate in the massacre, but only some could be spared.

The trollkin hope they have bought the right aids and pray for surprise against their enemies, who are also their parents.

Cavern Layout

All the rooms of the Munchrooms except the main passage leading from the front door and the common room are filled with mushrooms. The main passage has no mushrooms in it at all, possibly because dim sunlight will reach in here during the day, though it is still dark enough to keep the trollkin from being demoralized. The common room has only scanty mushrooms growing about it, because this is where the trollkin sleep, and they eat anything found here.

There are four entrances to the interior of the Munchrooms: three cave entrances and a hole through which a river flows. The three cave mouths are known as the Front Door, Side Door, and Back Door. Both Side Door and Back Door are on the west side. There is no opening on the south or east side of the complex.

The river flows out of the caves from an underground source, and there is a series of small rapids just outside the entrance. The river provides water for the trollkin, and moistens the mushrooms' humus. The entire complex is humid and cool as a result of the river's presence. The hole by which the river exits the caves is too small for anyone but an unarmored being of small size, such as a human or trollkin, to squeeze through.

The Pit Room is the most mysterious feature of the caves. The Pit itself has rock walls and goes straight down. Anything dropped down it will never be heard to hit bottom. Although no one has ever returned to tell of this, anyone going into it can go down forever without seemingly coming to an end, for the Pit leads straight to the Underworld. One would have to climb down it for kilometers to get there. The Lhankhor Mhy cult has some small knowledge of the Pit's nature, and will sell this knowledge for a reasonable price.

The dark elves usually stay in the section of rooms containing their name, where they have their own water source. The mushrooms here are larger and better than usual. Many strange fungi are present.

All the rest of the rooms have compost and humus covering the floor, but the smell is not unpleasant. There are mushrooms growing everywhere, mainly of the edible variety. The magical mushrooms are grown among the edible ones in small quantities. There are currently no magical mushrooms growing in the caverns, as they have all been harvested, but a few have been stored, and may be available to be eaten or given in pay to the player characters.

Magical Mushrooms

The trolls who managed the Munchrooms produced several types of edible magical fungi for sale, carefully noting their appearance and effects. Those of possible relevance to the adventure are described below. However, there are many magical mushrooms, mosses, and molds in the Munchrooms with no predictable linkage between appearance and effect. It was a patch of such mushrooms that the Barbags consumed. The quadruplets knew they were taking a major risk when they ate the mushrooms, but the results (an increase in INT of as much as five points, in Barbag-Four's case) were well worth it.

If any player characters ask the Barbags about the various strange mushrooms and other fungi they see, or simply are curious about which mushrooms the quadruplets ate, the trollkin leaders will take them on a tour of the caverns, trading vague reminiscences: "Hey, I think that little oily, bitter one was the one we ate — no, it was the fat, warty one that popped when you bit it... Say, remember when Tremblehanks ate a whole patch of the green ones? Why, we had to clean off the walls afterwards..." Eventually the characters will realise that the Barbags cannot remember what the INT-increasing mushrooms looked like.

Much of the fungi in the Munchrooms, perhaps as many as 100 discernable types, will detect as magic, though most will have no significant effect if eaten. The gamemaster will have to determine the results if characters begin sampling fungi at random. The effect will be dangerous more often than not. Note that there are many edible types of non-magical fungi in the Munchrooms, mainly morels and dung fungus.

Rundown Toadstool

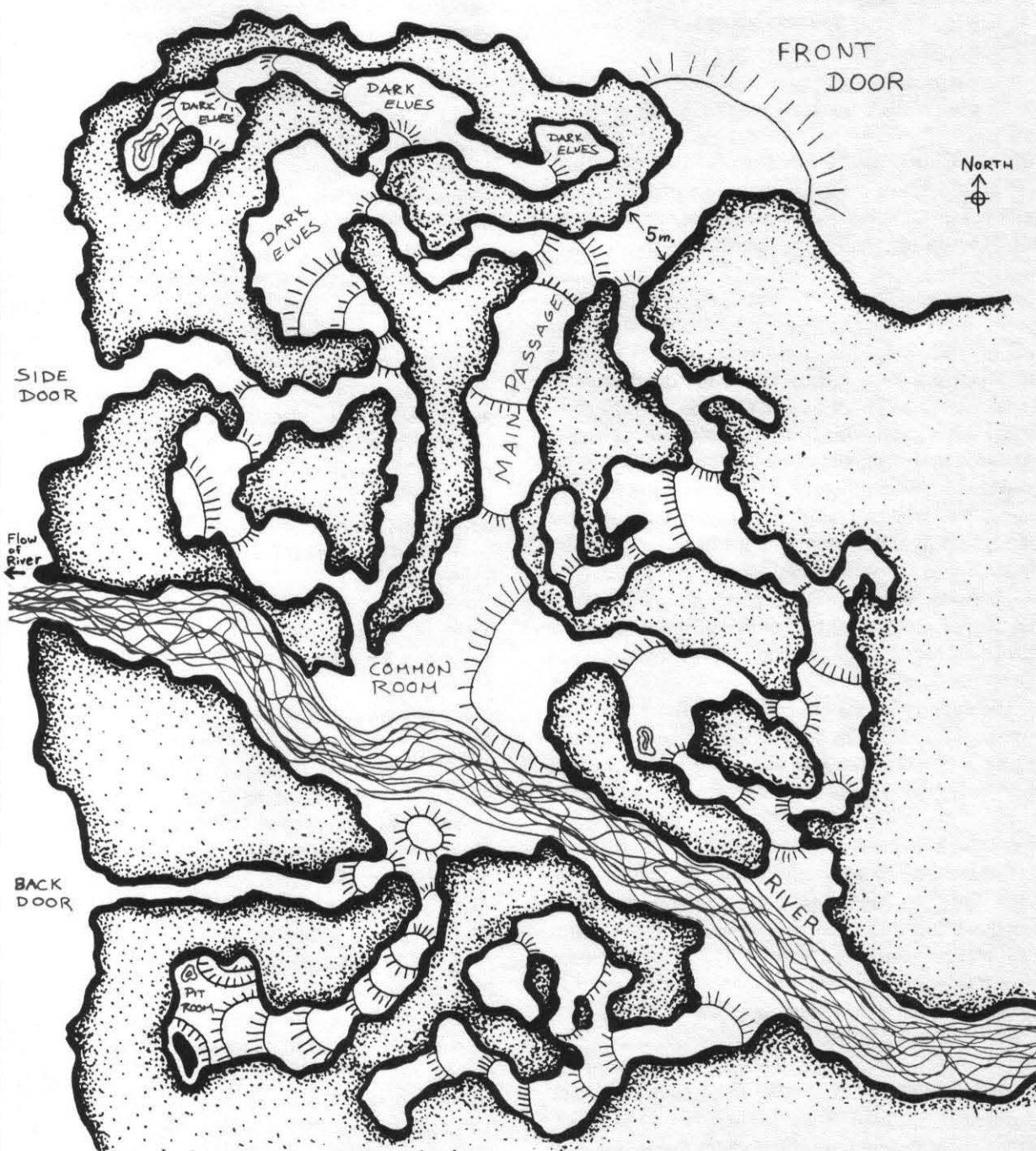
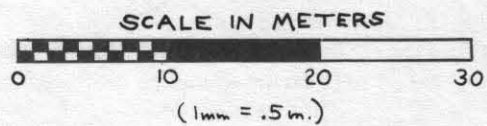
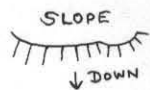
This black slender mushroom is eaten fresh or dried, though dried ones have only half the effect. They increase the eater's DEX by 1d6 per mushroom eaten (1d3 for a dried mushroom), with no limit on the possible increase. The effect lasts for one hour and begins 1d10 rounds after eating the mushrooms. At the hour's end, half the total DEX given is matched against his CON as Poison. The trollkin will warn anyone who gets greedy with these mushrooms about the sick feeling you get afterwards.

Example: Nesretep eats three mushrooms and his DEX goes up by 12 points. After the effect wears off, he suffers a poison attack with a Potency of 12/2 = 6.

Mad Dog Mushrooms

These mushrooms must be fermented and strained before use; eaten whole, they merely act as an exposure to Soul Waste disease. If properly brewed into a potion and drunk, the mushroom will cause the drinker

 TROLLKIN MAP OF THE MUNCHROOMS



to become frenzied, as per the Berserk spell (see *RuneQuest*). A single Mad Dog Mushroom provides enough base for a single dose of potion.

Eurmal's Crumbs

A tiny pink or red toadstool which causes the eater's player to roll 1d10 on the following chart:

1d10	Result
1-2	take 2d10 general hit point damage
3-6	take 1d10 general hit point damage
7	no effect
8	add 1 point to characteristic POW
9	add 2 points to characteristic POW
10	add 3 points to characteristic POW

Eurmal's Crumbs will affect an eater, for good or bad, only once in his or her life. Each future time the mushroom is eaten, the results are always treated as "no effect." The Barbags will warn characters of the potential danger here.

Spirit Moss

This dry, wispy fungus must be brewed into a potion for effective use — merely eating the dried or fresh fungus causes an effect like 1d6 rounds of spirit combat against a ghost with 10 magic points. If the victim is reduced to 0 magic points by this, he dies.

When brewed properly and refined, Spirit Moss causes the drinker's spirit to disincorporate (as the shaman ability). Further refining creates effects pertinent only in the forthcoming *HeroQuest* game. Normal brewing (causing Disincorporation) requires one fungus per dose. Doubly brewing the potion for *HeroQuest* requires 3 fungi, and triply refining requires 7 fungi per dose.

The duration of the effects are indefinite. The user may stay away from his body as long as he wishes, unless he is afraid that some evil being will possess it while he is gone. This is best handled by the referee.

Chaos Curse Mushroom

This distorted, blotchy mushroom is tainted with chaos. The trolls threw them away whenever they were found, but the trollkin are willing to sell or give them to the player-characters if desired. The taste of a Chaos Curse mushroom is strong and foul, and even the dullest taste can tell that something is wrong with a meal in which it is included. If a Chaos Curse is eaten whole, either fresh or dried, the eater loses 1 point off each of his STR, CON, POW, DEX, and APP, and gains a random chaotic feature. There is a 50% chance that the chaos feature is a reverse chaos feature instead, taken from the Curse of Thed table in *Gods Of Glorantha*. If you do not have access to that work, simply apply the effects of the chaos feature in some harmful way to the character.

The Rituals of the Pit

Deep within the caverns a pit leads into the bowels of the earth. The trollkin know that demons and monsters sometimes emerge from this pit and prey upon them, and the trollkin wish to learn how to utilize these forces in their own defense. Lhankor Mhy's Boldhome temple has a ritual entitled *Binding the Outer Dark*, which teaches how to control monsters from the Underworld. They will sell a copy of this spell to the trollkin for 1500 lunars, plus their choice of any ten magical mushrooms over the next year.

If this ritual is read aloud beside the Pit and combined with a successful Summoning roll, a monster emerges from the Pit. The ritual takes five minutes to intone, and costs the reader 1d3 POW, but no magic points. The trollkin won't sacrifice their own power. The trollkin will pay an adventurer five magic mushrooms if he will do so for them.

The Pit can be used another way. If a blood sacrifice of any complete creature is made with a successful Ceremony, a monster emerges from the pit just as if the ritual had been performed and the POW sacrificed. However, the trollkin will never consent to allow one of themselves to be sacrificed. If a troll is taken alive, or other prisoners are provided, they'll permit this. This system of summoning is more dangerous, since the only creatures arriving are those that are, by definition, hungry for blood.

Roll 1d20 on the following chart to determine what comes from the Pit:

1d20	Result
1-3	Small Shade (1 cubic meter)
4-5	Medium Shade (2d3 cubic meters)
6	Large Shade (3d6 cubic meters)
7-8	Peripatus
9	Wraith (MP 3d6+6)
10-12	Small Hellion (MP 2d6)
13-14	Medium Hellion (MP 4d6)
15	Large Hellion (MP 6d6)
16-17	Fear Spirit (MP 3d6)
18-19	Giant Scorpion
20	Cloutie (treat as <i>RuneQuest</i> Jabberwock)

If summoned by the sacrifice of POW, Shades, scorpions, and peripati are always friendly. Cloutie is always hostile. If a wraith, fear spirit, or hellion is summoned, roll 1d100. If the die roll is equal to or less than the creature's MPs x 5, it is hostile. Otherwise, it is friendly (obviously, the weaker the spirit, the likelier it is to be friendly).

When summoned by blood sacrifice, Cloutie and wraiths are always hostile. Subtract 25 percentiles from the d100 roll to determine the friendliness of a hellion or fear spirit (greatly increasing the chances of an un-

friendly one). Shades, peripati, and giant scorpions must roll 1d6. If the score is 5-6, they are hostile instead of friendly.

Friendly creatures aid the summoners, and hostile ones attack everyone in sight, beginning with the summoners.

Scenario I: Crush the Trollkin!

Situation Overview

A troll messenger has recently returned from the Munchrooms, wounded and angry, with the news of the trollkin rebellion. The local warlord, Olag Stonecrusher, has asked the player characters to help him quell the rebellion at the Munchrooms. Pay may or may not be offered, depending on the player characters' relationship with Olag, who is Karg's son of the Gudrun clan, a small local tribe that rules this area of Dagori Inkarth. We assume that the characters are either young trolls from Olag's tribe or inexperienced mercenaries, preferably human.

This is an excellent introductory scenario for beginning troll characters: the trollkin are a threat to be treated with contempt by any proper uzko, so even the most inexperienced troll characters can be in on the adventure. Most importantly, the leader of the trolls is more concerned with keeping his men in one piece than in killing enlo, so player characters have an excellent chance of survival.

Tactics and Experience

The battle for the Munchrooms should not be too easy, even though it involves inexperienced player characters. It ought to take several assaults to regain the caves, with the trollkin using different tactics and revealing different mercenary hirelings each time.

Only the gamemaster can determine how powerful his player characters are. He must carefully match the power of the mercenaries hired by the trollkin (see below) to the power of the attacking troll force. This way the scenario will be challenging without being impossible.

Let the players feel that they are gradually wearing down the opposition. The fighting fungus, available from the dark elves for a stiff price, is particularly nasty, and should be saved till the final assault, or used when the player characters become overconfident.

If the player trolls are doing really badly, they can be rescued by a last minute surprise assault by Bear Black, friend of Olag Stonecrusher. Bear is an impressively powerful Storm Khan of Storm Bull. His statistics can be found after those of the trolls. Perhaps he had an intuition from his god that his friend needed help? Bear and his men may also be used to balance out losses taken in earlier assaults by the troll party.

If the player trolls survive this adventure, they will have gained a good deal of experience, and have fought a wide variety of enemies, including trollkin, humans, and dark elves. They will also have learned something of troll and trollkin tactics.

Getting Started

It is Darkseason, the most important time of year for trolls and other beings of darkness. Word has come to the few members of the Gudrun clan who are not out hunting, marauding, or otherwise engaged that the trollkin of Boorbar's garden have rebelled! Boorbar is believed dead, and the messenger sent to enquire why Boorbar's shipment hadn't arrived barely escaped with his life. Olag Stonecrusher, Karg's Son of the clan, has begun preparations for a punitive expedition.

If the player characters are members of the Gudrun clan, they find out about the attack by hearing of the "big bash" planned among the clan-leaders for the rebelling Munchroom kin. Since this attack is taking place in Darkseason, the trolls are shorthanded — most of the better warriors are off in the wilds. Therefore, untested young trolls are welcome, and non-troll mercenaries may even be needed to augment the troll force.

Olag Stonecrusher, warlord and Karg's Son of the Gudrun clan, will interview and sign up each of the player characters for the attack. Trolls are expected to participate for free; they will have fun, food, and a chance to gain prestige, all by merely smashing a few trollkin.

Mercenaries naturally will demand more. Olag will only offer each mercenary 200 bolgs per point of SIZ that the human possesses, to be paid after the battle. Take it or leave it. If the mercenary successfully bargains with Olag, he will throw in a pair of live ham beetles for that character. Olag prefers human mercenaries, but may be willing to accept other species. Obviously, neither elves or dwarfs would be acceptable. Remember that experienced player characters are not allowed in this scenario, and the low price offered reflects this point.

Olag is definitely running the show. He plans a no-trollkin expedition, for fear of mutiny among trollkin warriors. Olag views the mercenaries as a way to keep

too many trolls from being killed or injured, and this should be plain to the mercenaries.

Once the player characters have been interviewed, Olag brings the entire assault force together, introducing his bodyguard, Rock, and other henchmen to the player characters. He then describes his plans for the attack.

Olag's Assault Plans

Olag has prepared two plans of assault, which he will present to the player characters. He is willing to take suggestions from the group, both inexperienced trolls and mercenaries. He will use the one they like best. If the player characters make absurd suggestions, Olag's henchmen shout them down.

This sequence assumes that human mercenaries are hired by Olag to augment a small troll force. If there are no human mercenaries, the gamemaster will have to rephrase some of the following material.

PLAN ONE

Olag Stonecrusher first addresses the trolls in the assault force: "Boys, this should be an easy run, even for you guys who are still slick behind the tusks. Still, them trollkin must be sneaky types to have wiped out Boorbar and his family, so be on your toes until we see what we're up against. I figure the enlo have grabbed

and sold all their harvest by now, so they may have bought up some kind of surprise for us. So no charging straight in, though I know it's against uzko pride to let enlo slow you down. We scout around first, then whack 'em good! Okay?"

Olag then speaks to the humans: "I don't really know how to use humans in battle, so I'm asking you guys for advice as to how to use you best. I don't want any more trolls to get killed than have to be.

"Here are my plans; first, I know you guys can't do much in the dark, so you can't run around much in the caverns without getting snagged. I think that what we ought to do is send you guys charging deep into the caverns with torches or glow spells. You kill anyone in your way, bypass anything tough, and station yourselves by the dark elf room. Here's a map I drew: pretty impressive, huh? [Gamemaster: show Olag's Map to your players now.]

"That way, if any elves come from there, or if any trollkin flee that way, you can off them. You guys will move at least an hour before nightfall, when the trollkin won't expect an attack from uzko. Then we trolls attack at all the openings at the same time, and we'll push through to you as fast as we can. Once we have cut the caverns into two or three pieces, we'll just go through them one by one, cleaning up. With this plan you guys would only need to sit still in one place, and you wouldn't have to run around holding torches and stuff. Like it?

"Oh yeah, if you don't think you're tough enough

Trolls Vs. Trollkin

WHY IS IT that the trolls in this scenario are reluctant to take losses when the insult they have suffered is so serious? After all, trolls have been murdered! The answer has to do with the relationship between the two races.

If the usurpers of the Munchrooms were dwarfs or other racial enemies, the trolls would certainly fight their hardest. Trollkin, however, are neither enemies or fully slaves, and are intimately linked to those they serve. Trollkin are, after all, the children of dark trolls (though no one ever reminds a troll of this point twice). Trollkin are very useful to troll society, and serve in many positions of importance. Trollkin can gain the respect of dark trolls by skill or courage, though they will never be full equals. And trollkin often flee the

troll caverns, since they are not kept as prisoners (except for the unlucky "food" category of enlo). Thousands of independant trollkin live in or near troll areas, starved and ravenous, creating regions of total desolation.

