

EARTHDOWN THIRD EDITION

# NATIONS OF BARSAIVE IV CRYSTAL RAIDERS



AN EARTHDOWN SOURCEBOOK BY STEPHEN KENSON







• T H I R D   E D I T I O N   •

# NATIONS OF BARSAIVE IV: CRYSTAL RAIDERS

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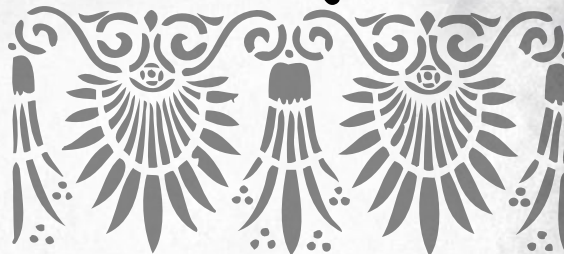
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# My Friend and King

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

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

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

You know how I was raised. As a dwarf living among ork scorcher, you learn some hard lessons. One of them is that Namegivers are not always what they appear. Most of the people in Throal would call my ork brothers and sisters who roam the plains uncivilized or barbarians. (I should know, I've been called both often enough!) But you have met my adopted family, eaten at our fire, drunk hurlg, and swapped tales of battle and glory. You know the scorcher tribes have honor, traditions, and ways of our own, just as Throal does.

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

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

Their honor is what makes trolls such fierce warriors; it gives them courage. A crystal raider will gladly gut you with one of

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

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

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

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

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

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

—Passions guard you,  
Rokzo (still the Unruly)



**T**he age of **Earthdawn** was an era of magic that existed thousands of years ago in our world's dim past. Magic touched every aspect of the lives of men and women of the Namegiver races: humans, elves, dwarfs, orks, trolls, windlings, t'skrang, and obsidimen. However, as the levels of magic rose, so did the dangers in the world. The rise of magic brought the Horrors to Earth, creatures from the depths of astral space that devoured all life in their path. For four centuries, the people of Barsaive hid underground as the Horrors devastated their lands during the dark time that came to be called the Scourge.

Now, the Scourge is over, and people have emerged from their sealed kaers and citadels. From all across Barsaive, bold heroes step forward to champion their land, arming themselves with powerful spells and magical treasures. Through magic, skill, and daring, Barsaive's heroes strive to heal the world of the scars left by the Scourge, and fight the oppression of the Theran Empire. By doing so, they become Barsaive's living legends.

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

This book provides detailed descriptions of Barsaive's greatest trollmoots, featuring revised and updated content, and new material for adventures in the world of **Earthdawn**.

## HOW TO USE THIS BOOK

**N***ations of Barsaive Volume Four* is a sourcebook for the **Earthdawn** game. This book provides an in-depth look at the troll raider clans that sail Barsaive's skies and prey on the lowlands. This book details the Twilight Peaks, featuring information on the nine most powerful trollmoots in Barsaive, including their histories, goals and significant members. Players can use this information to enhance their characters' backgrounds and increase their knowledge of the world of **Earthdawn**. Gamemasters can use the wealth of opportunities in this book to create new adventures, flesh out the game world, and expand the scope of evolving campaigns.

Aside from the *Player's* and *Gamemaster's Guides* and *Companions*, the gamemaster and players need no other material to use this

product, though gamemasters may find other published **Earthdawn** products useful; for example, more information on troll culture can be found in the *Namegivers of Barsaive* sourcebook.

The first part of this book begins with an overview of **The Crystal Raiders** and the different crystal raider trollmoots in Barsaive. **Legends and Allegiances** covers the history and legends of the crystal raiders in Barsaive and their involvement in many of the conflicts of the past, the construction of their swift airships and their raiding techniques against targets throughout Barsaive. **Life among the Crystal Raiders** describes some of the most important customs and beliefs of the highland trolls who make up the crystal raider trollmoots. Following these chapters are sections devoted to specific **Trollmoots of the Twilight Peaks**. Each section provides information about the trollmoots, their history and important characters, and what role the trollmoot might play in the ongoing drama unfolding in Barsaive. Each section also offers information on the unique features of the crystal raiders' home territory, places gamemasters can use as settings for players to explore or adventure in. The final chapter of this part includes notes on running **Adventures in the Twilight Peaks**, including several adventure frameworks.

The second part of this book offers game mechanics and rules for situations that might arise when adventuring in and around Cara Fahd and the Twilight Peaks. The **Creatures** chapter provides descriptions and game information for a variety of new creatures. The **Goods and Services** and **Magical Treasures** chapters include descriptions and statistics for various magical and common items that adventurers may encounter on their travels in the Twilight Peaks. The **Airships** chapter includes new game statistics for several different types of airships. Finally, the **Character Index** summarizes the many gamemaster and other characters described in the book.

Like other **Earthdawn** sourcebooks, *Nations of Barsaive Volume Four* provides the gamemaster with detailed background information to read at his leisure. It also offers plenty of solutions for problems that gamemasters are likely to run into in the course of an adventure. The tribal lands of southwestern Barsaive are a huge and dangerous area, so this sourcebook can't possibly describe it all. Gamemasters may find it difficult to predict exactly where the player characters will go and what kinds of trouble they will stick their noses into. The purpose of this sourcebook is not to fill in all the gaps, but to open the doors of the gamemaster's and players' imaginations.

To give gamemasters and players a taste of the flavor of **Earthdawn**, first-person fictional accounts from **Earthdawn** characters are interspersed throughout the book. Gamemasters can use them as a guide to the game's atmosphere, or as jumping-off points for story lines in which the player characters get involved. Likewise, short Adventure Hooks offer various scenarios for using

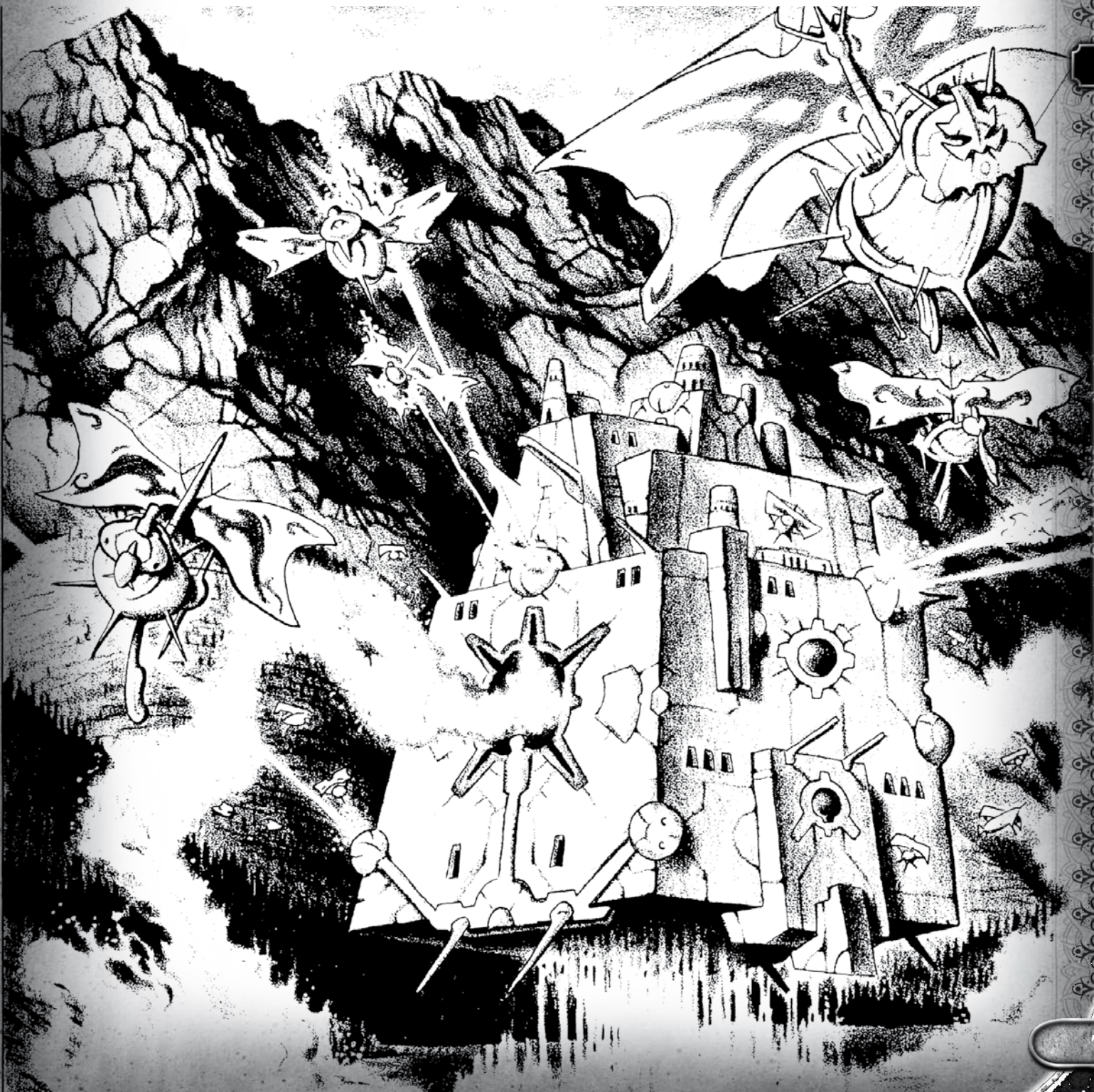


the material presented in this book in your own **Earthdawn** game. Gamemasters can use these ideas as ready-to-go adventures or adapt them for their own campaigns.

Though the material offered in this book is presented as fact and should be treated as accurate in terms of **Earthdawn** continuity, remember that you are the ultimate author of your campaign. If a fact in this sourcebook contradicts something you have already established in your game, or if you find it inconvenient, go ahead and change it. Any player who claims that the gamemaster is wrong about some detail of Barsaive deserves to have as many changes thrown at him as you can dream up. In some instances, this book presents contradictory accounts of a setting or character as **options** from which the gamemaster can choose. These options allow you to decide which version of the truth is real in your campaign.

## AT THE BRINK OF WAR

In addition to providing gamemasters with basic information on the recovering civilizations in Barsaive, this book details several conflicts developing in the province. While groups of adventurers climb the Twilight Peaks, terrible dangers are brewing in the background. Barsaive has staged a remarkable recovery from the devastating effects of the Scourge, largely because of Throal's efforts to establish a common language and a system of trade. Thanks to the dwarf kingdom and a few legendary heroes, Barsaivians can live in relative safety in the province's larger cities and towns. However, this surface stability is currently facing a crisis. When the threat of the Horrors receded, the major powers of Barsaive felt secure enough to focus on their political and military rivalries. When the Therans established the fortress of Triumph near Lake Ban, a new, potentially bloodstained chapter in Barsaive's history began.





**I** have encountered the crystal raiders many times in my years in the Throalic Navy. They are a danger of which everyone who sails the skies of Barsaive is aware, and many of the people of the lowlands near the peaks where the raiders dwell regularly suffer the raiders' swift predations. Despite repeated contact with these fierce trolls, however, few know them as well as those who have encountered them in battle, as I have. The crystal raiders personify the idea of trolls as a savage and violent people. They fly their drakkars on raids against low-lying settlements and against other airships to loot and plunder what they need and bring it back to their homes in the distant peaks. Their attacks are swift, sudden, and without mercy. I know many fine Air Sailors who have died fighting to keep the crystal raiders from a prize they desired.

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

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

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

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

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

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

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

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

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

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

—From a report by General Ilmorian, Teayu, 1509 TH

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





## DRINK LIFE TO THE DREGS

**T**he crystal raiders are clans of trolls who live in the mountains of Barsaive, primarily in the Twilight Peaks. The crystal raiders pilot small, agile wooden airships called drakkars on daring raids against lowland targets and against other airships in the skies over Barsaive. These raids represent a way of life for the trolls, the only way they have to support themselves in the isolated and rough terrain of the mountains where they make their homes. One of the most powerful aerial forces in Barsaive, the crystal raiders may be the deciding factor in any airship conflict that arises between the Theran Empire and the Kingdom of Throal.

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

The principle unit of organization among the crystal raiders is the clan, a single extended family of trolls. Because mountain trolls practice line marriage, a single clan can consist of many different

married partners and their relations, numbering from a few trolls to dozens. Each troll clan has its own Name and a long history; many troll clans can trace their heritage back for centuries before the Scourge.

Many clans belong to a trollmoot (or simply a moot). Trolls call this structure *altrua'agoral*, literally "clan of the people of one mountain." Since the time when the Skytoucher moot was first founded under the guidance of Thystonius, the crystal raider clans have joined together to form moots. A trollmoot is an alliance of many clans under the leadership of a single chief, joined together by ties of honor, sworn oaths, and the mutual need for defense and prosperity. In many ways, a trollmoot resembles a line marriage on a larger scale, with each individual clan enduring to ensure the overall survival and continuation of the moot.

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

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



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

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

## CRYSTAL RAIDER TROLLMOOTS

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

### Blackfang

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

For more information on the Blackfang moot, see p. 61 of the **Trollmoots of the Twilight Peaks** chapter.

### Bloodlore

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

For more information on the Bloodlore moot, see p. 65 of the **Trollmoots of the Twilight Peaks** chapter.

## Firescale

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

For more information on the Firescale moot and the trolls of the Scol Mountains, see p. 89 of the **Other Trollmoots** chapter.

## Ironmonger

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

For more information on the Ironmonger moot, see p. 70 of the **Trollmoots of the Twilight Peaks** chapter.

## Rockhorn

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

For more information on the Rockhorn moot, see p. 94 of the **Other Trollmoots** chapter.

## Skyseeker

The Skyseeker moot inhabits the western Delaris Mountains, some distance from the conflicts of the Twilight Peaks. The Skyseekers support their moot by flying on raids against settlements near Jerris and the region surrounding their domain, but they also follow another purpose. The trolls of the moot seek to find the lost monastery of Elianar Messias, the Martyr Scholar, in order to learn more about his discovery and translation of the *Books of Harrow*. To this end, the Skyseekers are loosely allied with the Fellowship of Night, an order of Nethermancers living in the Delaris Mountains. The leader of the Skyseeker moot, Cho'arras Brightstone, believes knowledge of the *Books of Harrow* belongs to all the people of Barsaive and that further knowledge of the Scourge may help find a way to heal the damage done by the Horrors to the land and its



people. All the members of his moot do not share his views, however, and Cho'arras faces dissent from other Skyseekers who believe their chief is leading the moot down the wrong path.

For more information on the Skyseeker moot, see p. 98 of the **Other Trollmoots** chapter.

### Stoneclaws

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

For more information on the Stoneclaws Moot, see p. 75 of the **Trollmoots of the Twilight Peaks** chapter.

### Swiftwind

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

For more information on the Swiftwind moot, see p. 80 of the **Trollmoots of the Twilight Peaks** chapter.

### Thundersky

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

For more information on the Thundersky moot, see p. 84 of the **Trollmoots of the Twilight Peaks** chapter.

## RAIDS AND CONFLICTS

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





▲ ▲ ▲  
*The more scholarly types among the Air Sailor community have long speculated about inter-moot raiding. When for example the Thundersky raids the Ironmongers and takes some metal weapons, the Ironmongers return the favor just the next week and take some True air from the Thundersky moot. Both moots get something they need, and Thystonius has been served. Looking at it through a merchant's eyes, the result of their efforts is a trade. Just don't call it that to a raider's face.*

*I wonder if this developed out of tradition, or by coincidence.*

—Omeyras  
▲ ▲ ▲

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

This life of ongoing inter-moot conflict may be coming to an end in some ways. Some of the trollmoots of the Twilight Peaks are beginning to look for other ways of life to satisfy their needs for conflict and sustenance. The Stoneclaws, for example, quite admire Throalic ways and ideas, while the Ironmongers find immense gratification in the arts of metalworking and legends of the past glory of Ustrect. The Blackfangs are faced with the need to trade with the new Kingdom of Cara Fahd or else seek new, potentially more distant or difficult places to raid. The Swiftwind moot has used years of relative peace to improve the art of building airships, allowing the Swiftwinds to see the possible advantages of a new way of life. The Bloodlores remain hardliners, clinging to the old ways of life and becoming more and more savage as they feel increased pressure from all sides.

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

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

## THE DUAL PEOPLE

**L**owland-dwelling trolls in Barsaive have adopted many of the customs and mannerisms of the Namegivers among whom they reside, a practice that more easily allows them to exist in harmony with other races. In contrast, the mountain trolls of the crystal raider trollmoots strongly maintain their people's ancient traditions, and actively seek ways to practice the virtues of honor, courage, daring, and skill in battle. This puzzles other Namegivers who see these virtues as directly opposite to the crystal raider practice of attacking and raiding settlements, ships,

## ADVENTURE HOOK

The player characters are contacted by Thom Edrull, an archivist from the Library of Throal (see *Nations of Barsaive Volume One*, p. 33). King Neden is looking for information to supplement General Ilmorian's report on the crystal raiders and intends to send an expedition to the Twilight Peaks to learn more about the raider trollmoots, specifically, which of them might be recruited as allies for Throal when conflict breaks out again with Theran forces in Barsaive. The player characters are good candidates for this task if they have worked for the Library of Throal or the Throalic government before, or if they have specialized knowledge of the Twilight Peaks.

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

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

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

and caravans to steal their goods and take prisoners for slaves. They cannot understand how the crystal raiders can consider themselves honorable and civilized when they appear to be nothing more than thieves, pirates, and slavers. The crystal raiders embrace this duality and believe that they live their lives as the true embodiment of the troll race's heritage: people of both rage and peace, souls both



fierce and artistic, proud clans with a complex and rigid sense of honor complemented by a deep and abiding spirituality.



*The tendency of many trolls to answer questions about the whole "honor" topic with aggression and even violence doesn't make it easier for non-trolls to understand the finer aspects of honor.*

—Krolok, Ork Nethermancer



## HONOR

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

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

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

My son,

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

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

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

This, then, is my advice to you (and I hope you will listen this time): if you can, find an honorable lowland troll to accompany you; even if the crystal raiders do not respect him, he will be able to guide you successfully through the worst pitfalls of troll conversation. If you cannot (or will not) find a troll guide, then spend time observing trolls in various environments before you travel; if you can learn how they avoid insulting each other, you will stand a better chance of not insulting them yourself. Finally, use the good sense you were born with; if you approach the crystal raiders with respect for their traditions and honorable intentions, your sincerity might serve to keep you out of trouble. You must have learned by now that traveling to the far reaches

of Barsaive requires a flexible mind and pure heart; only those qualities will allow you to approach each new situation with a healthy respect for the differences between Namegivers all over the province. And as long as you acknowledge the worth of others' ways and traditions and treat your potential customers with dignity and honesty, you will always close the deal. (It also never hurts to find out what your potential customer takes greatest pride in and learn a few complementary phrases on the subject.)

May Chorrolis guide you in your paths.

—Letter from the merchant Dolhvan to his son

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

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

These trolls see no dishonor in raiding. It is not theft, because those who are raided always receive the opportunity to defend what is theirs. Crystal raiders do not strike like thieves, seizing goods and stealing away quietly into the night. They come like a raging storm, full of battle shouts and clashing weapons to challenge their opponents for the privilege of keeping the goods they possess. In fact, the crystal raiders' Name for themselves, *tro'o'astia*, translates roughly as "thunderhead" or "omen of doom."

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

## SPIRITUALITY

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

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



**K**ing Varulus and I once talked long into the night, of the Theran War and other great battles, drinking warm, spiced wine beside the hearth in the Royal Chambers. He told me he believed the study of history and knowledge of the past to be of vital importance. "Ilmorian," he said, "those who do not learn the lessons offered by the past are doomed to learn them the hard way in the future." I have never forgotten your father's wisdom, Your Majesty. I, too, believe knowledge of the battles we have fought in the past holds wisdom for the battles we will fight in the future. It is up to us to seek out and interpret this wisdom; learn what it has to offer so we are not condemned to discover the lessons of history too late.

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

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

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

The third lesson is that a crystal raider never forgets a friend, or an enemy. Honor is a complex, deeply felt part of every troll, but honor is

a primary driving force for the crystal raiders. If you insult a troll, his honor requires he pay you back in kind. If you respect his honor, he will respect yours. This is a difficult balance to strike; the crystal raiders do not value the same things as other Namegivers, and so dealing with these trollmoots requires a unique understanding of honor. For example, I have fought crystal raiders many times, but I do not think they would consider me an enemy. I simply performed my duty as an officer of the navy, and they honor that dedication to duty.

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

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

—From a report by General Ilmorian, Teayu, 1509 TH

## HISTORY

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

## THE FIRST TROLLS

Legend says the Spirit of All Things, whom the trolls call Griahek'kan, created the troll people. In the beginning, Griahek'kan



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

These progeny of the earth heard the Spirit of All Things and she rejoiced in her true children. As a reward, Gria'kh'kan granted the children of her heart their homes in the heart of the world: the mighty rocks and mountain peaks.

To this day, the trolls believe they and the obsidimen share a common origin and a common bond as the true children of Gria'kh'kan. This is why trolls esteem obsidimen above all other non-trolls and call them *ago'al*, meaning "rock brother." This legend also explains why trolls tend to look down on the other races of Namegivers. Most lowland trolls have overcome this particular prejudice, but many of the mountain trolls still consider the other Namegiver races inferior to them.

### Norr Ge'Ere'Jaspree: A Troll Tale

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

For all of this bounty, the trolls had Jaspree to thank, only they did not. The trolls took Jaspree's gifts for granted. With no need to struggle to survive, they sought challenges elsewhere. Always a physical people, the trolls embraced Thystonius, the Passion of Physical Conflict, in their hearts. They delighted in contests of strength and endurance, the kind of struggle of muscle and bone in which Thystonius takes the greatest delight. The Passion looked upon the games and pastimes of the trolls and was proud. Thystonius rewarded the trolls with greater strength and vigor to spur on their hunts, races, and contests. Jaspree continued to

support the trolls' way of life in the mountains, but still the trolls did not honor the Passion of Nature. They took Jaspree's bounty and used it to honor Thystonius with feasts and artworks.

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

"Brother," he said, pointing to a clan of trolls engaged in games of wrestling and spear throwing, "The trolls honor you at every turn. I provide them with food from the forest and stream, wood to carve, and clean water to drink. But they take my food and prepare feasts in your Name. They take my wood and carve it in your likeness. They use my waters as an obstacle in their contests. Why is this so? Why do the trolls love you more than me?" Thystonius pondered his answer for a long time, for the Passion was unused to words.

"Let us ask them," Thystonius said to his brother, meaning the nearby troll clan. So the two Passions cloaked themselves in

the forms of trolls and came to the clearing where the clan held their contests. The troll clan greeted the strangers in their midst.

Jaspree appeared as a troll in the bloom of youth, carrying a basket laden with succulent fruits and fragrant flowers.

Thystonius appeared as a troll of massive proportions, his limbs like tree trunks and his chest like a granite cliff. The gathered trolls felt awe at Thystonius' strength and clamored for him to join their contests. Jaspree spoke out as his brother Passion prepared to join the trolls.

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

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

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

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

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





"This is my gift to you!" the Passion cried in a voice like the thunder. "No more will the bounty of Nature be given to you freely. You must prove yourselves worthy and struggle to win every crumb, every splinter, every precious drop of life! Struggle all of your lives and fight to keep what is yours, or you will find it taken from you. Only then will you learn to appreciate what you have and what was once yours!" With that, Jaspree vanished in a storm cloud and a howl of wind, leaving the trolls to fight over the remaining food and supplies. Thystonius looked on the contest and smiled broadly, knowing the trolls would one day understand the great gift Jaspree had given them: a life of struggle, hardship, and challenge to drive them to greater and greater glory.