Rebellions by trollkin are common, though most are failures. The typical response to a trollkin insurrection is the brutal destruction and devouring of all those who rebelled. However, those rebels who fought well (except the leaders) may be spared and even given authority at some later date if repentance and loyalty can be proved. Good fighters are too scarce in troll society to be wasted.

Trolls are practical when considering whether to chastise rebellious trollkin. At a certain point in such a fight, the losses will outweigh the potential gains of continuing the battle, and the trolls will back off.

This is why trolls rarely hunt down trollkin who desert the clan: why bother?

Economic considerations are always an issue when trollkin rebel. In the case of the Munchrooms, the trolls realize that the trollkin will doubtless continue to trade with them if left alone, perhaps at better prices than their deceased troll master Boorbar was offering. And if they are all wiped out, a new brood of workers will have to be supplied and trained. So the only real threat to Olag and his tribe is a loss of prestige. And any trollkin who can drive off a troll assault force are deserving of some respect.

Trolls are usually victorious in a conflict with trollkin, so the trollkin attitude towards such conflicts is fatalistic. See "A Trollkin Philosophy" in the Book of Uz.

to make it clear to the dark elves' room by yourselves, I can send a few uzko with you. Okay?"

PLAN TWO

If the party questions the first plan, Olag comes up with this one. He addresses the group as a whole in this case, rather than assigning different tasks to trolls and humans: "If you guys don't like that plan, I got an alternate idea. See, in this one, me and some volunteers and some of the great trolls would push in the back or side door to the Munchrooms. We'd attack after the mercs and all the rest of the uz had engaged the enlo at the main entrance, so that the enlo would be off fighting there, and maybe not watching the side entrance too well. We'd rush in from the back fast as we could, and ice any kin in our path until we came up to the main battle. Then, with us behind and the boys in front, we'd have them between us like a bean in a grinder. They'd be burned so bad it wouldn't be worth a song afterwards. [Show Olag's map again.]

"Well? Which plan do you like? I don't care, I think either of them would work."

Olag will adopt whichever plan the players agree to use. So long as the players treat Olag fairly, the troll and his forces will be good companions and employers. If the characters doublecross him, the referee assumes command of Olag's forces as one of the other experienced dark trolls, who should take command by right.

Olag does not clearly remember the caverns, since he only visited there once, and the gamemaster should note that his map reflects this. See Scenario Two for more information as to the significance of poor mapping.

Trollkin Tactics

The trollkin will hire only trollkin mercenaries, whom they can quickly contact and hire at a reasonable price. They have gained the services of the Four Friends, Ugly Kaz, and Nosebiter's Feet. Additionally, they have bribed the dark elves to join them, and won over Darna Farneeba, making promises that they will not kill any captured trolls unless forced to. They will not purchase information from Lhankor Mhy. With their remaining funds, they will purchase cuirboilli arm and leg armor for the ten trained warrior trollkin, thus giving them 4 points of armor on all limbs (including skin). The gamemaster must adjust statistics for this.

Three barricades of stone and earth have been built where the tunnels are widest, each with one gap too narrow for troll-sized beings to pass through. Each barricade has a parapet so that trollkin can fight behind protection. The gamemaster must mark these on his

map as needed. Up to three pit traps may also be added by the gamemaster in the outer areas of the Munchrooms (only). These should also be marked by the gamemaster on his map.

The enlo will defend in the following manner. First, they will detail the Four Friends and Ugly Kaz together with ten untrained trollkin to guard the Side Door. If enemies attack there, the trollkin will fall back slowly. They will be trying to keep their losses down until they reach the fork in the tunnels, where they will hold and send for help.

The dark elves and the ten warrior trollkin will guard the Back Door, retreating as needed. The trollkin and dark elves plan to evacuate the entire section of the caves south of the river if met with an attack of serious dimensions from the Back Door. If an attack comes there, it will be met by missile fire from across the river to hold off their foes. The river flows fairly rapidly, causing a reduction of 15% to Swim skill. The edges are slippery rock, with few handholds available. The trollkin cross by way of a flimsy wooden bridge, which they will pull across as soon as invaders enter the area, possibly leaving some of the defenders to the mercy of the trolls.

The Barbags, and the thirty remaining untrained trollkin will guard the Front Door along with Nosebiter. Darna Farneeba, the healer, will stay in the dark elves' cave.

The dark elves will also serve as a mobile reserve. If the trollkin are defeated anywhere, the elves will come from behind to shore them up. The Barbags are unsure of the courage of their worker trollkin, so they will be likely to call them at the first signs of a defeat at the main entrance. They may also send a messenger for one or more of the Four Friends to come and help.

One surprise that the trollkin will have for the invaders is that twenty of the thirty worker trollkin at the main gate will have slings (gotten from the dark elves). In the time that they had before the troll attack, these trollkin trained in the use of the sling with the elves. Their sling attack is now 25%. They were able to do this partly because they did not spend any money or time in Dragon Pass hiring human mercenaries.

When trolls attack the main entrance, the trollkin will release a volley of slingstones at them. The trollkin will stay inside the tunnels, and can stand five abreast, with five more in the second rank. They will keep firing until the trolls close to melee distance, when the stronger Barbags and Nose-biter will move in to fight as well. Darna Farneeba and her aides will stay in the background healing all who need it, including any living trolls. She will send one of her aides to get the dark elves' help if needed. No troll will dare injure her, though she could be tied up legitimately.

The trollkin are not especially clever, but the Barbags are cunning and treacherous, and very skilled in

decided to commit some of the clan's assault beetles to the attack this time. The force will be as follows:

Olag, leader.

Rock, his bodyguard, a great troll.

Sonook, "watchdog" dark troll. Will watch any mercenaries carefully for signs of treachery.

6 average great trolls.

6 good dark troll warriors.

8 average dark troll warriors.

6 assault beetles.

At least two player characters, as before.

Olag will order a retreat from this final assault only if he takes very serious losses: five or more dead, captured, or incapacitated trolls. Again, wounded trolls are not important.

If the trolls are losing this final fight, see the section below pertaining to the Storm Bull berserkers. Bear and his men can appear from a side tunnel, or from the river, to save the day and complete the destruction of the rebels.

If things go very badly, the trolls will give up the battle. Remind any player trolls who disobey Olag's order to retreat that they will be shamed and probably distrusted for the rest of their lives.

Scenario II: Rebel Trollkin Unite!

Appropriate Player Characters

This scenario presents the events at the Munchrooms from a trollkin point of view. It is not essential that all the player characters be trollkin: humans or other non-trolls would be fine, although the point of this scenario's inclusion in *Trollpak* will be lost if none of the characters are trollkin. Whoever the characters are, they must be sympathetic to the trollkin plight, or at the very least, not friendly to trolls. The characters will also need courage, and a fondness for hopeless causes. They will have a very tough battle ahead of them.

If your players have rolled up troll characters randomly, it is possible that one or more are trollkin. Independent trollkin adventurers would probably be impressed by the success of the trollkin rebellion in the Munchrooms and be interested in supporting it, perhaps taking up residence in the caves after the war. The gamemaster may also have decided that running a campaign featuring independent, vengeful trollkin player characters would be interesting. In either case, at least a few of the player characters must be free, in-

dependent trollkin with a grudge against their erstwhile masters. Trollkin who are part of a troll clan would be too dominated by their masters to dare to help the trollkin of the Munchrooms.

Any remaining characters can be mercenaries, who will be hired by the Munchrooms trollkin in the city of Adari. It is unlikely that every one of your players will consent to be trollkin, who are undeniably an unimpressive species of creature, so feel free to let those players who protest play mercenaries. Such characters may be reasonably experienced if you wish, considering that this scenario is strongly biased towards a troll victory, for the sake of realism.

Getting Started

The adventure begins in Adari, a small city located on the border of Dagori Inkarth and Prax. The city teems with adventurers, mercenaries, scruffy merchants, thieves, and other nondescripts. Trolls are constant visitors, as are independent trollkin and other strange beings. Adari is several days' journey to the east from the Munchrooms.

A stubby, hooded figure has been wandering about the bars of Adari for several nights now, seeking out stalwart adventurers willing to fight trolls. He offers only small amounts of money, but claims he has magic for those willing to aid him and his party. It is rumored that the figure is a dwarf. This would-be employer, whoever he is, never appears during daylight.

The mysterious figure seems to be particularly interested in trollkin adventurers, who are not usually sought after.

If the players are interested, he will talk directly with their party leader. He initially offers a single magical item (of unspecified nature) for each party member willing to fight for him, as well as money — the amount of money will depend upon the player-characters. A party that includes trollkin warriors is ideal for his purposes, but any non-troll is acceptable.

If the player characters are interested in the deal, the mysterious employer unveils himself. Surprisingly, he is a trollkin. After questioning the adventurers carefully, he takes them to meet his siblings. The Barbags will give the characters the full story once their conditions have been met (see below). If the players do not accept the deal, the referee may wish to see Scenario I or III.

Trollkin Terms

The Barbags first ask a responsible member of the party (who must worship a deity emphasizing either

honor or truth, such as Orlanth or Humakt respectively) to take an oath not to betray the trollkin. Then they tell the party the story of the insurrection.

Once the story of the Munchrooms insurrection is told, the characters are informed that the Barbags have managed to sell their mushroom crop for 8000 Lunars, and would be interested in advice as to how best to spend their money. If the characters are skeptical that a crop of mushrooms could gain such a high price, the Barbags smile mysteriously, and remind them of the magic they promised.

One of the Barbags will accompany the characters if they choose to visit suppliers in Adari, and the characters will never see the trollkin's money. All purchases will be carried out by a third party that the characters will not meet (the Barbags are suspicious types).

Terms of payment are as follows: half of whatever is left over after the players have approved all purchases will be given to the player characters as pay. For example, if the players decide to spend only 4000 Lunars, the trollkin will give them 2000 Lunars as their share of the pay.

In addition, after the battle, the trollkin will give each surviving character as many edible mushrooms as he can carry and any one magical mushroom that the character wants. If the player characters demand more, the Barbags offer more magic mushrooms, but only up to a limit of three per character. They are happy to describe what they know of the mushrooms' various effects. Their knowledge is empirical rather than scientifically accurate. The gamemaster is free to reveal whatever information he feels the trollkin would have learned over the years.

The Barbags, while more intelligent than most trollkin, still are vastly inexperienced in most ways. If any player characters should deign to speak to them of gods or magic, it will be revealed that the Barbags have no knowledge of cults outside Kyger Litor, which they know only by reputation. The quadruplets will be fascinated and ready to join whatever cult is mentioned. The gamemaster also has an opportunity for a humorous sideline to this adventure regarding the forming of a trollkin cult of sorts: see the Trollkin Statistics chapter below, under Nosebiter.

Preparation for the Battle

The trollkin have made a list of all their potential aid and actual resources, and will present this list to the characters. If the aid requires money, a figure begins the entry.

Free: Five mobs of trollkin with ten trollkin each, one trained with weapons, the rest workers.

Free: Barbag quadruplets.

1000 L: Darna Farneeba and aides.

400 L: Ugly Kaz.

2000 L: The Four Friends (600 L. individually).

800 L: Nose-Biter's Feet (see Trollkin Statistics).

Normal prices: weapons and armor (note: Adari is a small city).

Normal prices: training for the Barbags.

1500 L: Pit ritual book from Lhankor Mhy.

50 L: enough digging tools to equip one trollkin work team (ten trollkin). One team is already equipped with tools purchased by the late masters: three more could be equipped.

3000 L: Dark elves' help.

TACTICS

Before purchases have been made, tactics must be discussed. If any of the player characters have experience in combat, one of the Barbags asks that character how best to prepare for the troll attack. If all player characters are totally inexperienced, one of the trollkin mercenaries begins the discussion by suggesting that the party set up lookouts and defensive positions. One of the Barbags then proposes that traps and barricades with ramparts be built inside the caves. The gamemaster may wish to let the players discuss these matters, but should intervene in character as one of the Barbags if absurd tactics are proposed (such as charging the trolls outside the caves).

Scouts and lookouts had best be humans or other non-trollkin. Remember that trollkin are terrified by sunlight and will always avoid it if not forced (they will be Demoralized, in game terms). Of course, the attackers, being trolls, will be more likely to attack during the night. But a daylight attack would not be impossible. The first part of each combat session should concern the fate of these lookouts, if any are player characters.

One of the key tactical issues is how many exits from the Munchrooms, if any, should be blocked. The player characters may wish to block all of them. In this case, one of the Barbags suggests that a tiny sally port be dug near the Side Door, useable only by small beings. However, the Barbags will not flee even if the situation becomes hopeless, nor will they even discuss the possibility of failure in the presence of their faithful trollkin followers.

CONDITIONS FOR PAYMENT

No money or mushrooms will be given to the player characters (except for a few bolgs to show good faith) until the Barbags are certain that they have discouraged the trolls from any further attacks. The Barbags believe that killing, or better yet capturing five or

more trolls will establish their rule of the Munchrooms as one to be reckoned with. This will be their primary criteria for declaring the job done, and they will be willing to pay the player characters off at this point.

EXCAVATION RULES

Some of the 40 untrained trollkin may be better employed digging pits, sealing off tunnels, or raising dirt barricades than in fighting. Currently, there are only enough shovels and picks in the caves to equip one work group for digging and earth-moving. However, more tools may be purchased.

Each work group (10 tool-equipped trollkin) is capable of methodically excavating a 3 meter cube of rock and soil every 15 minutes (75 melee rounds) without penalty to fatigue points. They can then move the soil to a new location or dump it nearby, creating barricades, ambush points, or other tactical strongpoints.

Excavation at a more hurried pace will probably be necessary, but the trollkin will become slower and slower as exhaustion sets in. Each work group may hastily excavate a 3 meter cube of earth and rocks in 3d6 melee rounds. The random nature of the time period is caused by variance in soil composition, fatigue among the workers, and other factors. Once a work group has finished a task, they will need to rest for several rounds. If forced to continue, they will move one more 3 meter cube in 5d6 rounds. A further cube will take 7d6 rounds, and so on (add 2d6 rounds to the time it will take for each successive effort).

The gamemaster will have to rule as to the time taken for moving excavated dirt and rocks around the Munchrooms during combat. Perhaps the trollkin have made some crude sledges or wheelbarrows? A gamemaster ruling will also be needed if the trollkin try to wall an invader up in a side tunnel. At least three of the four work groups would be needed for such an ambitious task. Assuming the invader failed to bring a shovel, he will be at a disadvantage in a digging contest with a group of trollkin, who cooperate well, though they are not especially strong.

If an invader can summon a gnome, the trollkin will be outclassed. Also, the troll's assault beetles are capable of effective digging. Two beetles will excavate soil at approximately the same rate as a trollkin work team, although they will not be able to dig out stones or soft rock as effectively as the tool-equipped trollkin.

If three or more of the worker trollkin are lost from a digging party, the remaining ones will panic, becoming useless for cooperative work until rallied by one of the Barbags and formed into a new group of ten. The members of the team will still be able to fight, however.

The Troll Assaults

Once the player characters and the Barbags have prepared their defences, a period of waiting ensues. The adventure will recommence with the first troll assault. If possible, please read the previous scenario, which gives more details on the timing of the adventure, on troll tactics, and on several other issues.

THE FIRST ASSAULT

The time is Darkseason, and few troll warriors are available. So Olag Stonecrusher's first attack is simply a probe to test the trollkin strength. He hopes that the trollkin have been unable to hire help, but is too experienced and cautious to count on such an eventuality.

The trolls initially assault the Munchrooms using traditional troll tactics. At twilight, the six dark trolls sneak up as close as they can to the front entrance, killing any scouts they find silently, and charge straight in, bellowing, once they are discovered. The three great trolls wait behind, and come up at a run as soon as they hear the sounds of battle.

Describe the terrifying growls of the huge troll warriors as they charge the caves, and the glow of awesome magic on Olag, a Karrg's Son, favored by Kyger Litor. Several of the trollkin squeal and run at the appalling sight.

The initial attack party is as follows:

Olag Stonecrusher, leader.

Rock, who waits out of sight of the Munchrooms for the others to make the first attack, in charge of the great trolls.

Sonook.

4 average troll warriors.

2 average great troll warriors (who do not attempt to sneak up on the caves).

As soon as three or more of the attackers are significantly injured, or even one attacker is killed, Olag will break off the attack and retreat.

Since several experienced warriors are assisting the trollkin, this first assault shouldn't be too terrifying, though heavy losses will be incurred. If the trolls look like they are going to win with this tiny force, your player characters probably got too greedy with the trollkins' money. The survivors will have learned a lesson about messing with trolls.

You can still save the situation by revealing a second group of trained trollkin, kept secret from the player characters, that suddenly charge out from a side tunnel with cries of "Death to the Masters!" Duplicate the statistics of the trained militia trollkin.

If any trolls are taken captive in this assault, they

can be ransomed. However, no troll would surrender to a trollkin, so the uz will have to have been knocked unconscious. Any trollkin or mercenaries taken captive will be killed and eaten by the trolls.

There will be a period of recuperation after the first troll attack. Player characters will have a chance to make experience rolls, and better tactics can be discussed. A hasty trip to hire more mercenaries might also be in order. Also, the dark elves ought to be hired, if they haven't been already. For their numbers, their price is extremely reasonable.

If any trolls have been captured, negotiations will be undertaken by a neutral messenger (probably a Xiola Umbar initiate).

THE SECOND ASSAULT

Several weeks later, when a few more trolls are available and everyone is healed, Olag makes a more serious attack on the dastardly enlo. He will attempt to use more subtle tactics to defeat the little cowards and their minions.

By this time, the player characters and the Barbags should have come to an agreement with the dark elves. If not, things may get messy. If the player characters wish to leave at this point they may, but they will not get any money without a fight. The Barbags are on the lookout for treachery from any non-trollkin at all times.

Olag sends his shock force of assault beetles and great trolls against the main entrance, with orders to kill as many trollkin as possible. However, they are not really trying to push into the caverns, just to divert the defenders, slaughter kin, and block off the dark elves from any attempt to join up with the trollkin. The latter goal will not work, due to Olag's faulty mapping. This problem will prove a recurrent one for the trolls.

The best tactic for the defenders of the Front Door during the second assault is to retreat into the caves, giving up access to the two side passages. They can make a stand at the high point on the main tunnel. Remember to give the defenders the Attack Modifier for attacking from above. The trolls will be hard pressed to assault this strong point more than once without reinforcements or more complex tactics, since Olag's map wrongly indicates that the trolls, once in command of the main passage, cannot be threatened by attacks from the small eastern side tunnel or join up with the dark elves. In reality, this tunnel goes all the way to the common room, and the trollkin can use it to attack the trolls from behind.

While the diversionary attack takes place in the main passage, the trolls will have sent four average dark troll warriors and two good dark troll warriors, led by Sonook, up the Back Door entrance to sneak in and take the caves by surprise. This is essentially a sound

tactic, assuming the door is not blocked, since the nervous trollkin will react strongly to the great troll and beetle attack. However, Olag, fearing dark elf counterattacks, has ordered his strike force to take control of the large cave leading to the dark elves' eastern hole (see his map) before they take over the common room.