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

### The First Trollmoot

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

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

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

"We will follow the way of Thystonius!" cried Torak Thundersky, chief of the Thundersky clan and a questor of the Passion of Physical Conflict. With that, the chieftains of the troll clans who desired leadership of the trollmoot drew their weapons and met in battle. This was the first Rite of Succession known among the trolls, where a physical contest in the Name of Thystonius decided the leadership of the first trollmoot. Torak Thundersky, filled with the power of his Passion, emerged victorious and became the first chieftain of the Skytoucher moot.

With the force of many clans behind his banner, Torak Thundersky led the Skytoucher moot to victory against many other clans. The other troll clans quickly realized the value of alliances in their conflicts, and other trollmoots sprang into existence. Over the years, the membership and composition of the trollmoots

changed, but the moot remains a cornerstone of troll and crystal raider society, just as Thystonius intended, allowing the clans to continue their conflict in a permanent state of balance.



*The attentive reader will notice the subtle difference between "Skypoint plateau" and the "Battle of Sky Point." Most scholars attribute this to an error in translation, while in fact the Heavenherds, apt at Naming magic, consciously established the Name "Sky Point" to be written in the same way as the Name of their mighty fortress in the Throalic dialect. Once established in historical context, the defeat of the trollmoots became forever linked to the Theran fortress.*

*Needless to say, it also causes all sorts of confusion among Throalic scholars, as most of them are more willing to seek each others' errors than to learn something about fundamental magic theory.*

—Eye of the Sphinx



### The First Drakkar

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

Life for the first crystal raider clans was especially difficult because many areas of the mountains were nearly impassable on foot, limiting the places where the trolls could dwell and requiring trails and passes to and from their homes—which their enemies could use to attack the trolls. Though few non-troll Namegivers wished to meet the trolls on their own ground, the clans remained vulnerable to each other, and their prospects were limited.

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

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

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

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



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

Beneath the ruins, Nemar found an ancient tomb, long sealed against the ash and heat from above by magical seals and orichalcum runes. Within the tomb was a ship of most fantastic construction. Carved of wood and slim of prow, the ship floated in the confines of the tomb above the stone floor, laden with grave-goods. Among them were ancient tablets showing Namegivers at work creating the ship, which could sail on the air as other ships sailed on the water.

## ADVENTURE HOOK

The ruins Nemar discovered in the Ashen Hills have never been seen by any other Namegiver. The crystal raiders generally believe the ruins are hidden by Upandal and not meant to be found, so they don't bother looking. However, the members of the living legend cult called the Followers of Nemar (see p. 59) believe that the restoration of their honor lies in finding the ruins Upandal revealed to Nemar and bringing the gifts they find there back to their clans.

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

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

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

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

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

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

## THE ORICHALCUM WARS

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

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

In Barsaive, some of the largest known orichalcum deposits lie in the Twilight Peaks. For years, the nations of Cara Fahd and Ustrect tried to bargain with the trollmoots, offering trade deals to supply the trolls with the necessities for which they raided in return for orichalcum. The troll kingdom of Ustrect remained particularly persistent in its attempts to persuade its highland cousins to barter for the orichalcum supplies of the mountains. The trollmoots adamantly rejected all trade offers as temptations designed to lead them into the same kind of soft life enjoyed by the lowlanders. If the people of the kingdoms wanted something from the troll clans, then they had to earn it through honest combat. The few forays attempted by Ustrect, Landis, and Cara Fahd into the Twilight Peaks failed; the crystal raiders easily repelled the invaders into their territory.

In response to these efforts by the lowland kingdoms, F'Wella Swiftwind, one of the wives of the chief of the Swiftwind moot, proposed an extraordinary idea. Because the nearby kingdoms





and the Therans valued orichalcum enough to be willing to try and take it from the trolls by force, then it seemed reasonable to suppose this metal was something of great value that the crystal raiders could take from them. The idea was startling at first, given the crystal raiders' tradition of raiding only for what they needed. Materials such as gold or orichalcum couldn't be eaten, only used for ornamentation. But if the Therans placed such great importance on orichalcum, then it seemed likely the trolls could ransom the captured shipments for other, more useful goods.

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

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

▲   ▲   ▲  
*Ironically, the ransom the moots demanded was quite low  
compared to the market value of the orichalcum.*

—Omeyras

▲   ▲   ▲

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

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

## Theran Involvement

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

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

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

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



the heroic raiders who led attacks against the *Thera'in* and their stone ships.

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

## The Battle of Sky Point

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

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

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

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

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

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

## ADVENTURE HOOK

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

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

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

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

## THE SCOURGE AND THE SEVERANCE

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



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

The centuries of the Scourge and the isolation of the kaer communities in the peaks finished the work of the Therans in breaking down the trolls' once-unified culture. Cut off from all contact with the outside world and even their nearest neighbors, the various troll clans and moots developed unique histories, customs, and practices during what became known as the Severance. Some customs, however, did not change or fade. The trolls refused to forget the ways of their ancestors who sailed the winds, and the Discipline of the Sky Raider continued to be taught in the troll kaers, even though generations of Sky Raiders never saw the open sky that was their birthright. The trolls passed on the lore of the Discipline in anticipation of the day when the kaers would open. Likewise, the lore of airship building and all of its associated knowledge survived in most crystal raider kaers as the trolls looked forward to the time when they would reclaim the legacy of their birth.

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

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

More difficult for the crystal raider clans than conflict with the Horrors—which the trolls often welcomed as a blessed relief from decades of forced inactivity, no matter how grim the outcome—

were the generations of confinement in their underground shelters. A people who thrive on physical challenge and struggle, trolls are accustomed to riding the winds and rushing headlong into glorious battle. As a result, the first kaer dwellers faced a particularly difficult time learning to adjust to the demands of being trapped together in a single dwelling. As the years passed, friction between the penned-in trolls lessened and the kaer dwellers developed elaborate social rituals that allowed the trolls to exercise their need for privacy and solitude even in the constant company of others. The trolls learned how to be “alone” in a room full of people, and crystal raider society adopted the elaborate rituals for greeting, parting, and other social situations still in use among the clans today.

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*Most societies just abandoned rigorous systems of belief or custom during the Scourge out of necessity, but not the crystal raiders. Some of the most heavily regulated aspects of their present lives are the results of an increase in strictness of customs during the Scourge. Noninterference in personal matters such as art is one example of this.*

—Omeyras

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## THE EMERGENCE

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

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

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



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

At first, the trolls had to be content scavenging from ruins left by the Scourge, fighting the Horrors and other twisted creatures inhabiting them. As other kaers began to emerge and other Namegivers worked to rebuild their villages and renew ties with their neighbors, the trollmoots began to raid in earnest. They first raided lowland towns and villages. When the airship fleets of Barsaive began to sail the skies again, the crystal raiders launched raids on them as well, attacking merchant ships from Jerris, Travar, and Throal. Within a single generation, the fearsome reputation of the crystal raiders far exceeded the tales of their exploits in the days before the Scourge. If the Namegivers of Barsaive thought the Therans had destroyed the crystal raiders in the Battle of Sky Point, they were sadly mistaken.

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

## THE THERAN WAR

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

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

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

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

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

## DARK CLOUDS GATHER

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

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

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

## The Second Behemoth

The arrival of the behemoth, *Triumph*, and the establishment of a second Theran fortress near Lake Ban see the *Gamemaster's Guide*, p. 15) greatly angered the crystal raider trollmoots. The Therans' boldness in moving another behemoth through the skies over Barsaive served as a painful reminder to the raiders of the Battle of Sky Point and the crimes of the Therans against troll honor. A second permanent Theran base in Barsaive also increased Theran airship and overland traffic between Triumph and Vivane and Sky Point, prompting the trollmoots to increase their attacks against Theran targets.



## ADVENTURE HOOK

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

The adepts board a small Throalic airship and fly to the area where the Swiftwind drakkar set down. They find the troll crew justifiably suspicious of their presence and intentions and must find a way to convince the trolls of Throal's goodwill. Fortunately for the player characters, the raiders have little choice but to trust them if they ever wish to make it back home, but the adventurers must take great care not to offend the trolls' honor in the process of helping them.

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

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

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

Following the death of his father, King Varulus III (see the *Gamemaster's Guide*, p. 16), King Neden of Throal led a disastrous attack against the Therans at Triumph. The failed attack forced Neden to acknowledge the futility of attacking Thera alone, and so he is now working to consolidate his control over his kingdom and cultivating allies to move against the Theran Empire. He is particularly interested in gaining the crystal raiders as allies, as they embody all the qualities Neden seeks in an armed ally: they are fierce and unyielding warriors, they hate the Therans more than anything else, and they possess an unmatched fleet of air power and the experience and expertise to make every ship count.

## ALLEGIANCES & ALLIANCES

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

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

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

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

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

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



**N**ot all of a crystal raider's life is spent in battle against Namegiver foes, only most of it. The day-to-day business of living occupies as much of a crystal raider's time as it consumes of ours, though the raiders are more concerned with the struggle to meet their needs for survival than are the residents of a prosperous nation such as Throal. As has been explained in many sources available to you, the reasons that the mountain trolls constantly raid are the harsh environment of their homelands and the difficulty of sustaining life.

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

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

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

We were greeted upon our arrival at the mountain stronghold of the Stoneclaws moot by the chief, Yerrick, and several members of his clan. They welcomed us to their home and invited us to a meal. I was quite taken aback by the appearance of the trolls, who were all dressed in modified versions of last season's fashions in Throal. The styles, designed as they were for dwarfs, looked rather foolish on the trolls' large, broad

frames, and we found it difficult to restrain chuckles at the odd picture they made. A further surprise was that the trolls had successfully picked up many of the most superficial levels of Throalic manners and made a great effort to greet us according to what they perceived as proper etiquette. Those first moments were quite awkward, and the situation had plenty of potential for becoming dangerous: between the king's ambassadors trying to greet the trolls according to what they had learned of crystal raider customs, and the raiders attempting to mimic the dwarf style of introductions, it would have been easy enough for both sides to decide that they were being mocked by the other. Somehow we successfully navigated those stormy airs, but I knew we would face greater challenges as the evening wore on.

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

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

After a tour and a chance to refresh ourselves, we attended a feast given in our honor. The meal was served in a great hall of the moothome filled with trolls gathered around huge wood-and-stone tables. As honored guests, we sat with Yerrick and his immediate family at the head table. The fare left something to be desired compared to the feasts to which I was accustomed, consisting mostly of meat roasted in thick sauces and round loaves the trolls called shield bread. (I admit, it was certainly tough enough to use as a shield.) There were few vegetables, most of them cooked with the meat, and nothing to drink but a strong troll brew made from honey and grain. I later learned the Stoneclaws



moot depleted their supplies dramatically to provide a feast they considered lavish. By troll standards, we ate like kings.

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

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

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

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

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

—From a report by General Ilmorian, Borrum, 1509 TH

## THE HEART OF THE WORLD

**T**he crystal raider clans dwell in the high mountain peaks of Barsaive, primarily the Twilight Peaks. Major crystal raider clans also live in the Delaris Mountains and to the North in the Scol Mountains, but the Twilight Peaks remain permanently associated with the crystal raiders in the minds and legends of the people of Barsaive.

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

Dwarf merchants from Throal Named the Twilight Peaks during the Orichalcum Wars, as they traveled overland and by airship to Vivane. The combined effect of the ever-burning Death's Sea to the South of the peaks and the large deposits of living crystal in the rocks of the mountains is to create a perpetual warm glow over the peaks that is visible for hundreds of miles at night and twilight, appearing like a constant false dawn over the tops of the mountains.

The heat of Death's Sea also warms the snow from all but the highest mountain peaks, a startling contrast to the permanent snow line found in the Throal Mountains and other ranges in Barsaive.

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



*The moots found ways to get the supplies of True wood they need long ago.*

—Gillian, Human Thief



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

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

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



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

Thousands of crystal raiders and their families make their homes in the Twilight Peaks. Old volcanic vents, lava tunnels, worked-out mine shafts, and natural caves of all kinds crisscross the mountains. The trolls originally lived in the caves, which they converted into kaers to face the Scourge. Most trollmoots still use some part of the complex network of caverns to this day, though they are careful not to dig or travel too deep into the mountainsides for fear of disturbing or angering the elemental creatures dwelling in the depths. The trolls also believe the Twilight Peaks serve as a kind of capstone to Death's prison. By digging too deep into the mountains, they could break through into Death's Domain and perhaps even create an avenue for Death's escape.

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

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

A deep valley splits the two ranges of the western Twilight Peaks. The trolls say Thystonius himself cut the valley with his sword, and

the slight shelter the valley offers from the most extreme elements of the Twilight Peaks makes it a popular place for clans to establish their homes. The surrounding mountains are steep, rough, and prone to volcanic activity, which is centered on a pair of volcanoes known as Death's Eyes, located in the central southern range of mountains.

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



*I have heard kava say the moots banish them where "the purest tears fell" so they are constantly reminded of their failings.*

—G'graks the Jealous



## MOUNTAIN TRAVEL

**T**ravel into and through the Twilight Peaks is difficult under the best of circumstances; most travelers choose to avoid the mountain range altogether rather than risk its dangers and hardships. The presence of the crystal raiders and other dangerous creatures living in the mountains dissuades most caravans and lone travelers from passing too close, and the barren terrain and difficulty of foraging encourages most traffic to cross the Twilight Peaks via airship. Anyone brave or foolish enough to cross the Twilight Peaks on foot generally travels through the western passes near the Delaris Mountains, skirting around the mountains





themselves. Despite the hazards, however, adepts, adventurers, and treasure seekers still journey into the Twilight Peaks in search of precious metals, living crystal, and True elements.

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

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

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

There do exist a few established trails that make some regions of the Twilight Peaks more accessible. While they open up one or two areas that would otherwise be impassable, they are still tough to travel and dangerous in their own right. The road that climbs up the eastern end of the range into Stoneclaws territory, facilitating the moot's trade with lowlanders, features a breathtaking, gorge-spanning stone bridge crafted by Rocktapper dwarfs. A mere twenty yards in length, it looks down upon a deep, deep chasm, and unwary crossers have fallen prey to high winds or been picked off by ice flyers. Another trail leads from the North through a pass contested by the Ironmongers and the Swiftwinds into the Gray Forest, skirting Skytoucher Mountain and winding eventually into the Southern Face. The trollmoots are careful to watch and guard all such trails and do not hesitate to harass intruders. Travelers can expect to be challenged and "taxed" if they are lucky and stopped by a clan like the Stoneclaws, or face sudden death at the hands of Bloodlores or similar ilk if they are not.

Though the crystal raiders obviously revel in the challenge of surviving in the Twilight Peaks, few other Namegivers find such joy in the results of Jaspree's Gift to the mountains. While mostly barren of edible plant life, the mountains offer plenty of brambles, thorny bushes, and small trees as obstacles, as well as slippery lichens and mosses that seem specially placed to send a climber plummeting down a mountainside.



*That is because they grow in the small recesses and indentations where they are not carried away by the wind and where drops of*

*water linger even after the sun has walked its highest path. Never forget the mountain does not intend to provide you with hand- and footholds; it provides only for itself. If you intrude upon it, do not blame it for the lack of hospitality, for it has not invited you.*

—Kerlak, Brother to Rock and garahamite



Game animals consist mostly of mountain goats, rock lizards, and other small, swift creatures that hide in cracks and crevasses or under piles of tumbled stone. While it is possible to travel through the mountains and survive by hunting and foraging, the majority of successful expeditions carry adequate supplies of food and water for the journey. Even this preparedness has its disadvantages, however: food tends to attract mountain scavengers that fight fiercely to carry off precious supplies and sometimes even decide to make a fresh meal out of a Namegiver or his mount.

## ▶ ADVENTURE HOOK ◀

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

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

When they finally reach the mine, the characters find a deep shaft sunk into the side of a cliff at the bottom of a deep gorge. The entrance to the shaft is covered by a rockslide. Unfortunately, the mine is not what the map claims. It was a mineshaft, but the orichalcum it contained was mined out during the Orichalcum Wars. The crystal raiders converted the mine into a kaer, which was breached by a despairthought Horror (see p. 288 of the *Game-master's Guide*) during the height of the Scourge. The collapse of the entrance to the mine-kaer trapped the Horror but did not diminish its ability to use its Thought Worm power to affect the outside world. The Horror prodded the prospector into finding the old map and coming to its prison to help free it. It shows its "gratitude" by attempting to control the characters and turn them against each other while tempting them with promises of great wealth and power. The despairthought has also reanimated the bodies of many of the kaer's original inhabitants as cadaver men (see p. 278 of the *Gamemaster's Guide*).



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

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

A few volcanoes remain active in the Twilight Peaks, occasionally belching thick clouds of black smoke, scorching hot stones, and streams of molten stone. Legends tell of truly massive volcanic blasts that certain elves and dragons might actually remember, but since the Scourge volcanic activity has been limited to minor eruptions that send the occasional river of lava cascading to the foothills. Again, travelers' best hope for survival is to seek shelter and hope their refuge is not buried by the lava.

## DAILY LIFE

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

## FOOD AND SHELTER

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

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

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

The crystal raiders drink water, goat's milk, and an ale-like brew made from various grains fermented with wild honey. Much like the ork tolerance for *hurlg*, trolls possess an unmatched capacity for this drink. Because of this, most lowland trolls do not encourage

compatriots of other races to try to keep up with them in drinking contests. The highland trolls of the crystal raider clans, on the other hand, thoroughly enjoy their drinking contests and drunken revels, and greatly admire any Namegiver who tries to match them drink for drink. Even crystal raider *no'a'g'ral* have a prodigious capacity for this alcohol.

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

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

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

## RITUALS

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

### The Rite of Birth

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

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



▲ ▲ ▲  
*Many tales tell of the dangerous properties of the hardsage brew, describing it as something akin to a poison only trolls can survive. While it is true that trolls can literally stomach it better, it is not necessarily fatal for a member of another race to drink. However, most clans water down the brew for their non-troll members so these can still walk into the hut when the time comes...*

—Kankarr the Tall, Troubadour of Ironfist  
▲ ▲ ▲

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

## The Rite of Naming

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

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

The specifics of the ritual vary from clan to clan, and are considered too personal to speak of to outsiders. Questions about a crystal raider’s *g’tarr*, even from another raider, represent a terrible insult to all three forms of honor. Only members of the same clan will discuss their *g’tarr* rituals, and then only in order to pass the knowledge on to the next generation for the Naming of its children.

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

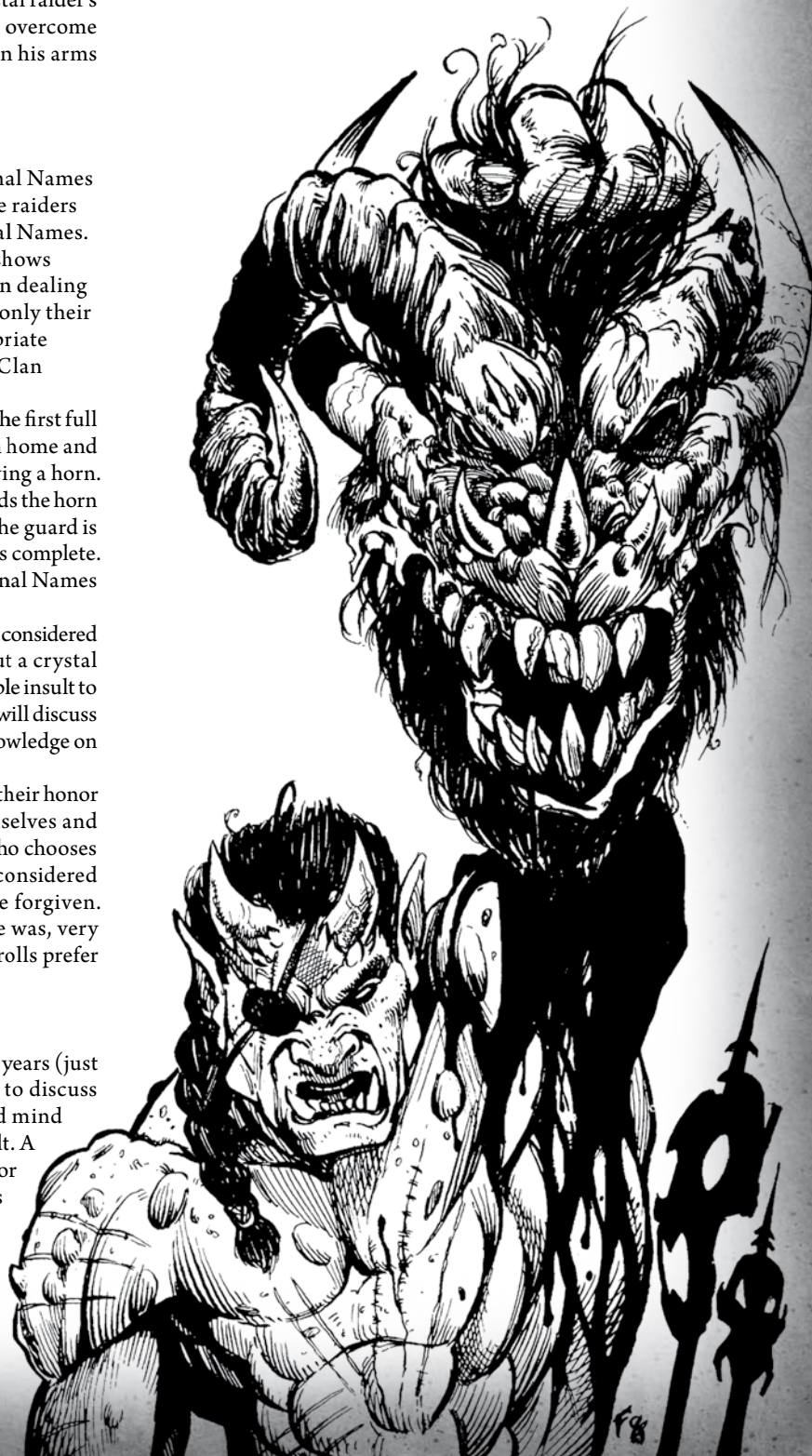
## The Rite of Passage

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

The trial varies according to the family and clan, but several common tests include sending candidates to single-handedly raid a rival village or clan, and return

with a token of success, surviving alone and without supplies for several days in the harshest mountain peaks, or hunting some dangerous creature. Each *ro’ona* performs the Rite of Passage alone because any aid from others would offend the candidate’s honor.

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





## The Rite of Challenge

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

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

The Rite of Challenge may have two parts, depending on the choices of the First Wives and Thystonius' questor. The first, and

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

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

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

## The Rite of Parting

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

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

Though the body has no special significance for the crystal raiders, the possessions and bequests of a deceased raider have great importance. After they have disposed of the body, the deceased's family and friends gather for the *g'alla*, the Parting. More a celebration of the late troll's life than a mourning of his death, the assembled family remembers the troll by telling tales of his

## ADVENTURE HOOK

The player characters receive an unusual visitor: a troll woman from the Thundersky moot. The troll explains that her husband, a crystal raider known to one or more of the player characters, has recently died. Among his bequests was a gift to one of the player characters of a fine suit of crystal ringlet armor and a threaded crystal axe. The only condition of the bequest is that the characters must find the dead raider's brother, an outcast living on the Southern Face of the Twilight Peaks, and deliver to him a final message. This is a task no crystal raider can undertake, because they refuse all contact with outcasts. The player characters can refuse to accept this part of the bequest, but doing so constitutes a grave insult to the honor of the dead crystal raider and his clan. If they accept the task, the troll woman gives them a sealed scroll case and offers the characters passage to the Twilight Peaks on the airship that brought her to the meeting.