This is another one of Olag's blunders. In reality, the dark elves rarely go across the river, and it was only chance that several were seen in that area by Olag during his one trip to the Munchrooms. Therefore, once past the common room, the trolls will end up being ignored for a time, especially if they can be walled off by trollkin work teams with shovels.

Worse, the river that must be crossed to take the common room is much wider and more rapid than Olag remembers. So a good tactic for the trollkin defenders is simply to retreat across the river, then attack the enemy with missile weapons. Read the discussion of trollkin tactics in Scenario I for more on this subject.

The rest of the dark trolls will be outside, waiting for a signal from the caves. However, if the great trolls are starting to falter, Olag will send himself, Rock, and the two remaining good dark troll warriors to shore them up, keeping the remaining trolls (three average dark trolls) as his reserve, ready to attack wherever weakness is shown. He will lead the great trolls forward if the trollkin retreat back into the caves (to the high point of the main passage, and will not expect any attack from the eastern side tunnel). He will also detail one or two trolls to guard the western tunnel leading to the dark elves' lair.

The troll force is as follows:

Olag, Rock, and Sonook.

4 average great troll warriors.

4 assault beetles (note: these will attack till killed).

4 good dark troll warriors.

7 average dark troll warriors.

Olag Stonecrusher will not order a retreat until his little troop has had a total of at least seven warriors (not beetles) seriously wounded. Serious wounds would be those that, after healing, still put the warrior out of action. A loss of three or more warriors killed or captured would also cause him to give up this attack.

This will be a very difficult fight for the player characters. Remember that Darna Farneeba is available in the dark elf complex to save severely wounded fighters. Still, due to poor reconnaissance and a few trained warriors on the side of the trollkin, the trolls ought to fail again. The dark elves should release their fighting fungus when things look bad, or if trolls go up

their tunnel. If necessary, reveal that the elves have two fighting fungi, and use the second one to save the day (reuse the same statistics).

At least two weeks will pass before the third and final assault. The player characters have a chance to make experience rolls at this time.

THE FINAL ASSAULT

Now Olag is angry. He also has a much better idea of the layout of the caves, and knows how wide the river is. He marshals all the currently available forces of the clan (about one fifth of the total), and, at the gamemaster's discretion, may bring in several dangerous special groups to make sure that his assault will succeed. If it doesn't, the trollkin of the Munchrooms will have earned his respect. They will also have earned his hatred, but the clan will have suffered too greatly for any further assaults to be justifiable.

If the player characters barely survived the last assault, neither optional attack force should be used. Instead, the trolls simply make one last attack using the same tactics. The discussion that follows assumes that the trollkin have been doing well, and need a challenge for the final assault. If the trolls have taken heavy losses, use the Storm Bull berserkers.

Olag has reluctantly hired a Storm Khan, an old acquaintance, to help in the battle. The Khan demanded as pay that three trolls accompany him on an anti-chaos mission far from Dagori Inkarth, but Olag agreed, the reputation of the clan being at stake.

This time, the trolls will mount assaults on all three cave entrances, but will try to avoid ambushes. One or more entrances will probably be blocked, so the role of Bear, the Storm Khan, is the key to the attack.

The Khan is bringing four followers, all fearless berserkers. They are the trolls' secret weapon. Bear has prepared large leather swim bladders for himself and his men which will add 70% to their Swim skill. He and the berserkers will cast spells and swim up the river in armor using their swim bladders. When they reach the main cavern, they will emerge dripping from the water and fall upon the trollkin from behind, spreading dismay and destruction.

Swimming up the river with armor and weapons is a challenging task even with a swim bladder: each warrior has only a 25% chance of making it up the river in a given melee round, so one or more may gain the inside of the caverns without backup. It will take another round for a warrior to clamber his way up the slick rock sides of the river. Once the berserkers have begun their attack, the Khan will break a bottle of green dye and pour its contents into the river, turning the water dark. The dye is the signal for the remaining un-

engaged trolls to attack en masse; half at the Front Door, and half at the Side Door (all at the same door if one is blocked).

Remember, Bear (the Khan) will throw in the dye as soon as his attack begins in earnest. If the Storm Bulls are opposed by what they consider to be weak forces, Bear will cast Fanaticism on two of his followers. "Strong forces" include heavily-equipped humans, dark trolls, chaos creatures, and other Storm Bulls. Even if opposed by other Storm Bulls, Bear will press the attack, warning those Storm Bulls to stand out of his way. He figures that even if he kills the Bull's worshippers, they will merely go to join the Bull in death if they were good followers, and if they were poor followers, then good riddance to them.

Olag's second special assault force is a giant centipede, with rider. The centipede is a huge, hideous monster that will undoubtedly strike terror into the hearts of all the trollkin. Use the statistics given in the Giant Arthropods chapter of the *Book of Uz*.

The final assault will consist of:

Olag (who should have survived due to his excellent magic and skills).

Rock, and Sonook, if still alive.

Any great trolls who survived the second assault, plus 2 more (the maximum would be 6).

Any good dark trolls who survived the second assault, plus 2 more (again, the maximum would be 6).

Any average dark trolls who survived the second assault + 2 more (maximum of 9).

Optional: Bear Black and men.

Optional: 1 giant centipede and mahout.

This time, Olag will give up the attack only if he loses 5 or more dark trolls (killed or captured). Wounded trolls are not a consideration when the reputation of the clan is at stake.

The gamemaster may intervene once again in this final assault. Perhaps several unhired trollkin mercenaries have heard of the heroic defense of the Munchrooms and sneak through the troll lines to offer their help free of charge. If all the listed mercenaries have been hired, a small force of troll-hating dwarfs or elves could show up outside the caves and attack the trolls from behind. Such a force will have to be written up by the gamemaster, assuming statistics are needed. Finally, the giant centipede could very well go out of control if its master was killed.

If such desperate measures are not enough to save the trollkin and the player characters, perhaps a defeat is in order. This scenario would be unrealistic if it gave the trollkin too great a chance to survive. Player characters may still escape to tell the heroic tale of the Munchrooms rebellion to trollkin everywhere.

Scenario III: Outsiders Attack the Munchrooms

The caves can simply be invaded by player characters of any non-troll species out for plunder, or by troll-haters (elves or dwarfs would be appropriate) who wish to wipe out a weak troll settlement. Whether or not the adventurers have heard of the trollkin rebellion is up to the gamemaster. Perhaps the adventurers know of the rebellion and are looking for easy pickings?

The caverns produce magical mushrooms, and have the magical Pit within, so there are reasons for players to invade the Munchrooms even if they are not invited by one side or the other.

An interesting tactical situation could be engineered by having the troll attack take place, coincidentally, just after the adventurers' assault on the trollkin. The adventurers would have to fight both trolls and trollkin to escape from the Munchrooms.

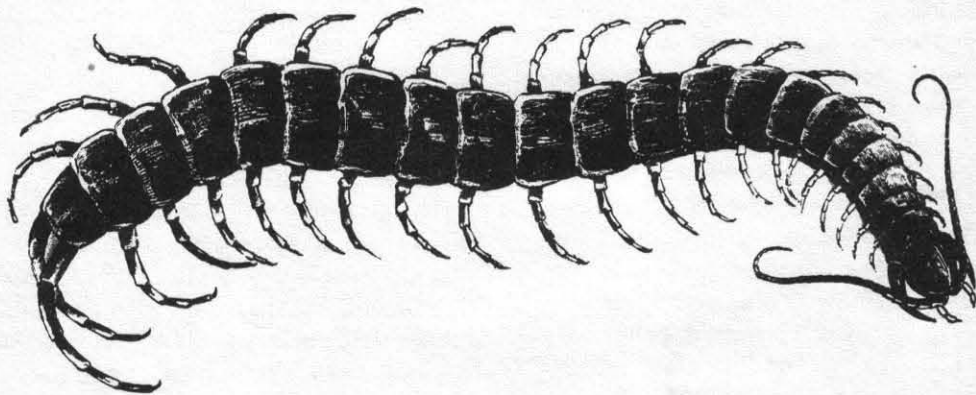
The gamemaster will have to create the details of this scenario himself. Use the trollkin defence plans

and tactics listed in Scenarios I and II against any invaders.

Combining All Three Scenarios

An unusual alternative for very experienced game-masters is to run all three Munchrooms adventures at once with a large group of player characters: one group of trollkin characters would fight on the side of the rebellious trollkin defenders, a second group of trolls would fight on the side of the invading trolls, and one group of humans or troll enemies could be plunderers, caught in the middle of the battle. Players should also take on the characters of the Xiola Umbar priestess and her entourage, or use the dark elf characters, both groups provided in the Statistics section below.

This scenario would lead to player characters fighting each other, which Chaosium Inc. does not recommend as a general policy. However, the roleplaying possibilities of this particular situation are intriguing: perhaps a negotiated peace could be enforced after the initial hostilities?



Troll Statistics

OLAG STONECRUSHER, Karrg's Son

Olag is an experienced Karrg's Son. As warlord of the clan, he has organized the attack on the Munchrooms, and has decided that it is within his dignity to head the expedition, even though only trollkin are expected as foes.

Olag is strict with his trolls in wartime or on missions, but quite easygoing and fun-loving at other times. He will not warm to non-trolls at any time, unless they perform some heroic deed, saving trolls at the risk of their own life.

statistics		location	melee	missile	points
STR 22	Move 3	r leg	01-04	01-03	9/7.....
CON 18	Hit Pts: 20.....	l leg	05-08	04-06	9/7.....
SIZ 22	Fatigue: 40	abd	09-11	07-10	9/7.....
INT 17	-36 = 4.....	chest	12	11-15	9/8.....
POW 17	Magic Pts: 17+	r arm	13-15	16-17	9/5.....
DEX 16	18 ally + 12	l arm	16-18	18-19	9/5.....
APP 18	spirit = 47.....	head	19-20	20	9/7.....

weapon	sr	attack%	damage	parry%	pts
Lead Mace	4	115	1d10+2+2d6	90	10.....
Staff Sling	2	95	1d10	35	10.....
Kite Shield	5	85	1d6+2d6	105	16.....

Spirit Magic (51%): Bludgeon 3, Darkwall (2), Demoralize (2), Detect Enemies, Dispel Magic 8, Disrupt; (known by Grim) Countermagic 2, Heal 6, Speedart; (known by intellect spirit) Extinguish 4, Repair 2; (in matrix) Multimissile 3.

Rune Magic (65%): (all one use) Blinding 2, Counterchaos, Darksee 3; (known by Grim) Shield 2, Summon Shade; (in matrix — reusable) Crush 2.

Skills: Conceal 80, Climb 95, Darksense/Scan 110, Darksense/Search 90, Hide 60, Jump 100, Listen 90, Sneak 75, Track 85.

Languages (Speak/Read): Aldryami 25/18, Darktongue 43/40, Mostali 25/30, Sartarite 15/10, Tradetalk 30/—.

Magic Items: staff sling is Multimissile 3 matrix; thumb ring holds bound intellect spirit (INT 6, POW 12); pinky ring holds bound power spirit (POW 12); enchanted lead mace is Crush 2 matrix; owns magic crystal which permits the user to cast up to 4 Fanaticism spells simultaneously at willing targets, costing the user 1 MP per spell cast.

Treasure: carries 125 lunars and 2 wheels; ransom is 4200 lunars. Has enchanted lead armor and mace.

Armor: lead chain, Karrg's Sons' special enchantment.

Allied Spirit (in mace): INT 9, POW 18.

ROCK, great troll bodyguard, Kyger Litor initiate

Rock is Olag's bodyguard and is unimaginative and loyal — the archetype of the stolid henchman. Like most great trolls, he is not very intelligent. He will fight forever to aid Olag, but is at a loss as to how to proceed when Olag is not around to tell him what to do. If Olag is slain, Rock is likely to go into a battle rage, fighting until he is slain. Olag is loyal enough to Rock to perform Divine Intervention if the faithful bodyguard is slain.

Rather than using a puny, human-sized greatsword like most great trolls, Rock uses a huge, great troll-sized weapon, specially crafted for him by a frightened blacksmith hired by Olag. The blacksmith always claimed he was forced to do the job, but moved to a bigger house a short time later.

statistics		location	melee	missile	points
STR 32	Move 3	r leg	01-04	01-03	11/9
CON 21	Hit Pts: 26.....	l leg	05-08	04-06	11/9
SIZ 30	Fatigue: 53	abdom	09-11	07-10	11/9
INT 9	-41 = 12.....	chest	12	11-15	12/11 ..
POW 15	Magic Pts: 15+	r arm	13-15	16-17	11/7
DEX 17	10 spirit = 25.....	l arm	16-18	18-19	11/7
APP 7		head	19-20	20	11/9

weapon	sr	attack%	damage	parry%	pts
Huge Gtsword	3	100	2d10+3d6	93	14
Heavy Mace	4	85	1d10+2+3d6	65	10
Thrown Rock	2/7	80	1d4+3d3	—	—

Spirit Magic (42%): Coordination 2 (adds +2 to attack and parry and lowers SR by 1), Countermagic 1, Demoralize (2), Darkwall (2), Heal 2.

Skills: Climb 60, Darksense/Scan 75, Darksense/Search 80, Jump 90, Listen 80, Track 55.

Languages (Speak/Read): Darktongue 35/25, Tradetalk 15/—.

Magic Items: enchanted lead mace; wristband holds bound power spirit (POW 10); five bottles of blade poison POT 12, each holding one dose for Rock's sword. The poison remains on the blade 1 day or until the sword penetrates armor, whichever happens first.

Treasure: carries no money (Olag has it all); ransom is 1300 L and includes Olag's eternal hatred. Greatsword is worth double the normal price, and can only be used by characters of STR 30 or more. It is finely crafted, and has an ENC of only 5.5.

Armor: plate chest, chain elsewhere.

SONOOK, Kyger Litor initiate

Sonook is Olag's watchdog and will always accompany the mercenaries in the party, if any, under Olag's orders. If there are no mercenaries, he will watch over any younger trolls.

If human mercenaries are in the party, Sonook will be ordered to cast his Blinding spell at the human leader in case of treachery. Sonook will throw a Blinding 2 if the human leader does not seem too powerful, and reserve a Blinding 1 for later use, or for use on one of the human followers. If the humans prove false, and he is forced to Blind them, he will try to flee from them as swiftly as possible, and bring Olag and friends to kill the humans while they are helpless. His tactics for dealing with nonhuman mercenaries will be based on exploiting whatever weaknesses they have.

Sonook is always amused by the antics of young trolls out to prove themselves, but he will not rush to rescue one unless the young troll performs an act of suicidal heroism.

statistics		location	melee	missile	pts
STR 21	Move 3	r leg	01-04	01-03	6/6
CON 14	Hit Pts: 16.....	l leg	05-08	04-06	6/6
SIZ 18	Fatigue: 35	abdom	09-11	07-10	8/6
INT 12	-28 = 7.....	chest	12	11-15	8/7
POW 16	Magic Pts: 16.....	r arm	13-15	16-17	8/5
DEX 12		l arm	16-18	18-19	8/5
APP 11		head	19-20	20	6/6

weapon	sr	attack%	damage	parry%	points
Heavy Mace	6	85	1d10+1d6	80	10
Staff Sling	3	70	1d10	45	10
Kite	7	65	1d6+1d6	90	16

Spirit Magic (58%): Darkwall (2), Dispel Magic 1, Disrupt (1), Extinguish (2), Heal 4; (in matrix) Multimissile 2.

Rune Magic (78%): (one use) Blinding 3.

Skills: Climb 80, Darksense/Scan 75, Darksense/Search 50, Jump 60, Listen 45.

Languages (Speak only): Aldryami 10, Darktongue 35, New Pelorian 15, Praxian 10, Sartarite 13, Trade 25.

Magic Items: thumb ring Multimissile 2 matrix.

Treasure: carries 87 bolgs, 23 clacks, and 57 lunars; ransom is 900 lunars.

Armor: ring legs and head, chain elsewhere.

Ordinary Trolls

On the following pages you will find statistics for the rest of the troll attack force. This consists of ordinary trolls and troll insects. These creatures have uniform skills and identical statistics. Average dark troll warriors and good dark troll warriors are available as normal troops. One of the latter will take command if Olag is incapacitated. For shock troops, there are average great troll warriors (all slaves). Also, the trolls have access to a number of giant beetles, which can serve as initial cannon fodder, and can be used to drive the trollkin deeper into the tunnels. The beetles also are capable of digging through hastily erected barriers (at a slow rate).



Sonook and Olag.

Average Dark Troll Warriors

weapon	sr	atk%	damage	parry%	pts
Heavy Mace	6	50	1d10+1d6	45	10
Troll Maul	5	30	2d8+1d6	25	16
Target	7	15	1d6+1d6	30	12

Spirit Magic (50%): Bludgeon 1, Darkwall (2), Disrupt (1), Heal 2.

Skills: Conceal 25, Climb 30, Darksense/Scan 40, Darksense/Search 30, Devise 25, Jump 40, Listen 40.

Treasure: 1d100 bolgs, 1d20 clacks, 1d6 lunars; ransom is 2d100 lunars.

Armor: Cuirbouilli on arms and legs, bezainted hauberk and helm.

VORTHROATGRABBER, Average Dark Troll Warrior

attributes	location	melee	missile	pts
HP 15.....	r leg	01-04	01-03	4/5.....
FP 9.....	l leg	05-08	04-06	4/5.....
MP 12.....	abdom	09-11	07-10	5/5.....
mace 10.....	chest	12	11-15	5/6.....
maul 16.....	r arm	13-15	16-17	4/4.....
shield 12.....	l arm	16-18	18-19	4/4.....
	head	19-20	20	5/5.....

HUGHIM, Average Dark Troll Warrior

attributes	location	melee	missile	pts
HP 15.....	r leg	01-04	01-03	4/5.....
FP 9.....	l leg	05-08	04-06	4/5.....
MP 12.....	abdom	09-11	07-10	5/5.....
mace 10.....	chest	12	11-15	5/6.....
maul 16.....	r arm	13-15	16-17	4/4.....
shield 12.....	l arm	16-18	18-19	4/4.....
	head	19-20	20	5/5.....

GNEE RIVERSWIMMER, Average Dark Troll Warrior

attributes	location	melee	missile	pts
HP 15.....	r leg	01-04	01-03	4/5.....
FP 9.....	l leg	05-08	04-06	4/5.....
MP 12.....	abdom	09-11	07-10	5/5.....
mace 10.....	chest	12	11-15	5/6.....
maul 16.....	r arm	13-15	16-17	4/4.....
shield 12.....	l arm	16-18	18-19	4/4.....
	head	19-20	20	5/5.....

TEEAGSHO, Average Dark Troll Warrior

attributes	location	melee	missile	pts
HP 15.....	r leg	01-04	01-03	4/5.....
FP 9.....	l leg	05-08	04-06	4/5.....
MP 12.....	abdom	09-11	07-10	5/5.....
mace 10.....	chest	12	11-15	5/6.....
maul 16.....	r arm	13-15	16-17	4/4.....
shield 12.....	l arm	16-18	18-19	4/4.....
	head	19-20	20	5/5.....

KRAX BEESTOMPER, Average Dark Troll Warrior

attributes	location	melee	missile	pts
HP 15.....	r leg	01-04	01-03	4/5.....
FP 9.....	l leg	05-08	04-06	4/5.....
MP 12.....	abdom	09-11	07-10	5/5.....
mace 10.....	chest	12	11-15	5/6.....
maul 16.....	r arm	13-15	16-17	4/4.....
shield 12.....	l arm	16-18	18-19	4/4.....
	head	19-20	20	5/5.....

YUK BROKENBONE, Average Dark Troll Warrior

attributes	location	melee	missile	pts
HP 15.....	r leg	01-04	01-03	4/5.....
FP 9.....	l leg	05-08	04-06	4/5.....
MP 12.....	abdom	09-11	07-10	5/5.....
mace 10.....	chest	12	11-15	5/6.....
maul 16.....	r arm	13-15	16-17	4/4.....
shield 12.....	l arm	16-18	18-19	4/4.....
	head	19-20	20	5/5.....

SOKO STEWBREWER, Average Dark Troll Warrior

attributes	location	melee	missile	pts
HP 15.....	r leg	01-04	01-03	4/5.....
FP 9.....	l leg	05-08	04-06	4/5.....
MP 12.....	abdom	09-11	07-10	5/5.....
mace 10.....	chest	12	11-15	5/6.....
maul 16.....	r arm	13-15	16-17	4/4.....
shield 12.....	l arm	16-18	18-19	4/4.....
	head	19-20	20	5/5.....

XOS, Average Dark Troll Warrior

attributes	location	melee	missile	pts
HP 15.....	r leg	01-04	01-03	4/5.....
FP 9.....	l leg	05-08	04-06	4/5.....
MP 12.....	abdom	09-11	07-10	5/5.....
mace 10.....	chest	12	11-15	5/6.....
maul 16.....	r arm	13-15	16-17	4/4.....
shield 12.....	l arm	16-18	18-19	4/4.....
	head	19-20	20	5/5.....

SHUDH, Average Dark Troll Warrior

attributes	location	melee	missile	pts
HP 15.....	r leg	01-04	01-03	4/5.....
FP 9.....	l leg	05-08	04-06	4/5.....
MP 12.....	abdom	09-11	07-10	5/5.....
mace 10.....	chest	12	11-15	5/6.....
maul 16.....	r arm	13-15	16-17	4/4.....
shield 12.....	l arm	16-18	18-19	4/4.....
	head	19-20	20	5/5.....

Good Dark Troll Warriors

weapon	sr	atk%	damage	parry%	pts
Heavy Mace	6	65	1d10+1d6	50	10
Troll Maul	5	50	2d8+1d6	45	16
Sling	3/9	30	1d8	—	—
Target	7	25	1d6+1d6	45	12

Spirit Magic (40%): Bludgeon 2, Darkwall (2), Disrupt, Fanaticism, Heal 2.

Skills: Conceal 35, Climb 40, Darksense/Scan 50, Darksense/Search 30, Devise 40, Jump 50, Listen 50.

Treasure: 1d100 bolgs, 1d100 clacks, 1d10 lunars; ransom is 2d100 lunars.

Armor: Ringmail on limbs, chainmail torso, scale helm.

NARL BRONZERIPPER, Good Dark Troll Warrior

attributes	location	melee	missile	pts
HP 16.....	r leg	01-04	01-03	6/6.....
FP 0.....	l leg	05-08	04-06	6/6.....
MP 12.....	abdom	09-11	07-10	8/6.....
mace 10.....	chest	12	11-15	8/7.....
maul 16.....	r arm	13-15	16-17	6/4.....
shield 12.....	l arm	16-18	18-19	6/4.....
	head	19-20	20	7/6.....

BHAMMUK, Good Dark Troll Warrior

attributes	location	melee	missile	pts
HP 17.....	r leg	01-04	01-03	6/6.....
FP 2.....	l leg	05-08	04-06	6/6.....
MP 12.....	abdom	09-11	07-10	8/6.....
mace 10.....	chest	12	11-15	8/7.....
maul 16.....	r arm	13-15	16-17	6/5.....
shield 12.....	l arm	16-18	18-19	6/5.....
	head	19-20	20	7/6.....

JRAK BLUETUSK, Good Dark Troll Warrior

attributes	location	melee	missile	pts
HP 16.....	r leg	01-04	01-03	6/6.....
FP 0.....	l leg	05-08	04-06	6/6.....
MP 12.....	abdom	09-11	07-10	8/6.....
mace 10.....	chest	12	11-15	8/7.....
maul 16.....	r arm	13-15	16-17	6/4.....
shield 12.....	l arm	16-18	18-19	6/4.....
	head	19-20	20	7/6.....

RORBORK FLEACRACKER, Good Dark Troll Warrior

attributes	location	melee	missile	pts
HP 17.....	r leg	01-04	01-03	6/6.....
FP 1.....	l leg	05-08	04-06	6/6.....
MP 12.....	abdom	09-11	07-10	8/6.....
mace 10.....	chest	12	11-15	8/7.....
maul 16.....	r arm	13-15	16-17	6/5.....
shield 12.....	l arm	16-18	18-19	6/5.....
	head	19-20	20	7/6.....

JUMPKO, Good Dark Troll Warrior

attributes	location	melee	missile	pts
HP 19.....	r leg	01-04	01-03	6/7.....
FP 6.....	l leg	05-08	04-06	6/7.....
MP 12.....	abdom	09-11	07-10	8/7.....
mace 10.....	chest	12	11-15	8/8.....
maul 16.....	r arm	13-15	16-17	6/5.....
shield 12.....	l arm	16-18	18-19	6/5.....
	head	19-20	20	7/7.....

WULZAM, Good Dark Troll Warrior

attributes	location	melee	missile	pts
HP 19.....	r leg	01-04	01-03	6/7.....
FP 6.....	l leg	05-08	04-06	6/7.....
MP 12.....	abdomen	09-11	07-10	8/7.....
mace 10.....	chest	12	11-15	8/8.....
maul 16.....	r arm	13-15	16-17	6/5.....
shield 12.....	l arm	16-18	18-19	6/5.....
	head	19-20	20	7/7.....

Average Great Troll Warriors

weapon	sr	atk%	damage	parry%	pts
Greatsword	4	65	2d8+2d6	50	12.....
Heavy Mace	5	40	1d10+2d6	25	10.....

Spirit Magic (35%): Heal 2, Strength 2 (adds +3 to all attacks and parries and +1d6 to damage bonus).

Skills: Conceal 25, Darksense/Scan 40, Listen 40, Search 55.

Treasure: these trolls are all slaves and carry no treasure. Their owner will ransom them for 100 L each.

Armor: Ringmail on all locations.

WONKI, Average Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8
FP 25.....	l leg	05-08	04-06	8/8
MP 11.....	abdomen	09-11	07-10	8/8
sword 12.....	chest	12	11-15	8/10
mace 10.....	r arm	13-15	16-17	8/6
	l arm	16-18	18-19	8/6
	head	19-20	20	7/7

KIPPO, Average Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8
FP 25.....	l leg	05-08	04-06	8/8
MP 11.....	abdomen	09-11	07-10	8/8
sword 12.....	chest	12	11-15	8/10
mace 10.....	r arm	13-15	16-17	8/6
	l arm	16-18	18-19	8/6
	head	19-20	20	7/7

POPO, Average Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8
FP 25.....	l leg	05-08	04-06	8/8
MP 11.....	abdomen	09-11	07-10	8/8
sword 12.....	chest	12	11-15	8/10
mace 10.....	r arm	13-15	16-17	8/6
	l arm	16-18	18-19	8/6
	head	19-20	20	7/7

FLUGNBAT, Average Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8
FP 25.....	l leg	05-08	04-06	8/8
MP 11.....	abdomen	09-11	07-10	8/8
sword 12.....	chest	12	11-15	8/10
mace 10.....	r arm	13-15	16-17	8/6
	l arm	16-18	18-19	8/6
	head	19-20	20	7/7

KLOGH, Average Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8
FP 25.....	l leg	05-08	04-06	8/8
MP 11.....	abdomen	09-11	07-10	8/8
sword 12.....	chest	12	11-15	8/10
mace 10.....	r arm	13-15	16-17	8/6
	l arm	16-18	18-19	8/6
	head	19-20	20	7/7

KRAKOR, Average Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8
FP 25.....	l leg	05-08	04-06	8/8
MP 11.....	abdomen	09-11	07-10	8/8
sword 12.....	chest	12	11-15	8/10
mace 10.....	r arm	13-15	16-17	8/6
	l arm	16-18	18-19	8/6
	head	19-20	20	7/7

Assault Beetles

These are large, well-armored beetles with powerful jaws which champ horribly as they scurry to the attack. Their carapaces are oily in appearance, and mottled with brown and red markings. Please refer to the Giant Arthropods section of the *Book of Uz* for the rules on insects in combat.

weapon	sr	atk%	damage
Bite	7	50	1d10+1d6 (can impale)

Skill: Dig 60

BEETLE ONE

attributes	location	1d20	pts
HP 17.....	rh leg	01	6/3.....
FP 36.....	lh leg	02	6/3.....
MP 9.....	rc leg	03	6/3.....
	lc leg	04	6/3.....
	abdomen	05-09	6/8.....
	thorax	10-13	6/8.....
	rf leg	14	6/3.....
	lf leg	15	6/3.....
	head	16-20	6/6.....

BEETLE FOUR

attributes	location	1d20	pts
HP 17.....	rh leg	01	6/3.....
FP 36.....	lh leg	02	6/3.....
MP 9.....	rc leg	03	6/3.....
	lc leg	04	6/3.....
	abdomen	05-09	6/8.....
	thorax	10-13	6/8.....
	rf leg	14	6/3.....
	lf leg	15	6/3.....
	head	16-20	6/6.....

BEETLE TWO

attributes	location	1d20	pts
HP 17.....	rh leg	01	6/3.....
FP 36.....	lh leg	02	6/3.....
MP 9.....	rc leg	03	6/3.....
	lc leg	04	6/3.....
	abdomen	05-09	6/8.....
	thorax	10-13	6/8.....
	rf leg	14	6/3.....
	lf leg	15	6/3.....
	head	16-20	6/6.....

BEETLE FIVE

attributes	location	1d20	pts
HP 17.....	rh leg	01	6/3.....
FP 36.....	lh leg	02	6/3.....
MP 9.....	rc leg	03	6/3.....
	lc leg	04	6/3.....
	abdomen	05-09	6/8.....
	thorax	10-13	6/8.....
	rf leg	14	6/3.....
	lf leg	15	6/3.....
	head	16-20	6/6.....

BEETLE THREE

attributes	location	1d20	pts
HP 17.....	rh leg	01	6/3.....
FP 36.....	lh leg	02	6/3.....
MP 9.....	rc leg	03	6/3.....
	lc leg	04	6/3.....
	abdomen	05-09	6/8.....
	thorax	10-13	6/8.....
	rf leg	14	6/3.....
	lf leg	15	6/3.....
	head	16-20	6/6.....

BEETLE SIX

attributes	location	1d20	pts
HP 17.....	rh leg	01	6/3.....
FP 36.....	lh leg	02	6/3.....
MP 9.....	rc leg	03	6/3.....
	lc leg	04	6/3.....
	abdomen	05-09	6/8.....
	thorax	10-13	6/8.....
	rf leg	14	6/3.....
	lf leg	15	6/3.....
	head	16-20	6/6.....



The Storm Bull Berserkers

BEAR BLACK, Storm Kahn

statistics		location	melee	missile	pts
STR 15	Move 3	r leg	01-04	01-03	7/6.....
CON 17	HP: 17.....	l leg	05-08	04-06	7/6.....
SIZ 17	FP: 32-31=1.....	abdom	09-11	07-10	7/6.....
INT 14	MP: 17 +	chest	12	11-15	7/7.....
POW 17	18 ally + 15	r arm	13-15	16-17	7/5.....
DEX 17	matrix = 50.....	l arm	16-18	18-19	7/5.....
APP 16		head	19-20	20	7/6.....

weapon	sr	attack%	damage	parry%	pts
RH Battle Axe	5	115	1d8+2+1d6	100	12.....
LH Battle Axe	5 (8)	80	1d8+2+1d6	110	12.....
Javelin (x2)	2	105	1d10+1d3	50	6.....
Shortsword	5	75	1d6+1+1d6	60	10.....

Spirit Magic (50%): Befuddle (2), Dispel Magic 2, Disrupt, Heal 6, Protection 4; (known by Killkiss) Bladesharp 4, Fanaticism, Repair 2, Spirit Screen 5.

Rune Magic (65%): Berserker x2, Impede Chaos, Shield 3, Worship Storm Bull.

Skills: Conceal 80, Hide 95, Listen 80, Ride 110, Sense Chaos 90, Scan 80, Search 80, Swim 75.

Languages (Speak only): Darktongue 27, Sartarite 50, Tradetalk 30.

Magic Items: 2 Iron battle axes (one contains allied spirit); armlet which is 15 point magic point matrix; powered crystal which adds 2 to Bear's magic points for purposes of resisting enemy spells (only).

Treasure: carries 10 gems worth 24 L each; ransom is 3000 Lunars. Iron weapons, magic crystals.

Armor: full chain.

Killkiss, Allied Spirit (in RH axe): INT 12, POW 18.

BEAR'S FOLLOWERS

weapon	sr	atk%	damage	parry%	pts
RH Bstd Swd	7	75	1d10+1+1d4	60	12
LH Shtsword	7	60	1d6+1+1d4	60	10



Spirit Magic (45%): Bladesharp 2, Fanaticism, Heal 3, Protection 4.

Divine Magic (80%): Berserker (one-use).

Skills: Scan 40, Search 25, Sing 50, Swim 40.

Treasure: 1d20 lunars, ransom is 2d100 lunars.

Armor: plate greaves on legs, chain helmet, ringmail elsewhere.

HROTHGAR, Storm Bull Berserk

attributes	location	melee	missile	pts
HP 14.....	r leg	01-04	01-03	8/5.....
FP 5.....	l leg	05-08	04-06	8/5.....
MP 13.....	abdomen	09-11	07-10	5/5.....
b-swd 12.....	chest	12	11-15	5/6.....
s-swd 10.....	r arm	13-15	16-17	5/4.....
	l arm	16-18	18-19	5/4.....
	head	19-20	20	7/5.....

THORVALD, Storm Bull Berserk

attributes	location	melee	missile	pts
HP 14.....	r leg	01-04	01-03	8/5.....
FP 5.....	l leg	05-08	04-06	8/5.....
MP 13.....	abdomen	09-11	07-10	5/5.....
b-swd 12.....	chest	12	11-15	5/6.....
s-swd 10.....	r arm	13-15	16-17	5/4.....
	l arm	16-18	18-19	5/4.....
	head	19-20	20	7/5.....

BEOWULF, Storm Bull Berserk

attributes	location	melee	missile	pts
HP 14.....	r leg	01-04	01-03	8/5.....
FP 5.....	l leg	05-08	04-06	8/5.....
MP 13.....	abdomen	09-11	07-10	5/5.....
b-swd 12.....	chest	12	11-15	5/6.....
s-swd 10.....	r arm	13-15	16-17	5/4.....
	l arm	16-18	18-19	5/4.....
	head	19-20	20	7/5.....

OLAF THE NOISY, Storm Bull Berserk

attributes	location	melee	missile	pts
HP 14.....	r leg	01-04	01-03	8/5.....
FP 5.....	l leg	05-08	04-06	8/5.....
MP 13.....	abdomen	09-11	07-10	5/5.....
b-swd 12.....	chest	12	11-15	5/6.....
s-swd 10.....	r arm	13-15	16-17	5/4.....
	l arm	16-18	18-19	5/4.....
	head	19-20	20	7/5.....

Trollkin Statistics

The Barbag Quadruplets

The Barbags are the trollkin leaders and will pass on any commands from the players to the trollkin. If all the Barbags are slain, the trollkin will not obey the players unless some other trollkin of authority is there (see Neepspawn, below) to pass on messages.

The Barbags all look alike to non-trollkin, and as per trollkin custom have the same name as they come from the same litter. They are sometimes called Barbag-one, Barbag-two, and so on, but they never address each other that way, even for player convenience.

Barbag-one is quite a weakling, but beloved by all the trollkin. If he is slain in battle, all the trollkin seeing it will become fanatical (as per the battle magic spell) for the next 5 melee rounds.

Barbag-two is of excellent health, but all the trollkin (except his brothers) hate him for his trollish and overbearing habits. If he is killed, all the viewing trollkin will run away (treat them as Demoralized until they are out of sight of his body).

Barbag-three is a lay worshipper of Zorak Zoran and has gotten some useful spells. For a trollkin, he is quite a good magician. Barbag-four also possesses good spells. He is otherwise unspectacular.

BARBAG ONE

statistics		location	melee	missile	pts
STR 9	Move 2	r leg	01-04	01-03	3/3.....
CON 6	HP: 8.....	l leg	05-08	04-06	3/3.....
SIZ 9	FP: 15-10=5.....	abd	09-11	07-10	3/3.....
INT 13	MP: 11.....	chest	12	11-15	3/4.....
POW 11		r arm	13-15	16-17	3/2.....
DEX 15		l arm	16-18	18-19	3/2.....
APP 6		head	19-20	20	3/3.....

weapon	sr	attack%	damage	parry%	pts
1H Spear	8	25	1d8+1	25	10.....
Sling	3/9	40	1d8	—	—
Target	9	15	1d4	35	12.....

Dodge: 60.

Spirit Magic (52%): Heal 3.

Skills: Darksense/Scan 55, Hide 30, Sneak 30.

Languages (Speak/Read): Darktongue 35/15, Tradetalk 10/—.

Armor: 2 pt leather.

BARBAG TWO

statistics		location	melee	missile	pts
STR 12	Move 2	r leg	01-04	01-03	5/5.....
CON 17	HP: 13.....	l leg	05-08	04-06	5/5.....
SIZ 9	FP: 29-13=16.....	abd	09-11	07-10	6/5.....
INT 13	MP: 9.....	chest	12	11-15	6/6.....
POW 9		r arm	13-15	16-17	5/4.....
DEX 12		l arm	16-18	18-19	5/4.....
APP 6		head	19-20	20	6/5.....

weapon	sr	attack%	damage	parry%	pts
Light Mace	8	50	1d8	30	8.....
Sling	3/9	50	1d8	—	—
Target	9	12	1d4	50	12.....

Dodge: 15.

Spirit Magic (36%): Bludgeon 1, Heal 2.

Skills: Climb 60, Darksense/Scan 50, Darksense/Search 35.

Languages (Speak/Read): Darktongue 30/10, Tradetalk 15/—.

Armor: bezainted limbs, ringmail vitals.

BARBAG THREE

statistics		location	melee	missile	pts
STR 12	Move 2	r leg	01-04	01-03	7/4.....
CON 12	HP: 11.....	l leg	05-08	04-06	7/4.....
SIZ 9	FP: 24-13=11.....	abd	09-11	07-10	5/4.....
INT 16	MP: 11.....	chest	12	11-15	5/5.....
POW 11		r arm	13-15	16-17	4/3.....
DEX 13		l arm	16-18	18-19	4/3.....
APP 6		head	19-20	20	5/4.....

weapon	sr	attack%	damage	parry%	pts
Light Mace	8	50	1d8	40	8.....
Sling	3/9	40	1d8	—	—
Buckler	9	15	1d4	35	8.....