Once in the Twilight Peaks, the adepts must make their way to the hazardous Southern Face near Death's Sea and search for the outcast troll warrior, who is Named Merrak. He dwells with the Kava moot in the Ashen Hills, and the group must deal with the harsh conditions of the Southern Face and the suspicions of the outcast moot to reach him. Merrak is a member of the Firedancers, the living legend cult following the ways of Nemar Firewalker (see *Legends and Allegiances*, p. 14). The bequest from his brother is an old scroll describing Nemar's own journey through the Southern Face. The scroll is old and fragile, and the player characters must take great care to protect it from damage on their journey. If the gamemaster wishes, the adventure could lead the player characters into further involvement with the Firedancers and their quest to locate the ruins Nemar Firewalker found.





life and embellishing the story of his death. Perhaps the most important function of the *g'alla*, however, is for the remaining members of the clan to receive the deceased's bequests. These bequests may be last words offered to loved ones or material goods, but crystal raiders take the responsibility and honor of these bequests very seriously. Those who refuse a bequest or fail to honor the giver risk challenges from all other members of the clan, often to the death.

### The Rite of Severance

Because a crystal raider fears dishonor more than death, the worst fate a raider faces is becoming an outcast. When a crystal raider commits a violation of honor against another troll, the injured party usually challenges the offending party to combat; as long as the contest is fought fairly, both sides feel that honor has been satisfied. If a clan somehow dishonors another clan, again, the dispute is settled in battle. However, if a member of a clan or trollmoot dishonors his own clan or moot, or commits an insult against troll racial honor, the raider must face the consequences of such a serious violation. When a crystal raider dishonors his race by committing a crime, or when he dishonors his clan or moot by fleeing battle, deliberately damaging or destroying an airship without cause, or in some other way seriously violating troll honor, the clan or moot chief determines his fate. The severity of the punishment generally fits the seriousness of the violation, but keep in mind that a society's punishment is closely related to the basic values of its people, and so the troll view of a serious punishment is unique to that society.

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

A crystal raider to be exiled undergoes the rite of *Era'ka*, the Severance. So shameful is exile that no one but the clan chief and the clan's questor of Thystonius attend the ritual along with the exile. The questor calls for Thystonius to bless the outcast, who now faces the greatest physical challenge of his life: to live without honor and separated from his clan. The clan chief then cuts off

the exile's horns. Because troll horns never grow back, the exile is marked as such for life. Non-troll crystal raiders who undergo the Severance often have an ear removed in place of horns. The Rite of Severance is finished; the exile is considered *da'a'ka'uli*, "one who has no honor," and no crystal raider or highland troll will speak to or acknowledge the presence of an outcast. If an outcast returns home from exile, members of his clan are bound by honor to slay him on sight.

The crystal raiders have practiced the Rite of Severance for centuries, and many outcasts continue to make their homes in the mountains. Outcasts do not necessarily consider themselves without honor, especially those who chose exile over the personal dishonor of apologizing for something they do not regret. Outcasts call themselves *er'ka'a'kul*, "one who has sacrificed for honor." In the Twilight Peaks, outcasts have formed clans of their own in the harsh area of the Southern Face, even forming their own trollmoot, known as the Kava moot. For more information, see p. 56 of **The Southern Face**.



*One better avoid speaking with trolls about honor, and even more so, speaking about honor with an outcast troll.*

—Yistra the Black, Troll Swordmaster



### Celebrations

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

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



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

*At the end of the feasting, the crews of the drakkars gathered around the fires and began a slow and solemn dance, shuffling their feet and moving in a circle, sun-wise around the fire. They honored me for the aid I had given my friend, Urtok, a prominent warrior among these raiders, by inviting me to join their dance. As I followed the trolls' lead, the captains of the airships began a low chant in the language of the trolls, deep and sonorous. It*



*began, "Fire sinks in the West/The sun's time is done/Fire rises in the blood/Battle's time is here." The other trolls quickly picked up the chant as they circled around the fires and the guttural song echoed through the valley where the village lay. I joined the repeating melody as soon as I was sure of the words. Slowly, the chant became louder and faster and we moved more quickly until we were dancing and leaping around the crackling flames. Sweat began to pour off my body despite the coolness of the mountain air. The heat of the fire and the effort of the dance seemed to make the blood boil in my veins. The chant pounded in my ears as we danced, making a counterpoint with the stomping of our feet and the clash of swords against shields as the trolls spun and whirled in mock attacks against their neighbors. The final chorus of the song went, "Death's light rises in the South/Battle's time is come/Fire in the blood/Thystonius is here!" With a great cry, the raiders called out as one in a mighty battle shout that stirred my blood, and I found myself holding in unison with them. At that moment, I saw the flame-shrouded figure of Thystonius standing in the bonfire and looking down on me with approval.*

—From the journals of Hamlin Risingsong,  
Elven Troubadour

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## FAMILY AND CLAN

**T**he clan is the central unit of crystal raider social structure. Because the trolls practice line marriages, crystal raider clans essentially consist of large extended families, often with dozens of members. Line marriages allow many crystal raider clans to trace their bloodlines back hundreds of years without interruption. Crystal raider clans also include two other types of members, *newots* and *no'a'g'ral*, whose presence in the families is unique to these highland trolls.

## LINE MARRIAGE

Long ago, trolls practiced monogamous marriage like most other Namegiver races; one man and one woman would mate and raise a family together. The Orichalcum Wars wiped out many troll families, and the clans became concerned that honorable troll Names would die out and be forgotten. In the face of the devastation created by the Orichalcum Wars, troll families began to join together for mutual protection and to ensure the continuation of their clan Names, a practice that evolved into the tradition of line marriage.

A line marriage is a marriage made up of more than two participants. All of the participants hold equal status in the marriage, though the elder partners of the marriage receive a higher level of respect and deference. A line marriage generally includes only as many partners as it can support; it is considered shameful for a line marriage to take on more partners than the family can provide for. As a result, a large line marriage is considered the sign of a successful and prosperous clan. A single line marriage can include more than a dozen partners, with all the resulting children and other relations making up a single family. For most crystal raider moots, five to ten line-marriage families make up a clan, while the leading clan is often dominated by or wholly consists of one very successful line marriage with a hundred or more partners.

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*The line marriage has an ambivalent role in troll society because of its historic development. While the family resulting from it is an integral part of intra-clan politics, customs, and personal*

## ADVENTURE HOOK

A troll former newot member of a clan or moot with which the player characters have dealings (by being newots themselves, clan members, or neutral outsiders) approaches the characters and asks for their help in a matter of relationships. He once was a member of a rival clan and let himself be taken as a newot on purpose because he was in love with a member of his present clan, but could not hope to marry into her line marriage because of the ancient rivalry. When he confessed his deed to his beloved after becoming a member, she outright rejected him as being without honor twice over: for being captured in the first place, which most raiders would never allow to happen to themselves, and for allowing it on purpose, thereby weakening his original clan. Several instances of honor are involved, and not only for one side alone. The troll's deeds may challenge his own personal honor as well as that of the woman he courts, and even the personal honor of his former and hopefully future line marriages. The honor of his former clan may be challenged, as well as that of the new clan because he 'snuck' his way in. Finally, the matter also questions the traditions and customs of all raiders.

The player characters have to decide if and how they can defuse the situation—the troll who asked their help is even threatened with undergoing the Severance—and what their goal is, whether to only save the honor and life of the troll or to go for the big score and get him into the desired line marriage. They have to make a plea for him, trying to find the honor in his behavior, or at least something that justifies staining it.

*relations, it rarely plays any role in outside relations. A troll will rarely identify his family to an outsider, instead introducing himself with his clan's Name (line marriages are not even Named in most clans). It is the same for the moot. For almost all highland trolls, the clan remains the group with which they identify.*

—Omeyras

▲ ▲ ▲

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



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

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

Because line marriages constantly add new partners, such a marriage can continue virtually forever. In fact, many crystal raider clan line marriages date back to before the Scourge. A troll who joins a line marriage is considered to have left his original clan, and becomes part of a new clan. Many crystal raider trollmoots include clans that have intermarried repeatedly over the years, strengthening the ties between those clans and thereby strengthening the moot.

## NEWOTS

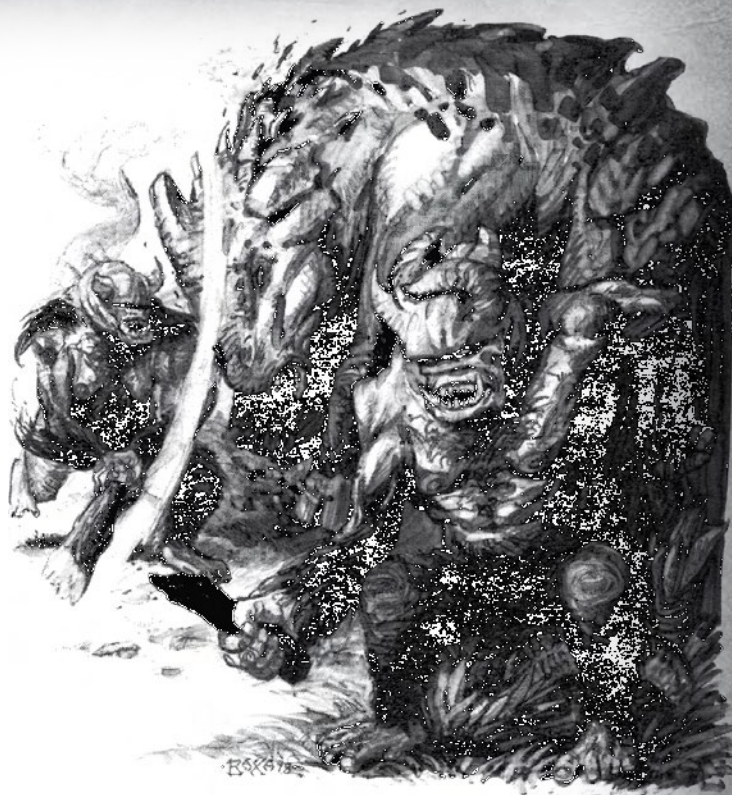
The crystal raiders have maintained their pre-Scourge tradition of capturing other Namegivers (even other trolls) on their raids and incorporating them into their clans as servants. As the trolls themselves are quick to point out, the tradition of taking *newots* is vastly different from the tradition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

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

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

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

Unlike Theran slaves, *newots* can earn their freedom. The raider who took a *newot* can free the *newot* at any time, often as soon as the



raider feels the debt of the *newot*'s life has been paid. Many crystal raiders reward *newots* who have faithfully performed their duties and shown loyalty to the clan with their freedom. Crystal raiders also commonly free their *newots* as one of their final bequests. Troll tradition does not prescribe a standard length of time a *newot* must serve before gaining his freedom; only in the case in which a *newot* gains an equal claim on his conqueror's life does tradition require that the *newot* be freed. For example, a *newot* who saves the life of his conqueror or defeats him in single combat immediately wins his freedom.

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



*Another topic a sane Namegiver should prefer not to talk about with a troll. The distinction between a newot and a slave is very fine and every highland troll takes it as an affront to all three types of honor if one doesn't understand it—or share his point of view on the topic.*

—Yistra the Black, Troll Swordmaster



## NO'A'G'RAL

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



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



*You need a few months to get comfortable with the troll-sized environment, but it's worth the effort.*

—Gragok, Ork Sky Raider



## THE PASSIONS

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

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

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

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

Upandal, the Passion of Building, calls most strongly to crystal raider craftsmen. He is the patron of Crystalsmiths and shipbuilders, the Passion who gave airships to the trolls of the mountains. The trolls honor Upandal for his gift of the airships, and for the weapons and armor created by crystal raider craftsmen, but few raiders apart from Weaponsmiths and shipwrights follow the Passion as questors.