Dodge: 30.

Spirit Magic (51%): Bludgeon 3, Demoralize (2), Fanaticism (1), Heal 2.

Skills: Conceal 30, Darksense/Scan 45, Jump 30, Listen 50.

Languages (Speak/Read): Darktongue 40/15, Tradetalk 20/—.

Armor: scale legs, bezainted vitals, cuirbouilli arms.

BARBAG FOUR

statistics		location	melee	missile	pts
STR 11	Move 2	r leg	01-04	01-03	5/3.....
CON 8	HP: 9.....	l leg	05-08	04-06	5/3.....
SIZ 9	FP: 19-10=9.....	abd	09-11	07-10	5/3.....
INT 17	MP: 10.....	chest	12	11-15	5/4.....
POW 10		r arm	13-15	16-17	5/3.....
DEX 18		l arm	16-18	18-19	5/3.....
APP 6		head	19-20	20	5/3.....

weapon	sr	attack%	damage	parry%	pts
1H Spear	7	45	1d8+1	40	10.....
Sling	2/7	35	1d8	—	—.....
Buckler	8	25	1d4	40	8.....

Dodge: 40.

Spirit Magic (51%): Disrupt, Darkwall (2), Heal 2, Jump 2.

Skills: Darksense/Scan 60, Sneak 40.

Languages (Speak/Read): Darktongue 40/10, Tradetalk 15/—.

Armor: bezaunted.

The Trollkin

These are the trollkin who dwell in the caverns. They have taken up weapons to defend their homes, and they will fight, although neither bravely nor well. There are five mobs of trollkin, each mob consisting of ten individuals. One mob has been trained with weapons; they are the remnants of the original trollkin militia who defended the cavern. Forty trollkin have no military training.

Any player characters working for the trollkin should strive to ensure the survival of as many as possible, and the characters should not forget this. These trollkin mobs are not cannon fodder — they are the employers!

Trained Militia Trollkin

weapon	sr	atk%	damage	parry%	pts
Light Mace	7	30	1d8	30	8
Sling	3/9	45	1d8	—	—
1H Spear	7	35	1d8+1	25	10
Buckler	8	10	1d4	35	8

Dodge: 35%.

Spirit Magic (40%): Disrupt (1), Heal 2, Speedart (1).

Skills: Hide 25, Darksense/Scan 50, Sneak 35.

Treasure: 1d6 bolgs each.

Armor: Stiff leather.

Militia Trollkin One

attributes	location	melee	missile	pts
HP 12.....	r leg	01-04	01-03	3/4.....
FP 13.....	l leg	05-08	04-06	3/4.....
MP 9.....	abdom	09-11	07-10	3/4.....
mace 8.....	chest	12	11-15	3/5.....
spear 10.....	r arm	13-15	16-17	3/3.....
shield 8.....	l arm	16-18	18-19	3/3.....
	head	19-20	20	3/4.....

Militia Trollkin Two

attributes	location	melee	missile	pts
HP 12.....	r leg	01-04	01-03	3/4.....
FP 13.....	l leg	05-08	04-06	3/4.....
MP 9.....	abdom	09-11	07-10	3/4.....
mace 8.....	chest	12	11-15	3/5.....
spear 10.....	r arm	13-15	16-17	3/3.....
shield 8.....	l arm	16-18	18-19	3/3.....
	head	19-20	20	3/4.....

Militia Trollkin Three

attributes	location	melee	missile	pts
HP 12.....	r leg	01-04	01-03	3/4.....
FP 13.....	l leg	05-08	04-06	3/4.....
MP 9.....	abdom	09-11	07-10	3/4.....
mace 8.....	chest	12	11-15	3/5.....
spear 10.....	r arm	13-15	16-17	3/3.....
shield 8.....	l arm	16-18	18-19	3/3.....
	head	19-20	20	3/4.....

Militia Trollkin Four

attributes	location	melee	missile	pts
HP 12.....	r leg	01-04	01-03	3/4.....
FP 13.....	l leg	05-08	04-06	3/4.....
MP 9.....	abdom	09-11	07-10	3/4.....
mace 8.....	chest	12	11-15	3/5.....
spear 10.....	r arm	13-15	16-17	3/3.....
shield 8.....	l arm	16-18	18-19	3/3.....
	head	19-20	20	3/4.....

Militia Trollkin Five

attributes	location	melee	missile	pts
HP 12.....	r leg	01-04	01-03	3/4.....
FP 13.....	l leg	05-08	04-06	3/4.....
MP 9.....	abdom	09-11	07-10	3/4.....
mace 8.....	chest	12	11-15	3/5.....
spear 10.....	r arm	13-15	16-17	3/3.....
shield 8.....	l arm	16-18	18-19	3/3.....
	head	19-20	20	3/4.....

Militia Trollkin Six

attributes	location	melee	missile	pts
HP 12.....	r leg	01-04	01-03	3/4.....
FP 13.....	l leg	05-08	04-06	3/4.....
MP 9.....	abdom	09-11	07-10	3/4.....
mace 8.....	chest	12	11-15	3/5.....
spear 10.....	r arm	13-15	16-17	3/3.....
shield 8.....	l arm	16-18	18-19	3/3.....
	head	19-20	20	3/4.....

Militia Trollkin Seven

attributes	location	melee	missile	pts
HP 12.....	r leg	01-04	01-03	3/4.....
FP 13.....	l leg	05-08	04-06	3/4.....
MP 9.....	abdom	09-11	07-10	3/4.....
mace 8.....	chest	12	11-15	3/5.....
spear 10.....	r arm	13-15	16-17	3/3.....
shield 8.....	l arm	16-18	18-19	3/3.....
	head	19-20	20	3/4.....

Militia Trollkin Eight

attributes	location	melee	missile	pts
HP 12.....	r leg	01-04	01-03	3/4.....
FP 13.....	l leg	05-08	04-06	3/4.....
MP 9.....	abdom	09-11	07-10	3/4.....
mace 8.....	chest	12	11-15	3/5.....
spear 10.....	r arm	13-15	16-17	3/3.....
shield 8.....	l arm	16-18	18-19	3/3.....
	head	19-20	20	3/4.....

Militia Trollkin Nine

attributes	location	melee	missile	pts
HP 12.....	r leg	01-04	01-03	3/4.....
FP 13.....	l leg	05-08	04-06	3/4.....
MP 9.....	abdom	09-11	07-10	3/4.....
mace 8.....	chest	12	11-15	3/5.....
spear 10.....	r arm	13-15	16-17	3/3.....
shield 8.....	l arm	16-18	18-19	3/3.....
	head	19-20	20	3/4.....

Militia Trollkin Ten

attributes	location	melee	missile	pts
HP 12.....	r leg	01-04	01-03	3/4.....
FP 13.....	l leg	05-08	04-06	3/4.....
MP 9.....	abdom	09-11	07-10	3/4.....
mace 8.....	chest	12	11-15	3/5.....
spear 10.....	r arm	13-15	16-17	3/3.....
shield 8.....	l arm	16-18	18-19	3/3.....
	head	19-20	20	3/4.....

Worker Trollkin

The combat statistics below are for mature worker trollkin, untrained in combat. There are four work groups of ten trollkin each, for a total of 40 trollkin in all.

These workers are poor specimens, even for trollkin, puny and underfed, with marginal statistics and skills. They have no armor (other than their tough skin). Their only weapons are crude clubs and the sickles they use in harvesting. However, one group of ten may have been trained with the sling (see Scenario I, above).

Worker Trollkin

weapon	sr	atk%	damage	parry% pts
Club	7	30	1d6	30 6
Sickle	8	25	1d6	25 6
[Sling]	[5]	[25]	1d8	— —

Dodge: 25%

Spirit Magic (34%): Heal 1.

Skills: Darksense/Scan 45%, Hide 20%, Sneak 35%.

Treasure: 1d3 bolgs.

**Worker Trollkin One**

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Two

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Three

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Four

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Five

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Six

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Nine

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Twelve

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Fifteen

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Eighteen

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Twenty-one

Twenty-one

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....



One of the worker trollkin on the way to market.

Worker Trollkin Thirty-seven

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Thirty-eight

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Thirty-nine

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Forty

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

The Troll Priestess and Aides

Darna Faneeba is a Xiola Umbar chief priestess. After the rebellion she chose to move into the caverns of the dark elves rather than leave the Munchrooms. Her trollkin aides have remained loyal to her.

Darna intends to remain neutral in the situation. She is willing to heal both trolls or trollkin if asked respectfully and given proper gifts. For suitable payment, even outsiders might receive aid from her, or at least from

her assistants. She aids her current hosts, the dark elves, as a matter of course.

Darna is the only full troll left in the colony. She represents a minor segment of troll society which feels pity rather than contempt for their misshapen spawn. She is well-versed in her arts, but is unaggressive and has pledged to never kill any intelligent non-chaos being. As a chief priestess, she has powerful defensive magic, and anyone attempting to injure her or those persons under her protection will likely fail.

DARNA FARNEEBA, Xiola Umbar Chief Priestess, Kyger Litor initiate

statistics		location	melee	missile	pts
STR 16	Move 3	r leg	01-04	01-03	8/5.....
CON 12	HP: 13.....	l leg	05-08	04-06	8/5.....
SIZ 14	FP: 28-22=6.....	abd	09-11	07-10	8/5.....
INT 13	MP: 18+	chest	12	11-15	8/6.....
POW 18	10 matrix = 28.....	r arm	13-15	16-17	8/4.....
DEX 8		l arm	16-18	18-19	8/4.....
APP 12		head	19-20	20	8/5.....

no weapon skills

Spirit Magic (74%): Befuddle (2), Countermagic 2, Heal 6, Protection 3.

Rune Magic (84%): Divination 5, Heal Trance 2, Heal Wounds 2, Group Defense 6, Mindlink 3, Shield 4, Shield of Darkness 3, Spirit Block 2.

Skills: Darksense/Scan 50, Darksense/Search 40, First Aid 120, Hide 50, Sneak 60, Treat Disease 75, Treat Poison 75.

Languages (Speak/Read): Aldryami 25/5, Darktongue 40/45, Tradetalk 30/10.

Treasure: all wealth is left with the dark elves, who will ransom her for 1500 lunars.

Magic Items: 10 point magic point matrix, 6 magical potions which heal 5 points of damage each, and can heal general hit point damage.

Armor: brigandine.

AIDE ONE, female trollkin

statistics		location	melee	missile	pts
STR 8	Move 2	r leg	01-04	01-03	3/4.....
CON 12	HP: 11.....	l leg	05-08	04-06	3/4.....
SIZ 10	FP: 20-4=16.....	abd	09-11	07-10	3/4.....
INT 12	MP: 9.....	chest	12	11-15	3/5.....
POW 9		r arm	13-15	16-17	3/3.....
DEX 12		l arm	16-18	18-19	3/3.....
APP 7		head	19-20	20	3/4.....

no weapon skills

Dodge: 25.

Skills: Hide 40, Sneak 60.

Spirit Magic (45%): Heal 4.

Armor: stiff leather.

AIDE TWO, male trollkin

statistics		location	melee	missile	pts
STR 12	Move 2	r leg	01-04	01-03	3/5.....
CON 15	HP: 13.....	l leg	05-08	04-06	3/5.....
SIZ 10	FP: 27-4=23.....	abd	09-11	07-10	3/5.....
INT 12	MP: 10.....	chest	12	11-15	3/6.....
POW 10		r arm	13-15	16-17	3/4.....
DEX 12		l arm	16-18	18-19	3/4.....
APP 5		head	19-20	20	3/5.....

no weapon skills

Dodge: 14.

Skills: Hide 40, Sneak 51.

Spirit Magic (50%): Heal 4.

Armor: stiff leather.

AIDE THREE, female trollkin

statistics		location	melee	missile	pts
STR 7	Move 2	r leg	01-04	01-03	3/4.....
CON 11	HP: 11.....	l leg	05-08	04-06	3/4.....
SIZ 11	FP: 18-5=13.....	abd	09-11	07-10	3/4.....
INT 12	MP: 9.....	chest	12	11-15	3/5.....
POW 9		r arm	13-15	16-17	3/3.....
DEX 12		l arm	16-18	18-19	3/3.....
APP 4		head	19-20	20	3/4.....

no weapon skills

Dodge: 25.

Skills: Hide 40, Sneak 60.

Spirit Magic (45%): Heal 4.

Armor: stiff leather.

NEEPSPAWN (Ugly Kaz, the Four Friends, and Nose-Biter's Feet)

Neepspawn is the generic term used by trollkin to refer to the mercenary enlo in the band of Neep Trollsbane, a well-known trollkin Rune Lord from Dragon Pass. Trollkin who have proved their worth and fighting skill are often attracted to his band. Neep will send some of his warriors for the right price and the right cause, but he himself will not come to the Munchrooms.

These warrior trollkin are small but pugnacious. They are the only real fighters the trollkin have, and the Barbags will make sure that they are healed when injured. Most trollkin feel awe and respect for these scrawny veterans, although non-trollkin are usually more amused than frightened by the sight.

UGLY KAZ

Ugly Kaz is a competent trollkin warrior, but his fame comes not from his prowess, but from his ferociously ugly face. He is the child of a cave troll and a great

troll: some think that his grotesque features may be the result of some sort of minor chaotic taint from his mother. Be that as it may, Kaz does not register vs. Detect Chaos and is perfectly willing to hire out to those who ask him.

statistics		location	melee	missile	pts
STR 9	Move 2	r leg	01-04	01-03	5/5.....
CON 13	HP: 12.....	l leg	05-08	04-06	5/6.....
SIZ 11	FP: 22-17=5.....	abd	09-11	07-10	4/5.....
INT 5	MP: 11.....	chest	12	11-15	4/6.....
POW 11		r arm	13-15	16-17	4/4.....
DEX 17		l arm	16-18	18-19	4/4.....
APP 0		head	19-20	20	4/5.....

weapon	sr	attack%	damage	parry%	ts
Javelin (x6)	2	50	1d10	—	—
2H Spear	6	60	1d10+1	55	10.....

Spirit Magic (38%): Befuddle (2), Bladesharp 1, Heal 2, Speedart.

Skills: Darksense/Scan 45, Hide 65.

Languages (Speak only): Darktongue 25, Sartarite 20.

Armor: bezaunted legs and head (open-faced helm), cuirbouilli elsewhere.

SPECIAL NOTE: anyone directing an attack at Ugly Kaz must subtract 50 percentiles from his chances of hitting — Kaz is so hideous that no one can bear to look directly at him!

The Four Friends

The Four Friends are four trollkin who each joined different, mutually unfriendly fighting cults, and then left the cults to join together. They love fighting as a team, hence the price discount (see Scenario II) if all four are hired together. They are among Neep Trollsbane's most skilled mercenaries.

BIKAZ, Humakt initiate, male trollkin

statistics		location	melee	missile	pts
STR 10	Move 2	r leg	01-04	01-03	7/4.....
CON 13	HP: 12.....	l leg	05-08	04-06	7/4.....
SIZ 10	FP: 23-15=8.....	abd	09-11	07-10	6/4.....
INT 9	MP: 7.....	chest	12	11-15	6/5.....
POW 7		r arm	13-15	16-17	7/3.....
DEX 14		l arm	16-18	18-19	7/3.....
APP 6		head	19-20	20	6/4.....

weapon	sr	attack%	damage	parry%	pts
Bastard Sword	7	75	1d10+1	85	12.....
Shortsword	7	50	1d6+1	40	10.....

Dodge: 25.

Spirit Magic (22%): Bladesharp 4, Disrupt (1), Heal 2, Repair 2.

Skills: Conceal 50, Darksense/Scan 50, Hide 50.

Languages (Speak only): Darktongue 35, Sartarite 25, Tradetalk 25.

Armor: scale limbs, ring vitals.

KOSTAB, Seven Mothers Initiate, female trollkin

statistics		location	melee	missile	pts
STR 9	Move 2	r leg	01-04	01-03	4/4
CON 13	HP: 12.....	l leg	05-08	04-06	4/4
SIZ 10	FP: 22-6=16.....	abd	09-11	07-10	4/4
INT 13	MP: 8.....	chest	12	11-15	4/5
POW 8		r arm	13-15	16-17	4/3
DEX 15		l arm	16-18	18-19	4/3
APP 4		head	19-20	20	4/4

weapon	sr	attack%	damage	parry%	pts
Sickle	8	40	1d6	35	6
2H Spear	6	85	1d10+1	80	10

Dodge: 50.

Spirit Magic (39%): Befuddle (2), Bladesharp 4, Protection 4, Heal 2.

Skills: Conceal 25, Darksense/Scan 50, Jump 65.

Languages (Speak only): Darktongue 30, New Pelorian 25, Sartarite 25.

Armor: cuirbouilli.

KWOLIF, Zorak Zoran lay member, male trollkin

statistics		location	melee	missile	pts
STR 9	Move 2	r leg	01-04	01-03	5/4
CON 15	HP: 11.....	l leg	05-08	04-06	5/4
SIZ 7	FP: 24-11=13.....	abd	09-11	07-10	7/4
INT 5	MP: 9.....	chest	12	11-15	7/5
POW 9		r arm	13-15	16-17	5/3
DEX 17		l arm	16-18	18-19	5/3
APP 9		head	19-20	20	6/4

weapon	sr	attack%	damage	parry%	pts
Heavy Mace	7	85	1d10 + POT 8 poison	85	10

Dodge: 12.

Spirit Magic (33%): Bludgeon 1, Demoralize (2), Fanaticism (1), Heal 1.

Skills: Darksense/Scan 55.

Languages (Speak only): Darktongue 25, Tradetalk 8.

Magic Items: possesses three doses of poison, POT 8, which he ostentatiously smears over the spikes on his mace before entering battle. The poison is thick and gummy, and stays on the mace until it penetrates armor.

Armor: beainted limbs, scale torso, ring head.

TSAKTOZ, Babeester Gor lay member, female trollkin

statistics		location	melee	missile	pts
STR 12	Move 2	r leg	01-04	01-03	7/5.....
CON 13	HP: 13.....	l leg	05-08	04-06	7/5.....
SIZ 12	FP: 25-19=6.....	abd	09-11	07-10	6/5.....
INT 12	MP: 10+6=16.....	chest	12	11-15	6/6.....
POW 10		r arm	13-15	16-17	7/4.....
DEX 11		l arm	16-18	18-19	7/4.....
APP 6		head	19-20	20	7/5.....

weapon	sr	attack%	damage	parry%	pts
Battle Axe	7	75	1d8+2	75	8.....
Hatchet	7	30	1d6+1	30	6.....

Dodge: 20

Spirit Magic (34%): Bladesharp 3, Disrupt (1), Fanaticism (1), Heal 4, Protection 3.

Skills: Darksense/Scan 55, Track 45.

Languages (Speak only): Darktongue 30, Esrolian 25, Tradetalk 19.

Armor: ring torso, scale elsewhere.

Magic Item: 6 point magic point matrix in hatchet.

NOSE-BITER, Magical Living Axe, Babeester Gor priest-thing

Nose-Biter is a self-willed magical weapon of great notoriety. It has come to the Munchrooms primarily in order to further its somewhat murky plans for glory. The axe intends to form a regiment of obsequious trollkin, who will function both as bodyguards and as worshippers. Nose-Biter is wielded by an individual commonly referred to as its "Feet."

INT 10 POW 18 DEX 20

weapon	sr	atk%	damage	parry%	pts
self	5*	100	2d8+4+1d4*	100	25.....

* strike rank and damage includes SIZ SR and damage bonus of current Feet, which are 2 and 1d4 respectively.

Spirit Magic (90%): Bladesharp 2, Countermagic 4, Demoralize (2), Disrupt (1), Heal 1.

Rune Magic (100%): Absorption 2, Axe Trance 3, Control Gnome, Extension 3, Heal Body, Heal Wounds 2, Shield 2, Slash 2, Spirit Block 1, Summon Gnome.

Languages (Speak only): Darktongue 50, Earthtongue 90, Spirit speech 90, Stormtongue 50, Trade 50.

Nose-biter is a famous magical axe, sacred to the cult of Babeester Gor. It has gone its own way since its creation. Nose-biter is a living thing, and is considered to own its wielder. It is always found in control of beings with weak intellects and wills, such as trollkin, gargoyles, or other riff-raff. Stronger, more arrogant, or

more powerful beings do not take kindly to Nose-biter's domination.

Nose-biter looks like a normal battle axe with a haft of ebony wood and a blade of gleaming copper. Despite its sheen, the blade possesses a faint network of verdigris arranged in a web-like pattern. The axe is decorated by tassels, a collar, a fancy sheath, and the like, in poor (though expensive) taste.

Nose-biter uses the money it earns for purchasing fancy axe-trimmings, for donations to Babeester Gor's cult, and for tending the axe's Feet. Nose-biter currently wants to equip an entire regiment of trollkin under its command, so it needs money badly.

The current wielder of the axe is always termed its "Feet". At the time of this adventure, Nosebiter is carried by an unexceptional-looking trollkin. He constantly caresses his master (the axe) and never speaks aloud, though he sometimes whispers to the axe. The Feet is well-fed and healthy — the axe has done well by him. Nosebiter feels that its current wielder is nearly perfect and would take it badly if he were slain.

If the Feet lost the axe, the trollkin would become extremely cowardly, jump at the least sound, and cower whimpering in the nearest dark corner. But with the axe, even sunlight does not demoralize him.

Nose-biter has special abilities as follows:

(1) Nose-biter is no more an axe with a spirit bound into it than is a normal human a man with a spirit bound into him. Nose-biter is a true living thing. If damaged, Nose-biter must be fixed by the use of a Healing spell — Repair does not work. If Nose-biter is broken, the axe does not "die", but remains dormant until it is healed. To actually slay Nose-biter, the axe must be destroyed, including the blade, by melting it, corroding it (as by acid or long immersion), or shattering the axe into more than 100 shards.

(2) Nose-biter has its own attack chance and parry chance which it uses in place of its wielder's. Anyone using Nose-biter's percentages in combat gets no experience check for use of Battle Axe for that fight.

(3) Nose-biter can sacrifice for reusable Rune magic, just as if it were a priestess of Babeester Gor, and has gained much magic over its long life. However, Nose-biter's chance for a POW gain roll is a mere 05%.

(4) Figure Nose-biter's SR by Nose-biter's DEX and Nose-biter's weapon SR, and the SIZ SR of the wielder.

(5) Nose-biter is in constant Mindlink with its Feet at no magic point cost. It can communicate with others by casting an equivalent of the spell Mindspeech on

anyone else it chooses, at the normal magic point cost of 1 point per person contacted.

(6) Nose-biter has the ability to see what is happening all around it up to 160 meters away, and can see in pitch dark. A Blinding spell renders Nose-biter sightless.

(7) Nose-biter may float through the air at movement rate 4. It may not attack while floating.

(8) Nose-biter can only have one Feet at a time, but can choose whomever it wants. Nose-biter likes its current Feet and would not be interested in a change.

(9) If an enemy picks up Nose-biter, the axe can match his magic points vs. the enemy's each melee round. Each round in which Nose-biter overcomes the enemy, the axe controls the enemy's actions. This control has a duration of only one melee round. The axe may not do this on Darkday or on any day during Dark Season. Note that this adventure takes place in Dark Season.

(10) Nose-biter's pommel holds a crystal which stores 20 magic points for Nose-biter's use. This is a trophy of the axe and was not originally part of it.

(11) Nose-biter can cast spells, but cannot attack physically in the same round in which it casts a spell. It often commands the Feet to throw spells instead, so it can attack and get the spell off anyway.

Nose-biter pays a ransom of up to 2000 L if captured, but may seek vengeance on the captor. Nose-biter has had trouble with elves and distrusts them strongly. Nose-biter gets its Feet to steer clear of any elf. Though it won't act treacherously towards an elf, Nose-biter will not cast spells (such as Healing) to aid an elf. Nose-biter is mildly afraid of dwarves.

NOSE-BITER'S FEET

statistics		location	melee	missile	pts
STR 13	Move 2	r leg	01-04	01-03	6/5
CON 18	HP: 15.....	l leg	05-08	04-06	6/5
SIZ 12	FP: 31-9=22.....	abd	09-11	07-10	7/5
INT 6	MP: 9	chest	12	11-15	8/6
POW 9		r arm	13-15	16-17	6/4
DEX 14		l arm	16-18	18-19	6/4
APP 2		head	19-20	20	6/5

Weapons: only wields Nose-Biter.

Spirit Magic (34%): Heal 6.

Skills: Darksense/Scan 90.

Languages (Speaks only to axe, but can understand): Darktongue 20, Spiritspeech 50.

Armor: ring limbs and head, lamellar abdomen, chain chest.

Dark Elf Statistics

DARK ELVES ARE OFTEN KNOWN as Black Elves or Voralans. They are one of the most mysterious and secretive races of Glorantha.

The dark elves have asked a high price (3000 Lunars, paid in advance) for their help. However, they will put forth a serious effort to win the battle, once committed, for defeat would mean that they might suffer the trolls' vengeance.

Five skilled elven warriors will come to fight alongside the trollkin. In addition, the elves will provide five powerful mold-based potions with healing properties. When swallowed, each potion will instantly heal 1d8+2 points of damage (starting with the most severely injured area). It takes 1 melee round to imbibe the potion, which is green and odorous. Finally, the elves will provide a magical Fighting Fungus to fight for the trollkin — if it happens to survive the battle, they want it to be returned, but they would not be disturbed if it were destroyed.

The dark elves will never engage in melee with trolls if at all possible. If they are so engaged, they will dodge until they can escape. They will not spend magic points to heal any being but another dark elf. All the dark elves are initiates of the goddess Mee Voral, goddess of fungus.

BLACKSPORE, dark elf warrior

statistics		location	melee	missile	pts
STR 8	Move 3	r leg	01-04	01-03	4/3.....
CON 13	HP: 9.....	l leg	05-08	04-06	4/3.....
SIZ 4	FP: 21-5=16.....	abd	09-11	07-10	4/3.....
INT 17	MP: 19+	chest	12	11-15	4/4.....
POW 19	12 mushrm=31.....	r arm	13-15	16-17	4/3.....
DEX 16		l arm	16-18	18-19	4/3.....
APP 11		head	19-20	20	4/3.....

weapon	sr	attack%	damage
Sling	2/7	65	1d8

Dodge: 80.

Spirit Magic (105%): Dispell Magic 4, Disrupt (1), Food Song (1), Heal 4, Shimmer 2, Speedart (1).

Skills: Hide 85, Scan 45, Sneak 75.

Magic Items: magic mushroom holding 12 magic points. This mushroom withers in one day.

Armor: bezaunted.

PUFFBALL, dark elf warrior

statistics		location	melee	missile	pts
STR 9	Move 3	r leg	01-04	01-03	5/2.....
CON 8	HP: 6.....	l leg	05-08	04-06	5/2.....
SIZ 3	FP: 17-7=10.....	abd	09-11	07-10	5/2.....
INT 18	MP: 17+	chest	12	11-15	5/3.....
POW 17	10 fungus=27.....	r arm	13-15	16-17	5/2.....
DEX 18		l arm	16-18	18-19	5/2.....
APP 5		head	19-20	20	5/2.....

weapon	sr	attack%	damage
Sling	2/7	65	1d6 acid

Dodge: 70.

Spirit Magic (94%): Befuddle (2), Darkwall (2), Food Song (1), Heal 6, Shimmer 4.

Skills: Hide 70, Scan 55, Sneak 83.

Magic Items: magic mushroom holding 10 magic points. This mushroom withers after one or two days. Also has 25 little hollow packets containing powerful acid to be used as sling missiles. This acid will burn away armor on the location hit, including skin, and do damage to the hit points of the location if the damage rolled penetrates armor.

Armor: ringmail.

TRUFFLE, dark elf warrior

statistics		location	melee	missile	pts
STR 5	Move 3	r leg	01-04	01-03	3/3.....
CON 11	HP: 9.....	l leg	05-08	04-06	3/3.....
SIZ 6	FP: 16-4=12.....	abd	09-11	07-10	3/3.....
INT 14	MP: 12 +	chest	12	11-15	3/4.....
POW 12	12 mushrm=24.....	r arm	13-15	16-17	3/3.....
DEX 11		l arm	16-18	18-19	3/3.....
APP 15		head	19-20	20	3/3.....

weapon	sr	attack%	damage
Sling	3/9	60	1d8

Dodge: 45.

Spirit Magic (62%): Demoralize (2), Food Song (1), Heal 8, Multimissile 3.

Skills: Hide 65, Sneak 85.

Magic Items: magic mushroom holding 12 magic points. This mushroom will wither in a day or two.

Armor: cuirbouilli.

MOREL, dark elf warrior

statistics		location	melee	missile	pts
STR 8	Move 3	r leg	01-04	01-03	4/4.....
CON 15	HP: 11.....	l leg	05-08	04-06	4/4.....
SIZ 7	FP: 23-7=16.....	abd	09-11	07-10	4/4.....
INT 18	MP: 12 +	chest	12	11-15	4/5.....
POW 12	10 mshrm=22.....	r arm	13-15	16-17	4/3.....
DEX 19		l arm	16-18	18-19	4/3.....
APP 12		head	19-20	20	4/4.....

weapon	sr	attack%	damage
Sling	2/7	70	1d8 — If armor penetrated, then poison POT 1d20

Dodge: 90.

Spirit Magic (67%): Darkwall (2), Disrupt (1), Food Song (1), Heal 10, Speedart (1).

Skills: Hide 95, Scan 85, Sneak 70.

Magic Items: magic mushroom holding 10 magic points. This mushroom will wither in a day or two. Also has 25 hard little shells containing poison. These shells do 1d8 damage and cannot impale. If armor is penetrated, the target is also hit by poison POT 1d20. Morel will normally cast Speedart before attacking with a poison shell.

Armor: bezainted.

ASCOCARP, dark elf warrior

statistics		location	melee	missile	pts
STR 6	Move 3	r leg	01-04	01-03	3/3.....
CON 10	HP: 9.....	l leg	05-08	04-06	3/3.....
SIZ 7	FP: 16-5=11.....	abd	09-11	07-10	3/3.....
INT 17	MP: 16 +	chest	12	11-15	3/4.....
POW 16	13 mushrm=29.....	r arm	13-15	16-17	3/3.....
DEX 17		l arm	16-18	18-19	3/3.....
APP 9		head	19-20	20	3/3.....

weapon	sr	attack%	damage
Sling	2/7	90	earwig swarm

Dodge: 55.

Spirit Magic (89%): Countermagic 2, Food Song (1), Heal 8, Shimmer 4, Speedart (1).

Skills: Hide 60, Scan 55, Sneak 75.

Magic Items: magic mushroom holding 13 magic points. This mushroom will wither in a day or two. Ascocarp's sling missiles are grapefruit-sized hollow balls containing specially-bred two-inch earwigs with bright-red poisonous pincers. When the ball hits, it breaks open and the earwigs swarm over the target, instinctively digging into the body. If the ball hits a wall or floor, the earwigs dig into the ground instead, and are gone in a manner of seconds. Any target hit by the earwig swarm is attacked as per the Insect Swarm rules from the *RuneQuest* Creatures Book. The swarm SIZ is 1d6, and the earwig's venom factor is 3. This gruesome venom's cumulative effect is calculated every 5 melee rounds (instead of after 1d6 hours as with normal insect swarms). If the target does nothing in a melee round except try to brush off, squash, or otherwise

remove the earwigs, he receives a cumulative 5% chance that he has removed the remaining earwigs.

Armor: cuirbouilli.

THE FIGHTING FUNGUS

The fighting fungus is a massive, flabby entity of bizarre appearance. Overall, it is something like a colossal, upside-down mushroom. The fungus has a broad, quivering base, upon which grows a thick trunk. The trunk tapers to a narrow, swaying stalk with four clawed arms and a "head" of sorts, and atop the head is a larger clawed arm. The fungus moves extremely slowly and is not particularly dangerous to persons willing to retreat from its presence.

statistics		location	1d20	pts
STR 12	Move 1	base	01-02	0/33
SIZ 41	HP: not applicable	trunk	03-05	0/33
POW 14	MP: 14	rl arm	06-07	0/11
DEX 3		ll arm	08-09	0/11
		stalk	10-12	3/22
		ru arm	13-14	0/11
		lu arm	15-16	0/11
		head	17-18	3/22
		top arm	19-20	12/11 ..

weapon	sr	attack%	damage	parry%	pts
Claw (x4)	7	40	2d6	—	—
Top Claw	10	40	3d6	80	arm
Spore Cloud	10	Auto.	poison POT 14	—	—

Each round, the fungus can attack with all five arms, using the four lower arms simultaneously, followed by the top claw. It also parries with the top claw each round. It normally parries the enemy who hit it last, or the largest enemy if it has not been hit. It can attack five separate targets each round.

The fungus must be hacked to pieces to cause it to cease action. If its head is destroyed, it will continue to fight for 2d6 melee rounds, then die. If the head is destroyed, it can no longer emit its spore cloud. If the stalk is severed, both the upper arms are deactivated, and it will die in 2d6 melee rounds. If the trunk is severed, it will die in 2d6 melee rounds, and all the arms will be deactivated.

In any round that the fungus has been injured, it will release a spore cloud. This covers a 3 meter diameter area and acts as poison gas of POT 14. All damage done is directly to the victim's chest. The cloud is obvious, looking like a translucent fog, and anyone can attempt to hold his breath while inside the cloud. The spore cloud only lasts a single round, unless the fungus is struck again. If the trunk or stalk (not the head) have been destroyed, the fungus will emit its spore cloud each round until death 2d6 melee rounds later.

Dark Elf Defenders

These statistics are provided in the eventuality that an assault force decides to attack the dark elf tribe in their home caves. These elves represent the entire effective fighting force of the tribe.

The hesh used by the elves is a melee weapon, but cannot be used to parry. It consists of a large, moist pad, sometimes mounted on a handle, which is simply slapped against any portion of the target's body. Since the elves are expecting heavily armored opponents, they have chosen acid as the attacking load for their heshes, rather than poison or venomous insects.

These dark elves are not warriors. They are not used to wearing armor and prefer to dodge their opponent's blows rather than parry if they must engage in melee. They may cast both Protection and Shimmer on themselves at the same time. Each elf carries 15 sling stones, and more are available.

<i>weapon</i>	<i>sr</i>	<i>atk%</i>	<i>damage</i>
Sling	2/7	60	1d8
Hesh	8	40	1d6 acid

Dodge: 60%.

Spirit Magic (72%): Befuddle (2), Heal 4, Multimissile 3, Protection 2, Shimmer 2.

Skills: Hide 70, Scan 50, Sneak 80.

Treasure: Tribal; 4 patches of immature Fighting Fungus (each will grow to maturity in 1d4 years). Personal; misc. mushrooms (same as trollkin), 27 clacks each, 27 lunars family treasure.



Dark Elf One

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>points</i>
HP 8.....	r leg	01-04	01-03	0/3.....
FP 16.....	l leg	05-08	04-06	0/3.....
MP 13.....	abdom	09-11	07-10	0/3.....
	chest	12	11-15	0/4.....
	r arm	13-15	16-17	0/2.....
	l arm	16-18	18-19	0/2.....
	head	19-20	20	0/3.....

Dark Elf Two

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>points</i>
HP 8.....	r leg	01-04	01-03	0/3.....
FP 16.....	l leg	05-08	04-06	0/3.....
MP 13.....	abdom	09-11	07-10	0/3.....
	chest	12	11-15	0/4.....
	r arm	13-15	16-17	0/2.....
	l arm	16-18	18-19	0/2.....
	head	19-20	20	0/3.....

Dark Elf Three

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>points</i>
HP 8.....	r leg	01-04	01-03	0/3.....
FP 16.....	l leg	05-08	04-06	0/3.....
MP 13.....	abdom	09-11	07-10	0/3.....
	chest	12	11-15	0/4.....
	r arm	13-15	16-17	0/2.....
	l arm	16-18	18-19	0/2.....
	head	19-20	20	0/3.....

Dark Elf Four

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>points</i>
HP 8.....	r leg	01-04	01-03	0/3.....
FP 16.....	l leg	05-08	04-06	0/3.....
MP 13.....	abdom	09-11	07-10	0/3.....
	chest	12	11-15	0/4.....
	r arm	13-15	16-17	0/2.....
	l arm	16-18	18-19	0/2.....
	head	19-20	20	0/3.....

Dark Elf Five

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>points</i>
HP 8.....	r leg	01-04	01-03	0/3.....
FP 16.....	l leg	05-08	04-06	0/3.....
MP 13.....	abdom	09-11	07-10	0/3.....
	chest	12	11-15	0/4.....
	r arm	13-15	16-17	0/2.....
	l arm	16-18	18-19	0/2.....
	head	19-20	20	0/3.....

Dark Elf Six

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>points</i>
HP 8.....	r leg	01-04	01-03	0/3.....
FP 16.....	l leg	05-08	04-06	0/3.....
MP 13.....	abdom	09-11	07-10	0/3.....
	chest	12	11-15	0/4.....
	r arm	13-15	16-17	0/2.....
	l arm	16-18	18-19	0/2.....
	head	19-20	20	0/3.....

Dark Elf Seven

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>points</i>
HP 8.....	r leg	01-04	01-03	0/3.....
FP 16.....	l leg	05-08	04-06	0/3.....
MP 13.....	abdom	09-11	07-10	0/3.....
	chest	12	11-15	0/4.....
	r arm	13-15	16-17	0/2.....
	l arm	16-18	18-19	0/2.....
	head	19-20	20	0/3.....