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

Jaspre, the Passion of Nature and Growth, played a definitive role in shaping crystal raider culture, as described in the **Legends and Allegiances** chapter on p. 14. As a punishment for their neglect

of him, Jaspre turned the mountain peaks harsh and savage and forced the trolls to struggle for their survival. At first, only Thystonius understood that Jaspre's anger had given the trolls a great gift. But the trolls soon thanked Jaspre for this gift, for they believed the Passion had understood their need to drink life to the dregs and gave them a true, meaningful battle to wage every day of their lives. The crystal raiders honor Jaspre at every meal they wrest from the seemingly barren mountains, and in return for this devotion the Passion once again has sent his questors among the crystal raiders. Jaspre's questors (both troll and otherwise) who believe that Jaspre should restore the mountains to their green, growing bounty find no sympathy for their view among the crystal raiders. The trolls call upon Jaspre to increase the bounty of troll crops, but they do not expect the Passion to spare them any hard work or eliminate the need for raiding.

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

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

## THE MAD PASSIONS

The Mad Passions, Dis, Vestrial, and Raggok, all have followers among the crystal raiders, though the number of trolls devoted to Raggok far outstrips the other two. The Mad Passions work through their followers to twist the ideals of troll society to rot it from within, which makes them a greater danger than any outside threat.

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

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

Raggok, the Passion of Bitterness and Vengeance, is the most powerful of the Mad Passions among the crystal raiders, for obvious reasons. Raggok is the dark side of the ideal of Thystonius: mad battle-rage and cold-blooded murder, war without honor, and



killing without purpose. Followers and questors of Raggok are becoming increasingly common among the crystal raider clans, particularly the clans of the western Twilight Peaks who were worst hit by the tragedy of the Battle of Sky Point.

The questors of those clans maintain Raggok is not insane, only angry, outraged by the events of the Battle of Sky Point and the injustices done by the Therans to the clans of the Twilight Peaks. Raggok cries out for vengeance against the *Thera'in* and all others who would destroy the honor and homes of the crystal raiders. The Mad Passion's followers have great power they can use in battle, an ability that proves very attractive to the crystal raiders of moots such as the Bloodlores and the Blackfangs. They work to stir up others to attack Theran ships and to take greater and greater risks to avenge the deaths of their ancestors. The cooler heads among the crystal raiders fear the followers of Raggok will demand an all-out war against the Therans stationed at Sky Point and the fortress of Triumph—a war likely to end in a worse slaughter than the Battle of Sky Point. If the followers of Raggok succeed in stirring up enough raiders in favor of such an attack, the chiefs of the crystal raiders will be hard pressed to turn away from the challenge without a loss of honor in the eyes of their people, which would allow the questors of Raggok to seize power for themselves.

## ARTS AND CRAFTS

**T**he ranks of the crystal raiders include many fine craftsmen and artists. Trolls traditionally create items both useful and beautiful, and the crystal raiders are no exception. They do not view the ideal of art the way most other Namegivers do, as an end in itself, but their work is no less beautiful because of its utility. In addition to their famed airships, which are described in **Of Ships and Raiding** on p. 36, the crystal raiders are best known

for their fine crystal weapons and armor and for their ability to work intricate and beautiful details into the items they use in their everyday lives.

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

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

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

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

Artists frequently emblazon elaborate, symbolic clan emblems and personal marks of honor on shields, which can identify the individual crewmembers of a drakkar to anyone skilled and knowledgeable enough to recognize the signs and understand their meanings. Crystal raiders also paint their bodies, decorating their skin before a raid or battle with fierce designs to invoke strength and strike fear into the hearts of their enemies. These trolls also practice tattooing, a form of art they consider to be closely related to painting. Many crystal raiders wear tattoos depicting their clan symbols or various magical designs that are enchanted to grant greater strength or endurance. (See the **Enduring Art** talent on p. 106 of the *Player's Companion* for more information.)

During the Scourge, crystal raider tradition required that every member of the clan learn to practice at least the basics of some artisan skill. Since then, every form of the trolls' practical arts and crafts has become common, for the practice of these skills places the artist in harmony with *jar'arak* (refer to **Spirituality** on p. 13) and also shows that the artist is free of any Horror-taint.





## CRYSTALSMITHING AND HONOR

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

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

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



*They're not always successful. I couldn't count how many  
Bloodlore noses I've broken over the years...*

—Gragok, Ork Sky Raider



The greatest crystal smiths also possess enchanting skills that enable them to produce magical weapons and armor of surpassing quality (such items include threaded items from the *Gamemaster's Guide*, as well as unique Named items made by the legendary crystal smiths such as Nemar Firewalker; refer to the *Magical Treasures* chapter on p. 125).

## MINING

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

The crystal raiders use traditional methods of mining the True elements for their use. They fly airships through the raging winds high above the mountains, casting nets woven with orichalcum to catch the kernels of True air. They cast nets into the mountain

streams to dredge out kernels of True water and fly airships over Death's Sea and active volcanoes, dipping out kernels of True fire with orichalcum strainers. True earth is mined from natural caves and lava tunnels or, less often, from mine shafts dug deep into the mountains. Of all the True elements, True wood is the most difficult to gather. It must be collected painstakingly by hand, by those who know the secrets of the forest.

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

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

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

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

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



## OF SHIPS AND RAIDING

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

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

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

One of the ships showed damage from a recent raid during which the Stoneclaws had tangled with a Theran mining ship. The old raider explained the damage as a common result of facing the Therans' stone ships. Crystal raider drakkars carry few weapons of their own apart

from the raiders themselves; the wooden decks of a drakkar are too light to carry many fire cannons, so the raiders rely on boarding maneuvers to attack other ships. The Theran ships' numerous fire cannons allow the enemy to bombard the raiders' ships with fireballs at a distance and prevent the raiders from closing to board, and few crystal raider weapons are powerful enough to penetrate the stone ships' strong hulls. It is little wonder the raiders who fought in the Battle of Sky Point against the Theran behemoth were so easily felled! If we succeed in bargaining with the crystal raiders to fight with Throal against Theran ships, they must carry effective long-distance ship weapons; indeed, recent reports describe new ship-to-ship weapons developed by certain trollmoots since the behemoth Triumph settled in mid-Barsaive.

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

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

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

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

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

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

—From a report by General Ilmorian, Borrum, 1509 TH

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





## AIRSHIPS

—From the teachings of Sk'lag Prowjumper Rockfall,  
Master Shipwright of the Swiftwind Moot

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

Elsewhere in Barsaive, airships serve a less pivotal, but no less important, role. Airships of all types facilitate swift trade and travel between the cities of Barsaive; they help defend many of Barsaive's cities and transport troops quickly and accurately, and offer one of the few means of mining True air and True fire. On the highest end of the scale are the powerful stone airships that form the basis of Theran military might throughout the empire.

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

### Design and Construction

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

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

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

No doubt you also have heard stories of the stone airships used by the raiders of the Blackfang moot. These ships were created by the moot's master craftsmen and magicians before the Scourge and were kept hidden in the kaers during the Long Night. It is said the Blackfangs no longer possess the lore to construct such

ships, and I believe this is true. Perhaps the knowledge lies hidden in the Blackfang moot ruins from before the Scourge, or perhaps it is lost forever. But the works of the Blackfangs are likewise not the purpose of this lesson.

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

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

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

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

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

From the keel of the ship are built wooden "ribs" to form the foundation of the hull, crafted from bent and carved planks to outline the shape of the airship. We then lay the hull boards over the wooden ribs to run the length of the airship. Though they float in the air and not the water, the hull of an airship is built much like



the hull of a water-vessel and should be tight against the elements. Adhering to the traditional design of a ship aids the magic that allows an airship to float; a hull design suitable for the water allows a ship to move through the air more smoothly and even float on water if the airship is forced down over a sea. A tight hull protects the ship from rain, wind, and rot, making it strong and sturdy. It takes a skillful eye to see the flaws that careless or unskilled construction can allow, which gave rise to the saying, "A ship is tight that shows no light."

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

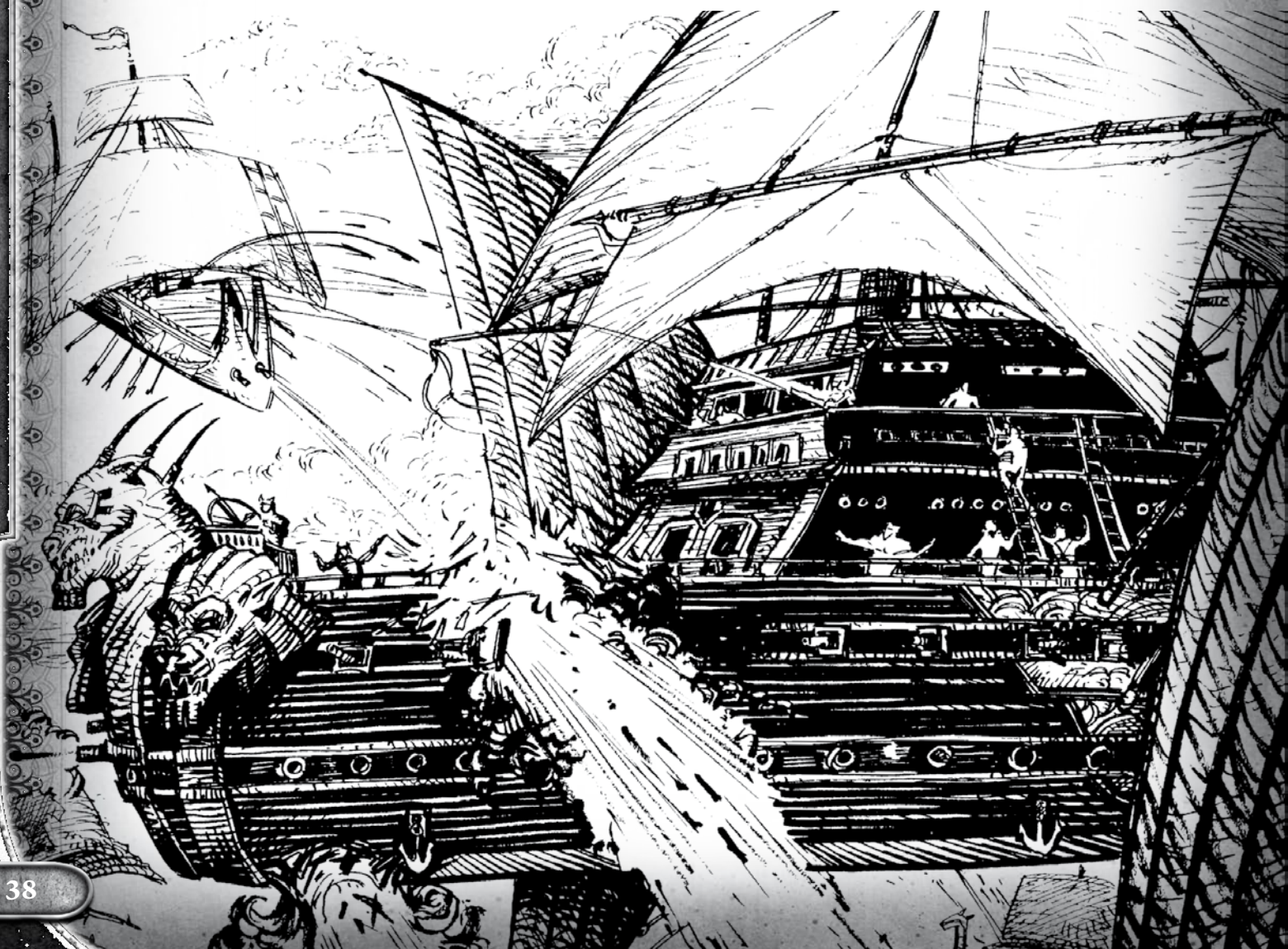
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*It is not nonsense, but a wonder of craftsmanship. At this point we see that the trolls' alleged respect for the craft is only towards their own. In any case, to those of you not familiar with airship*

*design, let me explain: steering from the front means steering with a better view of the ship's path, which is of use in tight spaces like cities. However, ships so constructed are not as tough in combat and would have their rudders go lame quickly—and the helmsman would not dare commit all his oarsmen to a ramming run.*

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

Drakkars also provide non-magical forms of protection for their crews. All drakkars are designed so that a crew can store its fighting shields in strategically placed brackets in the sides of the ship all along its length. Not only does this arrangement protect the crew from airborne enemies while rowing, it places the shields within convenient reach for when the raiders leap into combat or if an





enemy should board the ship. You can determine much about the crew of a drakkar from seeing the symbols painted and carved on its shields, including the moot or clan the ship belongs to, the strength of the crew, and the great raids and battles the crew has fought in.