Dark Elf Eight

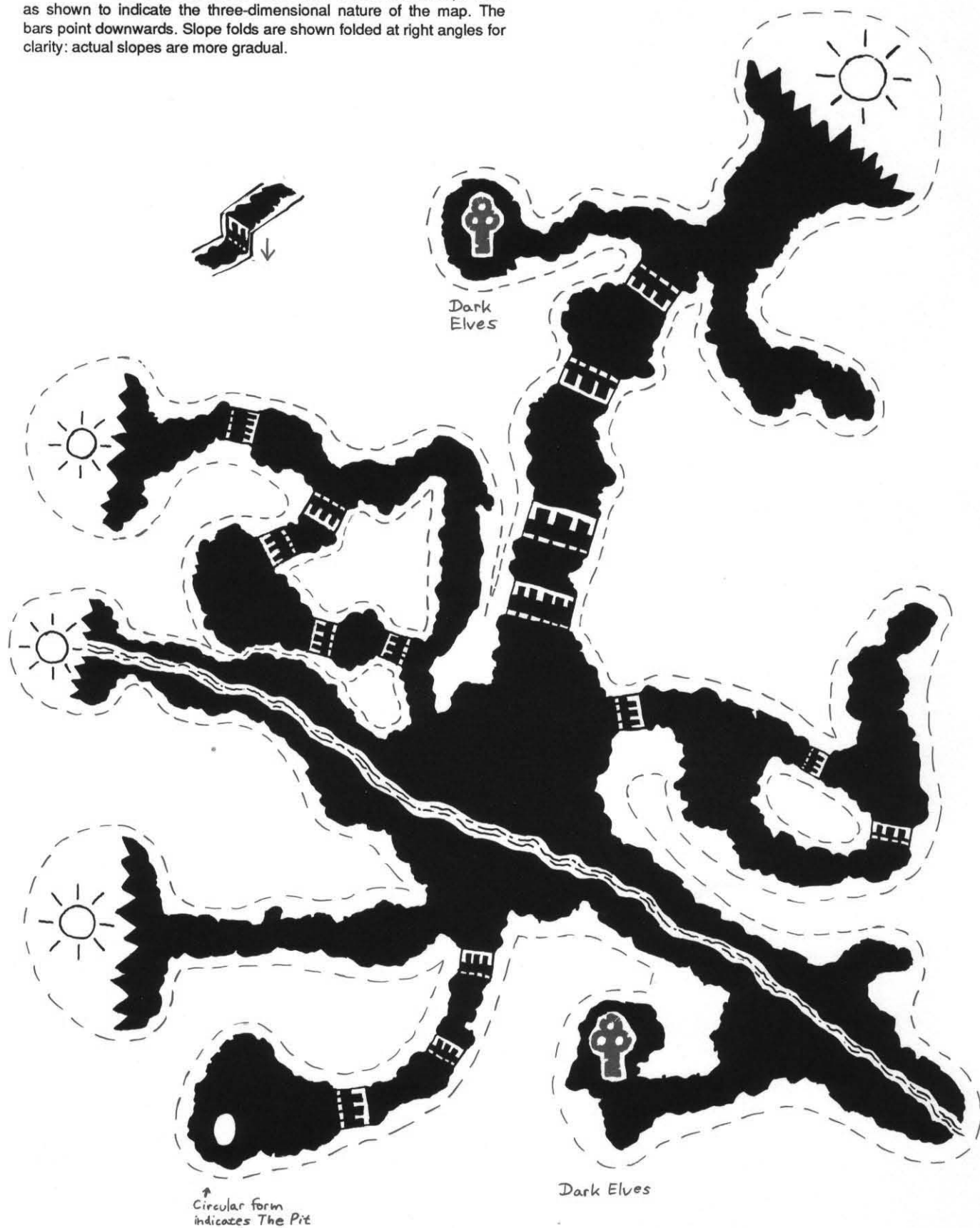
<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>points</i>
HP 8.....	r leg	01-04	01-03	0/3.....
FP 16.....	l leg	05-08	04-06	0/3.....
MP 13.....	abdom	09-11	07-10	0/3.....
	chest	12	11-15	0/4.....
	r arm	13-15	16-17	0/2.....
	l arm	16-18	18-19	0/2.....
	head	19-20	20	0/3.....

Dark Elf Nine

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>points</i>
HP 8.....	r leg	01-04	01-03	0/3.....
FP 16.....	l leg	05-08	04-06	0/3.....
MP 13.....	abdom	09-11	07-10	0/3.....
	chest	12	11-15	0/4.....
	r arm	13-15	16-17	0/2.....
	l arm	16-18	18-19	0/2.....
	head	19-20	20	0/3.....

Olag's Map

This is a crude troll-style map of the Munchrooms, done in a form that both trolls and humans can comprehend. It shows the negative space inside the caverns. Cut inside the dotted line. Fold down on slope lines as shown to indicate the three-dimensional nature of the map. The bars point downwards. Slope folds are shown folded at right angles for clarity; actual slopes are more gradual.





Thunderbreath Gobbleguts Restaurant

"The Finest in Troll Cuisine"



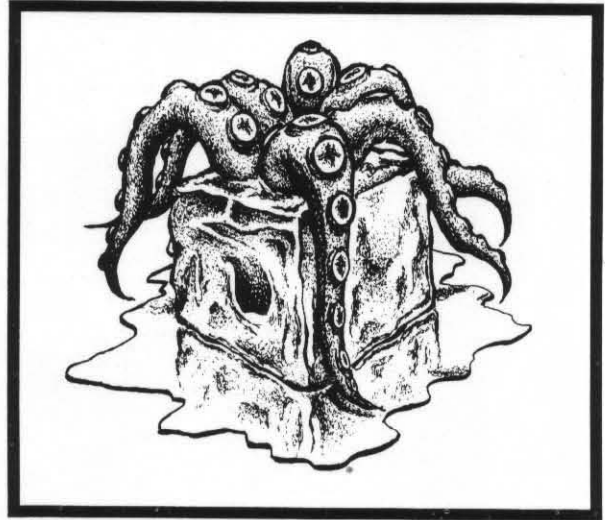
Open Dusk to Dawn

Thunderbreath Restaurants reserve the right to refuse service to anyone. Nontrolls must be accompanied by trolls. The management is not responsible for death or injury incurred on the premises. Mind your manners, but don't take no guff from anybody!

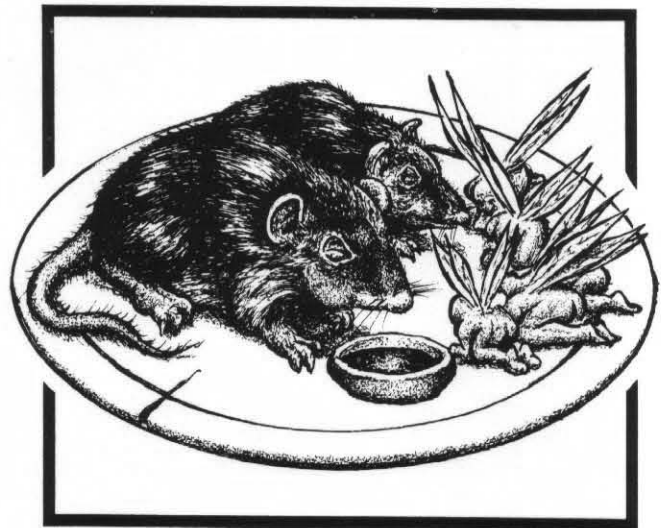
PRICES FOR ALL TROLL-KIND ARE IN BOLGS. OTHERS MUST PAY IN CLACKS. CHANGE IS NOT GIVEN TO NON-TROLLS.

ENTREES: *All include vegetable garnish, human ale, and an edible wooden platter. Elf bones to clean your teeth are provided free after every meal by the establishment.*

WALKTAPUS TENTACLES, cooked but chilled to suit the most delicate palate. Served with ice block and runner feet.....price 70 b.

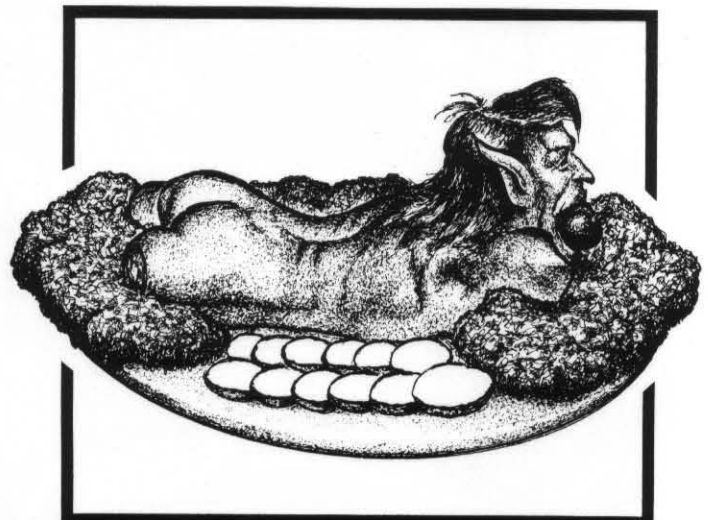


JELLIED HERD-MAN, fresh from the Morokanth. Garnished with spice root and served with runner hands (We think it's as good as the real thing!)price 25 bolgs.



BATTER-FRIED PIXIES served with a generous portion of **ROOF RATS** and with a side order of toadstools. Your choice of dressingprice 40 bolgs.

DWARF HAUNCH, marinated in the finest wood alcohol, served with acorn dressing and a lemon twist.....price 90 bolgs.



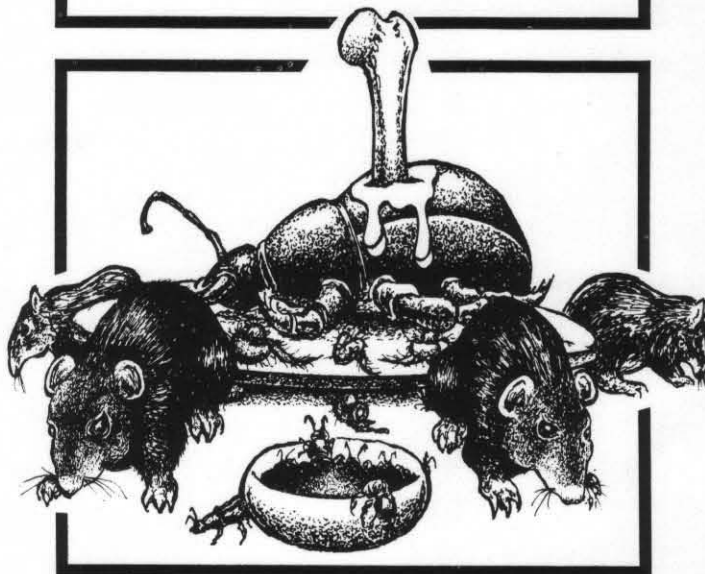
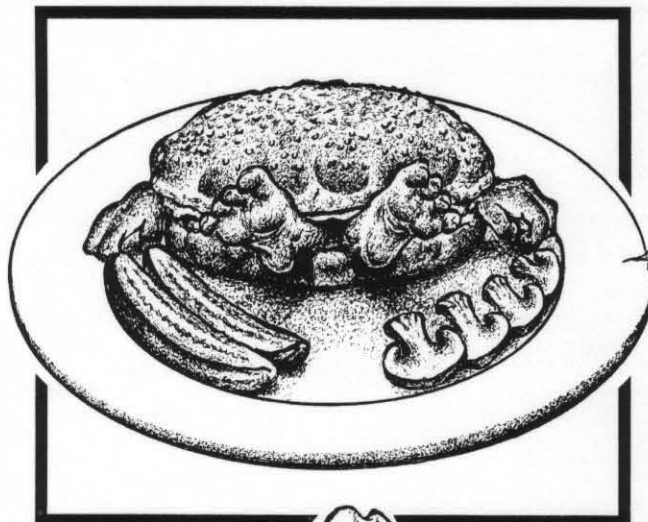
ELF TORSO fresh from the Shadow's Dance hunters, and served with impala butter. Your choice of dressingprice 120 b.

Our Famous **TROLLKIN BURGER**, known throughout the area. Served with dill spear and mushrooms.....price 12 bolgs (Cheese 6 extra).

Specialty of the House! Invite a Friend! **LIVE HERD-BEAST**, your choice, served in the back lot. Dig in and enjoy! Price depends on availability.

LIVE HAM BEETLE, pinned to your plate with a sharpened sprig of runner! **ROOF RATS** on the side and a delicious cockroach sauceprice 30 bolgs.

KIN PIE! Dwarf and Elf mince, with mushroom and toadstool slices and stone beetle topping, all in a scrumptious pastry shell...17 b.



BEVERAGES

Ail	15
Blear	21
Whine	30
Djinn	36
Kvass	3
Human Ale	4
Elf Blood	60
Wood Alcohol	20
Powzie!	45
Leadbrick	24
Snake Wine	36
Hoom*	18

* Hoom is meat juice and alcohol — a meal in itself

SIDE ORDERS

Beetle Slice	4
Roof Rat	10
Head Cheese	4
Ladyfinger	6
Armpit Bread	8
Chocolate Fried Eggs	36
Broccoli Ice	9
Boiled Banana	12
Wolf Apples	3
Pig's Knuckles	14
Liverwurst and Honey Sandwiches	5

WE ALSO ORGANIZE TOURS AND HUNTING EXPEDITIONS AT REASONABLE PRICES!

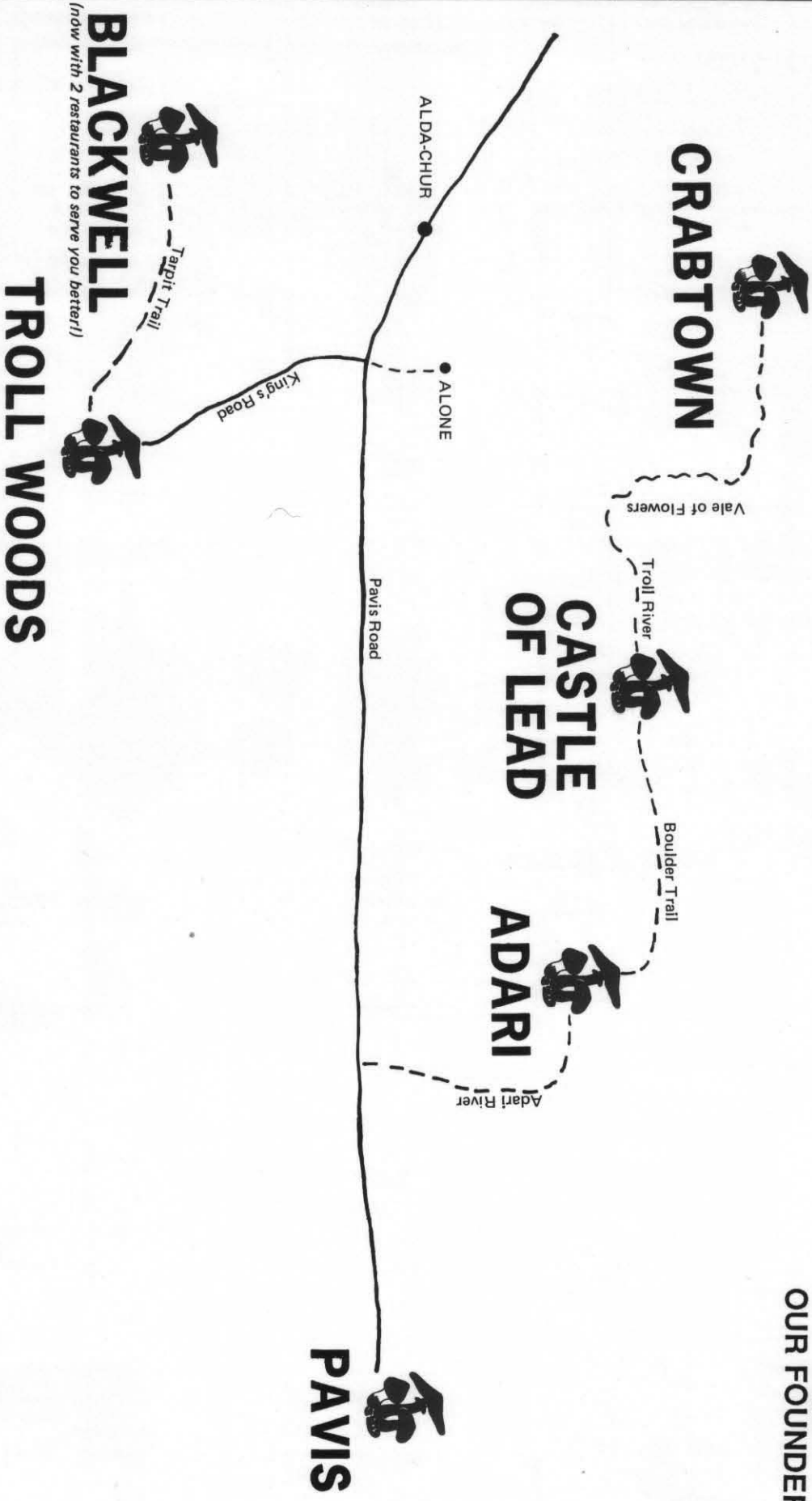
NOTICE — Customers wishing to get seriously drunk and rowdy are invited to come visit our tavern right around the corner — Shadebrow's Place. It's great!

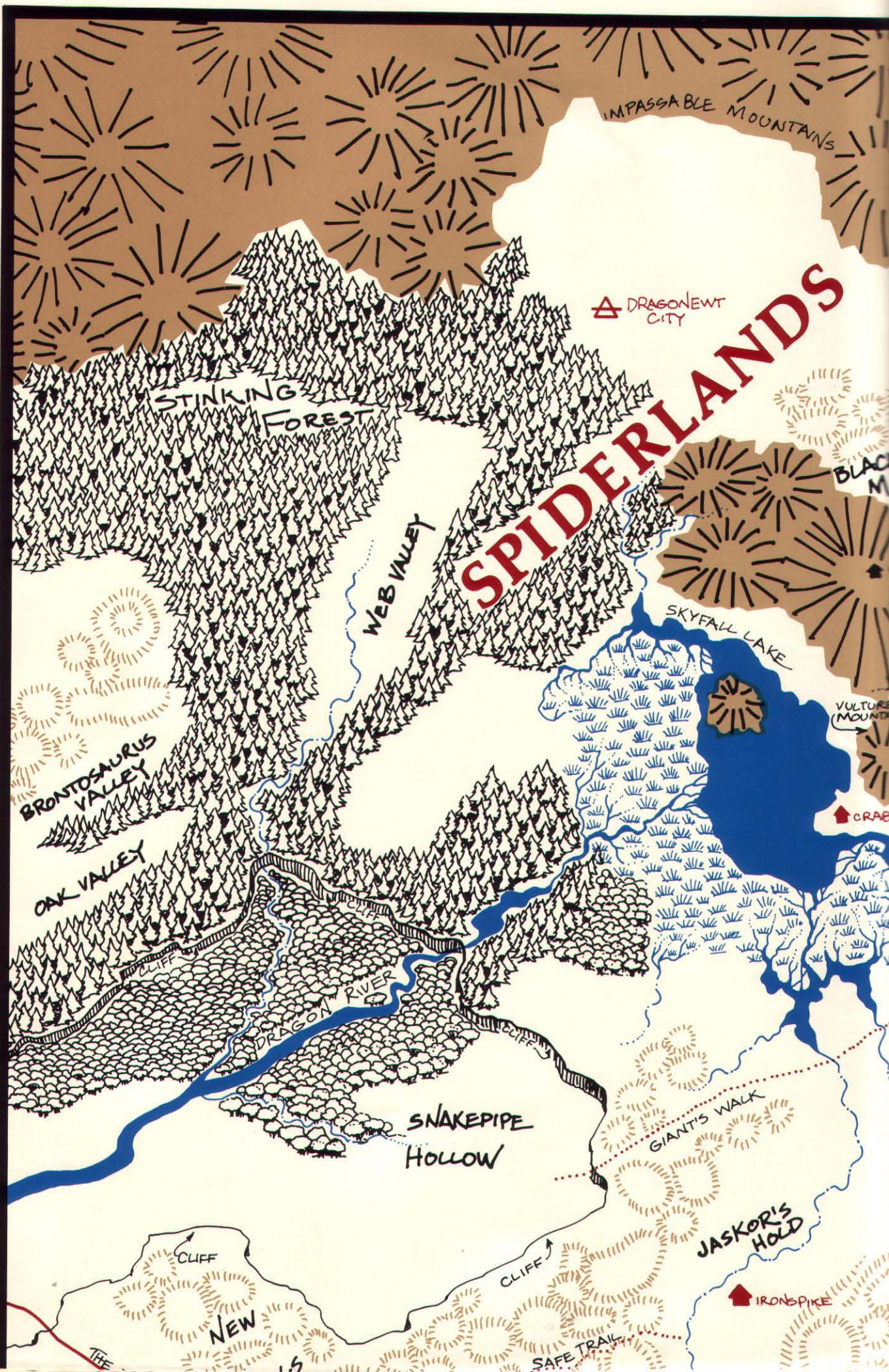
*With six locations there is sure to be
a Thunderbreath Restaurant near you!*

★ WE SERVE DWARVES AND ELVES! ★



OUR FOUNDER





IMPASSABLE MOUNTAINS

DRAGONWENT CITY

SPIDERLANDS

STINKING FOREST

WEB VALLEY

BRONTOSAURUS VALLEY

OAK VALLEY

DRAGON RIVER

SKYFALL LAKE

BLACK MOUNTAINS

VULTURE MOUNTAINS

CRAB

SNAKEPIPE HOLLOW

GIANT'S WALK

JASKOR'S HOLD

IRON SPIKE

NEW IS

SAFE TRAIL

CLIFF

CLIFF

THE



DAGORI INKARTH

- ▼ POINT OF INTEREST
■ CITY ▲ VILLAGE
▲ DRAGONWET CITY
■ FORT ◐ BRIDGE



MOUNTAINS

HILLS

EVERGREEN
FOREST

BROADLEAF
FOREST

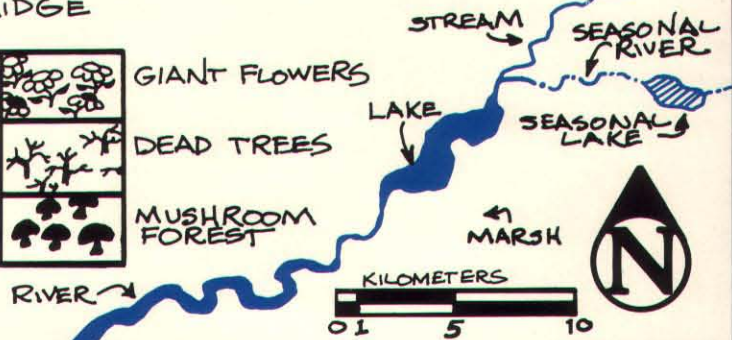


GIANT FLOWERS

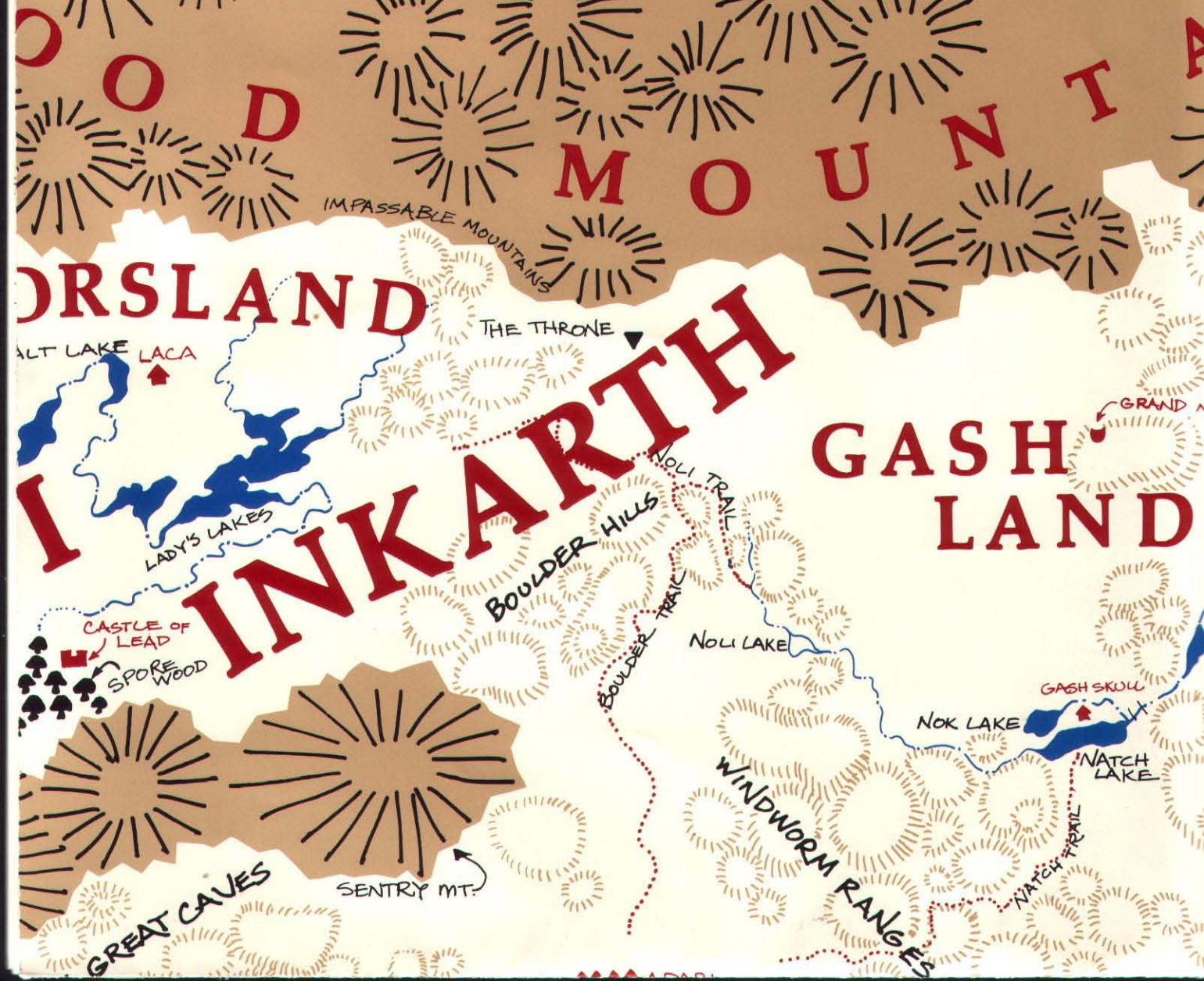
DEAD TREES

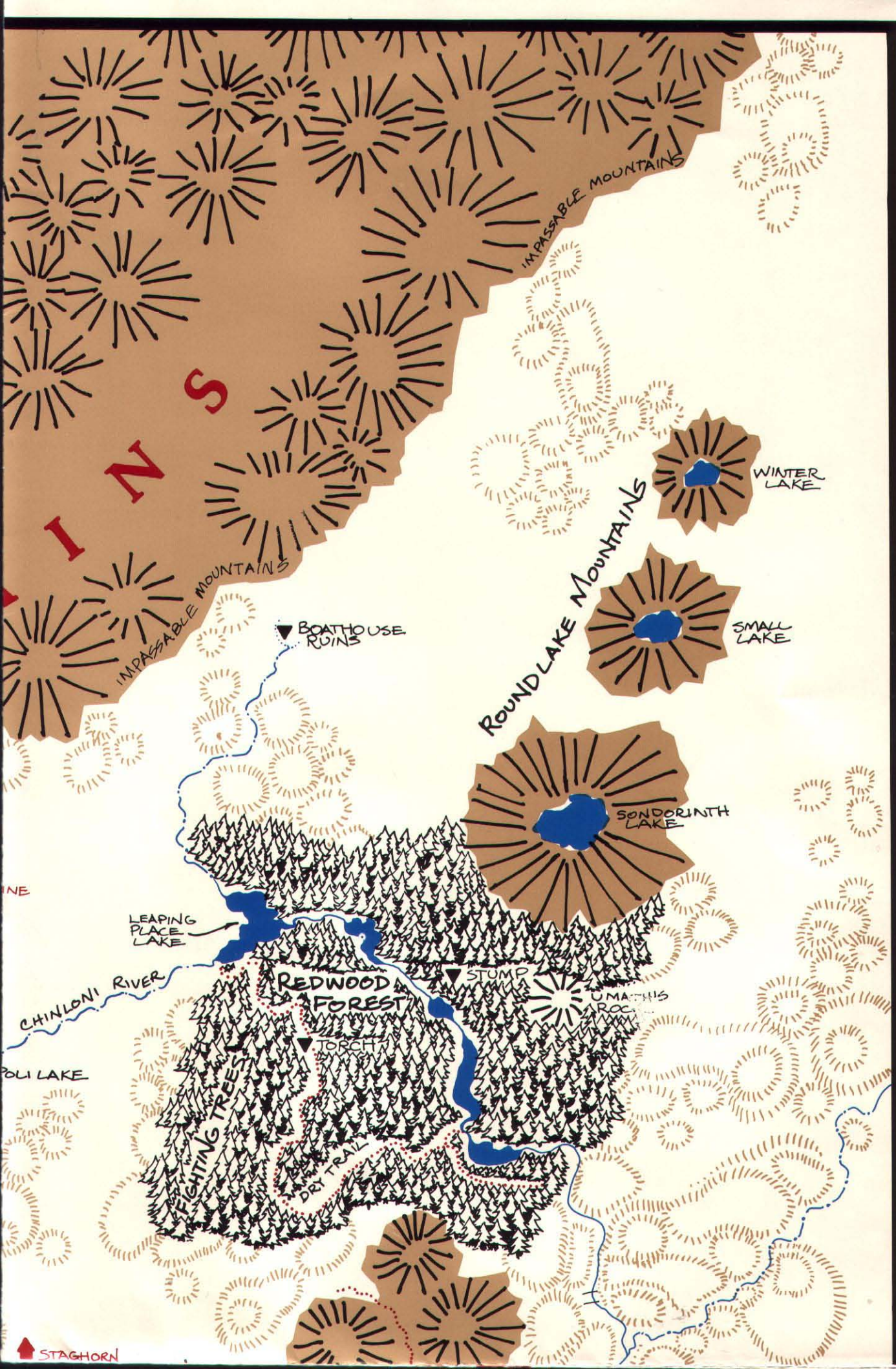
MUSHROOM
FOREST

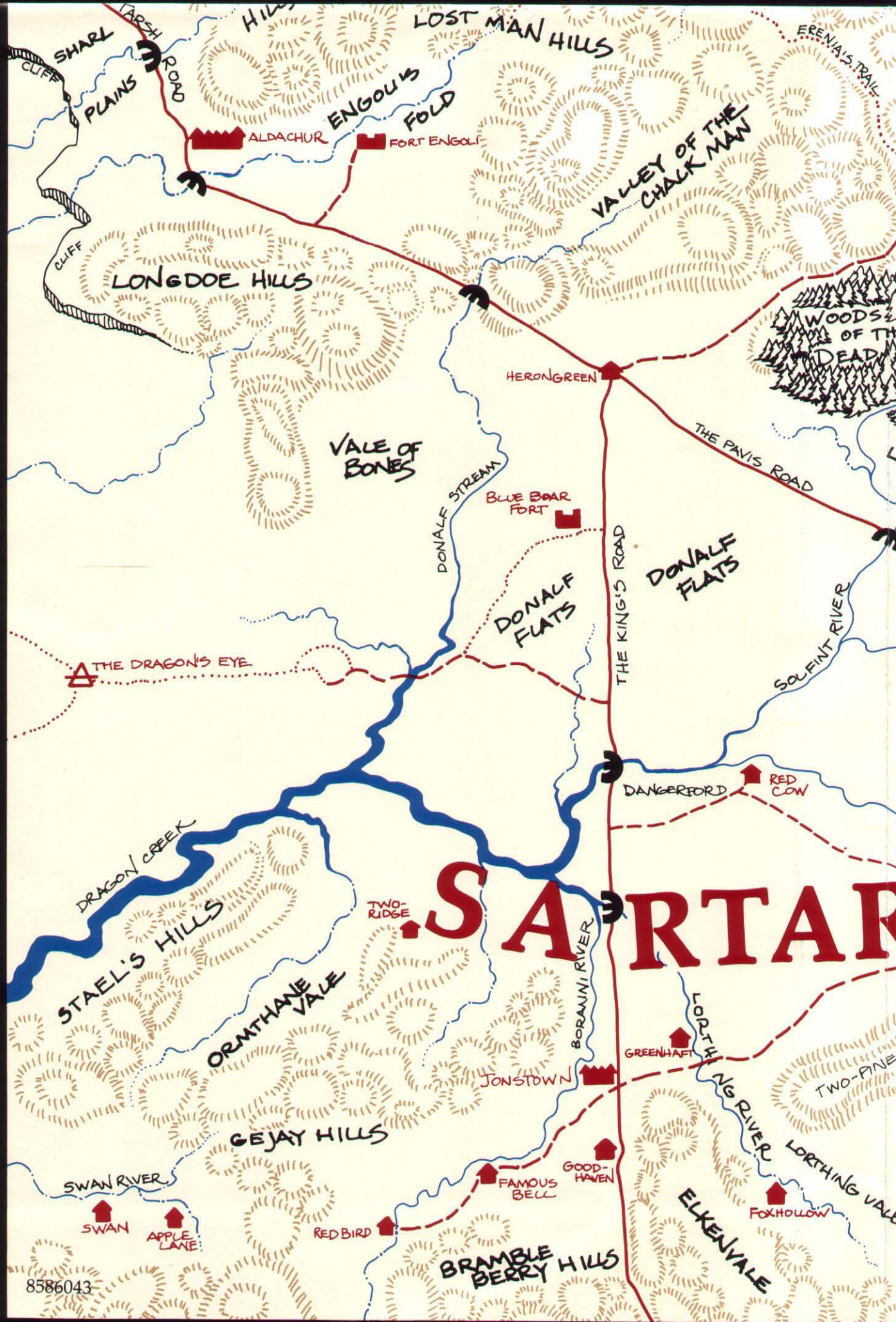
- MAJOR ROAD
- - - MINOR ROAD
... TRAIL



DOOR
MT.











BISON PLAINS

BROWN LAKE

DENZAL'S LAKE

ADARI RIVER

(SEASONAL)

LAKE SALOR

NINE GOOD

THOGSA

SLEEPING CITY

HILLS

RAINBOW ROCK

THE STADIUM

TADAIS HIGH TUMULUS

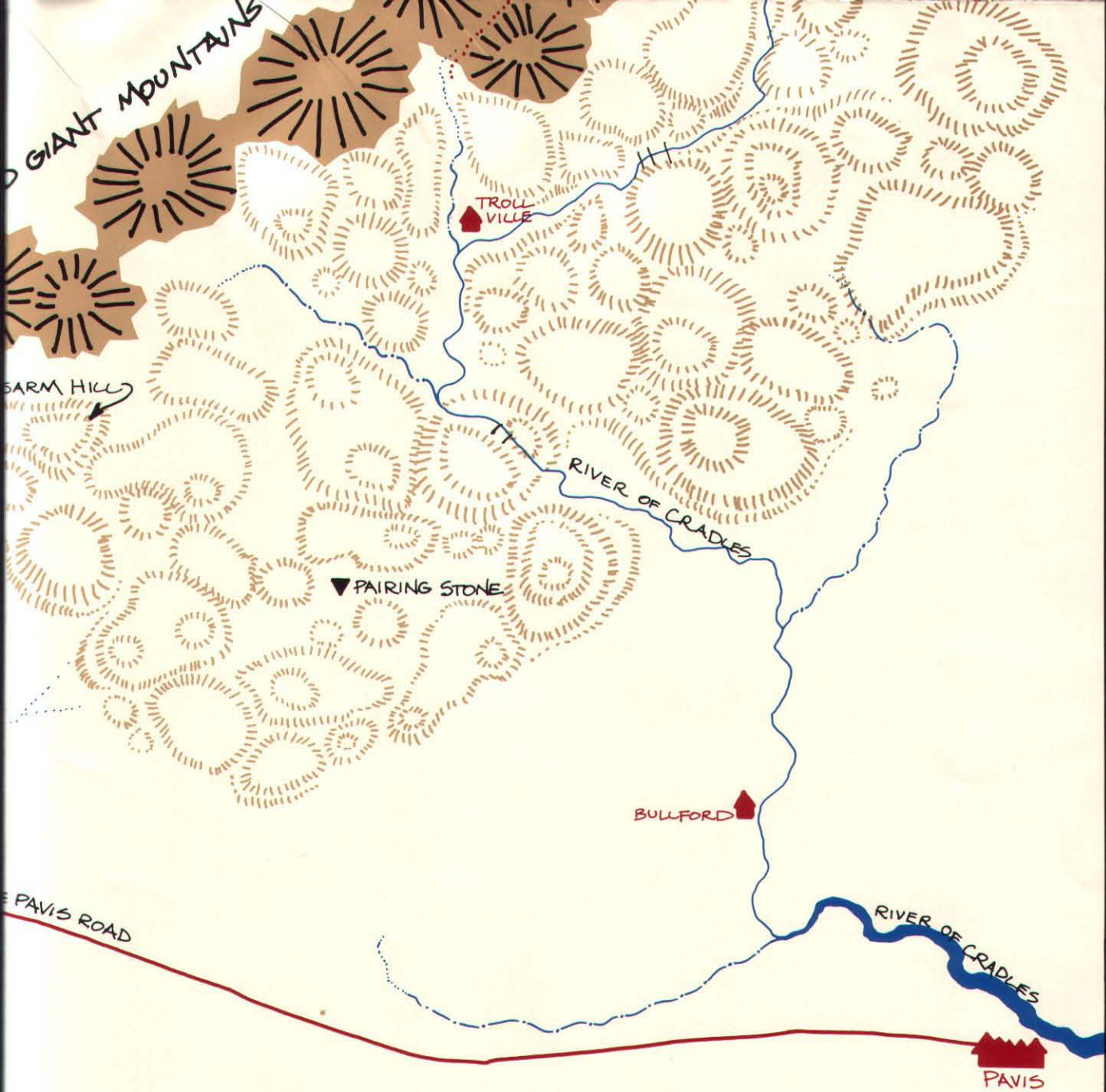
OBSCURE PLINTH

PARAX

D PLACE

MOONBROTH

THE DEAD PLACE



THE LONG DRY