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

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

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

## Movement

Drakkars are primarily powered by oars, though some of the largest drakkars also carry sails. The oars run through oarlocks cut or mounted in the upper part of a ship's hull. The act of rowing combines the motion of the oars with the willpower of the rowers to provide the magic needed for the airship to move. Airship oars are twelve to fifteen feet long and carved from wood. Though a single oar might weigh as much as an average-sized human, a crystal raider must be able to row without stopping for an entire day while an airship is on a raid, and still be fit to fight when the ship finds its prey. The primary advantage of oars is that they offer the crew impressive control over the ship's speed and maneuverability, making possible complex turns and maneuvers that do not rely on a fortunate wind. For this reason, many galleys and galleons (which rely almost exclusively on sails for movement) also carry oars for better maneuverability for short periods.

All wooden airships can use sails to harness the wind. Drakkars that carry sails use masts that can be locked upright when the captain wishes to use the ship's sails and fastened down when the crew needs to row. By contrast, galleys and galleons sport at least one permanent mast (and often several) mounted with multiple sails to catch the

wind. Stone airships rarely make use of sails as the Therans rely instead on the labor of slaves to power their massive ships.

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

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



*The sails of the raiders are fairly primitive in design and not very reliable. The more elaborate constructions built by Barsaive's shipyards sail as fast against the wind as with it if supplemented by light rowing.*

—G'graks the Jealous



## Crews

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

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

Most crewmen of a drakkar follow the Sky Raider Discipline at various Circles, usually no higher than Fifth. Sky Raiders who reach a higher Circle usually become captains of their own ships. Other common adepts found among crystal raider crews are Warriors, Weaponsmiths, and Troubadours. Archers, Wizards, and Beastmasters are less common but valued as crewmembers for their specialized talents. Air Sailors and Swordmasters are infrequent among the trollmoots, and, though they serve well, they are not as respected as Sky Raiders. Scouts and Thieves are not to be found on troll airships, nor do non-adept trolls often serve as crew.



*Scouts among the moots are always no'a'g'ral and so are few in number. Their services on the ground are considered too valuable as to send them away on raids except under special circumstances.*

—Salenna Greenleaf Rockfall





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

The beater is a crewman in charge of keeping time for the rowers of the ship, usually by creating a steady beat on a large drum covered with an animal-skin drumhead. Some crystal raider beaters also chant various sailing songs while keeping time, and others use different instruments such as sticks or metal gongs. Most beaters serve as ordinary crewmen apart from this specific job, though some are Troubadours who inspire their crewmates with their chants and songs using the Emotion Song talent (see p. 67 of the *Player's Guide*).

The helmsman of the airship and the captain may be the same raider. If not, the helmsman serves as the captain's second-in-command and guides the ship at the captain's direction. The helmsman also functions as the airship's navigator, learning the landmarks, wind currents, and potential hazards in order to plot the best course for the ship to reach its destination safely. Many crystal raider helmsmen follow the Passion Floranuus, and some even become questors of the Passion, using their questor abilities to increase the speed and maneuverability of their ships (see p. 62 of the *Gamemaster's Companion*).

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

## Weapons

The traditional weapon of larger wooden airships, as is the case with waterborne ships, is the fire cannon. A single kernel of True air is combined with a single kernel of True fire, and the resulting explosion launches a fireball from the mouth of the cannon at an enemy target. Fire cannons are very effective against wooden airships, often setting a ship and its sails aflame. They can even crack and split the hulls of stone airships, though the Theran ships are highly resistant to such fire damage.

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

these ships, the crystal raiders have begun to develop ship weapons of their own.

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

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*In the interest of a glorious battle, I advise you to not develop new weapons, but less fragile ships. Otherwise you will fall from the sky before you can fire your new toys at us.*

—Grask of Zanja, Captain of the *Highest Duty*

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

## Ballista

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

## Spear Thrower

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

## Net Thrower

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



## Catapults

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

## Dragon's Breath

Dragon's breath is a fearsome magical weapon for use at close range. Part of the power of this weapon is in the appearance of the weapon's apparatus: an intricately carved and painted wooden sculpture of a dragon's head with its mouth wide open in a roar, with glittering crystal teeth, the "throat" lined with orichalcum and the entire device woven with True fire. When fueled with kernels of True fire and activated with a command word, this weapon throws flames from the dragon's mouth in a powerful gout to burn enemy crews and set wooden ships on fire. The Blackfang moot developed this weapon, and gather the True fire used to fuel it from Death's Eyes. The Stoneclaws and the Swiftwinds are experimenting with similar versions of this weapon, using True fire gathered from Mount An'grak.

## Thunderbolt Thrower

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

## Fire Sheath

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

## RAIDING

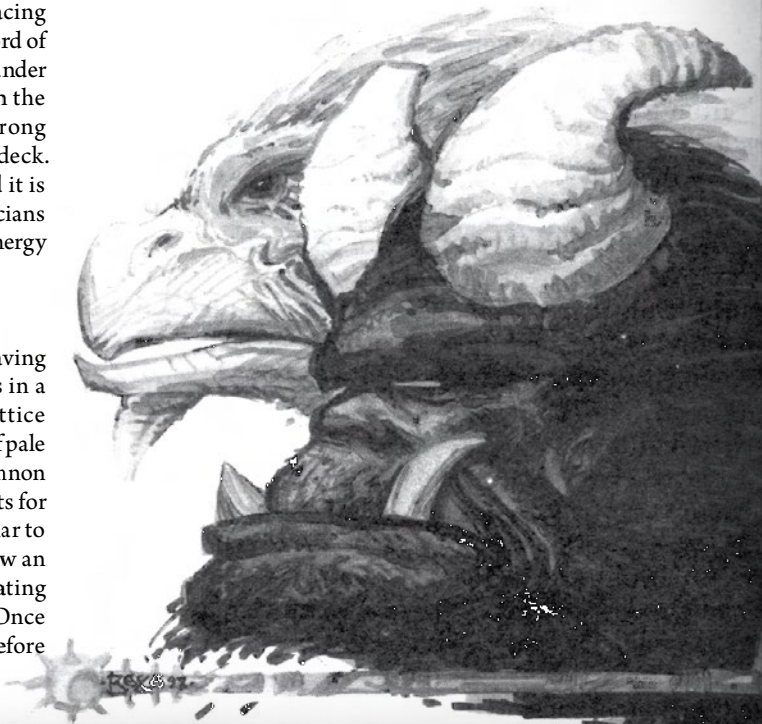
—As explained by Kargak Tallhorns Windrider of Otok

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

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

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

Regardless of the target of a raid, the trolls work in the same basic pattern: they approach their target as silently as possible, then make long, low, swooping passes over the moot, village, or caravan. With each pass, the raiders drop from the ships with loud







battle cries, using their Sky Raider magic to glide to the ground on the prevailing winds. They engage the defenders in melee combat immediately upon landing, fighting to successfully seize the area or else gather up plunder as quickly as possible. The raiders then rush back to their ships, which patrol the perimeter to watch for approaching ground or aerial reinforcements, leaping up from the ground onto the decks of their drakkars to escape back to their own territory.

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*The best defenses against a Sky Raider attack are long-range weapons to pick off the trolls when they're still in the sky. A high-Circle Archer is invaluable, of course.*

—Gragok, Ork Sky Raider

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## Raids Against Other Moots

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

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

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

## Raids Against Other Namegivers

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

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

## Caravan Raids

Though the crystal raiders gain most of their survival needs from raiding each other and the lowland villages, the Orichalcum Wars taught them the potential value of possessing trade goods. Raiding caravans is one of the most reliable ways for the crystal raiders to obtain such goods. Such raids offer the trolls a greater challenge than raiding villages, because caravans hire skilled guards trained to watch for and defend against bandits and other threats common to traveling in Barsaive. The crystal raiders welcome this greater challenge, for there is greater glory to be won in taking goods from those better prepared to defend them. While raiding villages may be the staple of crystal raider attacks, raiding a well-protected caravan or rival airship in a daring attack generates the true legends of crystal raider heroism. While the raiders show no favoritism when attacking caravans to obtain useful loot for trading, they will always strike a Theran caravan if given the choice—and many will go out of their way to disrupt Theran trade. The increased Theran traffic between Vivane, Sky Point, and the fortress of Triumph affords the crystal raiders increasing opportunities to interfere with their enemies' supply routes.

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

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

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



## Raids over Water

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

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

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

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

While bathing in the ice-cold mountain streams is not too pleasing, many t'skrang newots do so to prevent dehydration. Most treat this as a means of toughening themselves and getting better prepared for the harsh life in the mountains.

—Gragok, Ork Sky Raider

## Air Raids

The crystal raiders' most famous and most spectacular raids target other airships, most commonly Theran mining vedettes or merchant ships running the Jerris/Travar route through Barsaive's southern reaches. While conflict between airships often involves ship-to-ship combat, crystal raider drakkars are not built for sustained combat, especially against the stone Theran ships or merchant galleys armed with fire cannons. The crystal raiders most often use a variation of their ground-raiding tactic to conquer airships: they draw close enough to a target ship to stage a boarding action, with trolls leaping through the air and gliding on the winds to land on the deck of the other ship and attack in melee combat. The goal is to seize control of the other ship for as long as it takes to

loot it or, in some cases, to capture the target ship intact. Though the crystal raiders have managed to capture a few Theran stone ships in this way since the end of the Scourge, they lack the skills to maintain or repair them, not to mention the slave crews required to sail them for any great distance, and so these captured Theran ships lie crippled in remote caverns in the Twilight Peaks. The Therans have so far failed in every attempt to locate their lost ships.

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

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

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

—From a report by General Ilmorian, Doddul, 1509 TH

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

Another popular airship-raiding tactic requires a great deal of skill on the part of the navigator or helmsman. In this strategy, the raiders position their ship close to the target ship so that the crew can use grapples to link the ships together temporarily and board the enemy vessel. Always in pursuit of the element of surprise, many raiders fling themselves across the distance between the two ships before they are securely grappled, relying on their Sky Raider magic to make the leap or to survive the fall if they fail. As a prelude to grappling, drakkars equipped with prow-mounted battering rams will deliberately collide with other wooden airships to damage them and shake up the crew before attempting to board.

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

When the Therans fought back by protecting their ships with kilas, the crystal raiders changed their tactics again. The powerful weapons of the kilas kept the raiders from getting near enough to



board the enemy ships in the traditional fashion, so they began flying over the high walls of the kilas to drop down onto the decks and engage their crews, in much the same way as they board t'skrang riverboats. The skilled and trained crews of the kilas, however, proved even more challenging to overcome than the t'skrang. Rather than attempting to disable or capture the kilas, the raiders soon began relying on speed and confusion to keep the kilas busy while they looted the transports or mining ships they protected.

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

### Preparing for War

Since the return of the Therans to Barsaive, the trollmoots slowly have begun to shift the focus of their research and development efforts in shipbuilding and ship weapons to creating vessels better suited for war. The arrival of the behemoth, Triumph, seemed to galvanize the crystal raiders into seriously pursuing the development of new, more powerful ship weapons, and those efforts have resulted in the spear throwers, thunderbolt throwers, and dragon's breath weapons (described under **Ship Weapons** on p. 135).

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

The primary goal of a group of raiders in battle is still to meet the enemy in melee combat, if possible, but the captains and chieftains of the clans realize this is not always possible, nor even desirable. The goal in warfare is not the taking of booty or of *newots*, but the destruction of the enemy. By developing weapons with ranged-attack capabilities, the crystal raiders improve their chances of damaging enemy ships and defeating their crews from a distance, effectively disabling the ships and their crews while sustaining minimal damage to the raiders' own vessels.

The greatest advantage the crystal raiders have over their Theran adversaries, however, is superior numbers. The raiders have more drakkars than the Therans have vedettes and kilas in Barsaive, and their tactics take advantage of that inequity. As during the Orichalcum Wars, multiple

drakkars engage a single Theran vessel, providing cover for each other and coordinating their attacks to the greatest effect against the Theran crews. Because the Theran crews cannot counterattack in all directions at once, the raiders can either disable a Theran ship by defeating the crew at a distance, or wear down the ship's defenses to the point where the raiders can board the ship and defeat the weakened crew at close range.



*In war and love, everything is allowed. The crystal raiders are going to great lengths to shape their view of honor to allow for such tactics.*

—Yistra the Black, Troll Swordmaster





**T**he Twilight Peaks are divided into four major parts: the eastern, central, and western Twilight Peaks, as well as the Southern Face that lies between the Peaks proper and Death's Sea. Each of these areas has its own hazards of terrain or inhabitants as well as relationships with the larger region.

## THE EASTERN TWILIGHT PEAKS

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

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

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

Despite the changes they have undergone since the Scourge, the Rocktapper clan remains Throal's strongest tie with the crystal raiders. The Rocktappers remember their heritage and honor the Kingdom

of Throal, and their respect for us has had its effect on the rest of the Stoneclaws moot. If any possibility of an alliance exists with the capricious and stubborn crystal raiders, it lies with the Stoneclaws because of their dwarf brethren.

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

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

—From a report by General Ilmorian, Doddul, 1509 TH

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

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



are so far keeping their concerns over that possibility to themselves.

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

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

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

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



*A clever way to deal with the subject of troll honor; I'm impressed!*

—H'atschi, Windling Wizard



## THE EASTERN SPUR

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

River pirates frequently use the caves by the Serpent River as hideouts and storehouses. Few vessels belonging to the t'skrang of the South Reach travel that far past the Servos Jungle, so the river is clear of most traffic and the pirates can easily come and go. However, since the arrival of the Thera behemoth, *Triumph*, and the renewal of the alliance between Thera and the t'skrang House K'tenshin, K'tenshin patrols along the South Reach have been strengthened, forcing the pirates deeper into the waters near the Eastern Spur and even into the Mist Swamps.

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

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

## MOUNT AN'GRAK

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

Though sluggish, Mount An'grak is still active; plumes of smoke rise regularly from its summit, and occasional rivulets of molten rock pour down its sides. Most of the lava flows down the southern slopes of the volcano into the Scarlet Sea, but occasional

### ADVENTURE HOOK

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

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



eruptions send lava cascading toward the northern plains as well. Few settlements lie too near An'grak, even though years of accumulation of lava and ash have made the land among the most fertile in Barsaive.

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

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

## THE LOWLANDS

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

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

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

What most merchant houses will not understand is that their status as major players in Barsaive's economy will not give them any better standing when dealing with the raiders. When the meaning of a deal is a personal contest in haggling, the whole

process shifts its focus to the interaction between two Namegivers.

At this point, it helps if you are an obsidiman, making the bartering a friendly contest between rock brothers.

—Omeyras



## THE CENTRAL TWILIGHT PEAKS

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

The Ironmongers live to the North of this region, the Thundersky moot to the South. As their Name suggests, the Ironmongers are enamored of metalwork and include among their number some of



### ADVENTURE HOOK

The village of Midpoint is a lowland troll settlement that regularly trades with a number of trollmoots, as well as with merchant companies from some of Barsaive's cities. The trolls of Midpoint trade with the Swiftwind, Stoneclaws, and Ironmonger moots, and merchants from Jerris would like to set up trade with Midpoint in order to acquire some of the True elements and other valuable materials from the Twilight Peaks for Jerris' burgeoning airship industry. A merchant house from the city of Jerris sends emissaries to Midpoint, and hires the player characters to accompany and protect them.

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





Barsaive's finest Weaponsmiths. It is their custom to scavenge, and re-work for their own use, pieces of metal armor and weapons from fallen foes. I have seen Ironmonger raiders wearing armor patched together from Throalic chain mail, Travar-made metal plates, and Theran breastplates hammered flat, wielding dwarf-sword blades tied to long poles as makeshift spears.

The Thundersky moot boasts daring Sky Raiders with great cunning in battle, who range far and wide in their raids. I have seen Thundersky drakkars use high winds and even storm clouds to outmaneuver other

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



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

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

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

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

The Broken Chain, which exists largely in the Thundersky moot, consists of devoted followers of the Passion, Lochost. More numerous than the Raisers of Ustrect, they call for the abolishment of slavery, not only among the hated Therans, but including the crystal raider practice of taking newots. For these people, the Council Compact and Throal's own abolishment of slavery are strong incentives to add their strength to ours in any conflict with the Thera Empire. Along with the moot's historical hatred of Thera, the cry of freedom could ultimately sway the Thundersky moot to Throal's banner.

—From a report by General Ilmorian, Doddul, 1509 TH

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

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

Steep mountainsides and sheer cliffs make the central peaks impenetrable away from the passes, except by airship. These formidable natural defenses are enough to keep out all invaders,

except for Thera airships (as the central trollmoots so painfully discovered centuries ago). The greatest dangers in the central peaks, apart from troll raiding parties, are the many flying creatures that dwell amid the crags and slopes. The central mountains are home to ice flyers, gargoyles, and wyverns that fly east and south from the forests of Ustrect. Air spirits are also common in the skies over the highest mountaintops.

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

## SKYTOUCHER MOUNTAIN

Long famed as the highest mountain in the Twilight Peaks, Skytoucher is also infamous as the site of the worst massacre in crystal raider history. At the end of the Orichalcum Wars, a vast Thera behemoth escorted by a flock of vedettes cut a swath of destruction through the troll settlements of the Great Sword Valley, culminating in a brutal assault against the moots of Skytoucher Mountain. This attack, which devastated the trolls and all but destroyed the once-proud Skytoucher moot, was memorialized forever after as the Battle of Sky Point, Named for the plateau on Skytoucher Mountain where the Therans accepted the trolls' surrender.

The Therans' weapons and spells devastated the Skytoucher moot; countless trolls died in the slaughter, their blood staining the sides of the mountain red. Those survivors not taken to Thera in chains had little time to recover from this calamity when another overtook them: the Scourge. The remnants of the clans hastily constructed makeshift kaers and sheltered in the deep caves and mines that dotted Skytoucher's slopes.

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*The trollmoots don't speak of how they survived the Scourge without the Rites of Protection and Passage and hardly the time to research their own protective magic, even with the vast deposits of True elements, orichalcum, and living crystal surrounding them deep within the peaks. One popular theory says that the Passions held their hands protectively over the trolls during the Scourge. And who knows what the dragons did back then...*

—H'atschi, Windling Wizard

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After its re-emergence, the Thundersky moot claimed Skytoucher for its own. To this day, all the trolls of the Twilight Peaks revere it as the place where so many of their brethren fought and died. Partly because of this, other trollmoots have been reluctant to attack the Thundersky moot, giving it a certain amount of respite in which to build up its strength.

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



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

## THE RUINS OF USTRECT

Centuries before the Scourge, the trolls who would found the kingdom of Ustrect came south from the Scol Mountains and settled in a lush valley near the Twilight Peaks. Legend says the founders of Ustrect were forced into exile after a schism, but the details—indeed, the entire truth of this tale—have been lost to time along with Ustrect itself. Some scholars suggest that the Firescale moot of the Scol Mountains might shed some light on this chapter of troll history, but the Firescales remain closemouthed.

As highland trolls, the founders of Ustrect shared a love of struggle with their crystal raider kindred and fought many battles against the troll clans of the Twilight Peaks in the first years of building their new home. The settlers repelled the raiders with such

skill and ferocity that they earned the crystal raiders' respect, and ceased to be frequent raiding targets. The settlements prospered, and soon the rich farmland began to attract lowland trolls and other Namegivers to the safe haven they had carved out of what was once prime highland troll raiding territory.

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

The kingdom saw hard times during the Orichalcum Wars, and the preparation of shelters against the Scourge further drained its resources. The folk of Arrakal did not want to leave their beautiful city behind, and constructed a large citadel there, modeled after the plans they had heard of in Kratas and Travar. Most of Ustrect's citizens took shelter beneath the citadel's dome; those from the fringes of the kingdom, or who simply saw greater security in sturdy-looking mountain caves, went to the Twilight Peaks, where the crystal raider moots took some of them in.

### ADVENTURE HOOK

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

When the adepts arrive at the Liferock, they discover something wrong: only a few of the brotherhood are in their valley, merged together in the Dreaming (see *Namegivers of Barsaive*, p. 57). The rest of the obsidimen have merged with their Liferock and cannot be reached. The cause of this strange behavior is a magical effort by the Blackheart Brotherhood to link their Liferock with the Ayodhya Liferock beneath the Theran fortress of Triumph. The obsidimen hoped to communicate with their cousins in the trapped Liferock through the Dreaming, but instead became entrapped in the Dreaming, unable to reach the other Liferock or to withdraw.

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

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*They say most of the breached cave kaers in the northern foothills of the Twilight Peaks are not crystal raider kaers, but kaers of Ustrect's citizens that found no shelter with the moots. Built without the support of the nation proper, they didn't stand a chance. Most of them are cave trolls now...*

—Somphen, Delver for Hire

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

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

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



## THE TWILIGHT TOWER

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

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

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

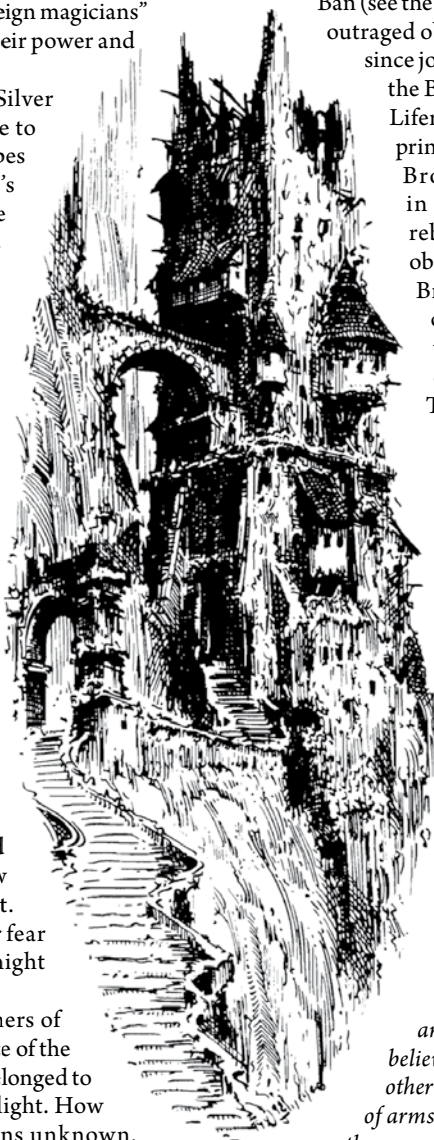
In recent years, adventurers and researchers of magical treasures have learned of the existence of the Twilight Staff, a magic treasure which once belonged to the grand master of the Order of Silver Twilight. How it came to leave the Twilight Tower remains unknown. Adventurers seeking entry to the tower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

## THE BLACKHEART LIFEROCK

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

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

The brotherhood's peace was broken recently when the Theran Empire seized the Ayodhya Liferock on the shores of Lake Ban (see the *Gamemaster's Guide*, p.16). The Therans' crime outraged obsidimen across Barsaive, many of whom have since joined the Liferock Rebellion. Some members of the Blackheart Brotherhood are sympathetic to the Liferock Rebellion and have begun working with it, principally passing on information. The Blackheart Brotherhood may also prove instrumental in bringing some crystal raider moots to the rebellion's aid. Because the raiders respect the obsidimen and despise the Therans, the Blackheart Brotherhood may yet gain the rebellion some crystal raider allies, or at least persuade them to raid more Theran targets and stay away from caravans and airships belonging to the Overland Trading Company.



## THE WESTERN TWILIGHT PEAKS

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

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

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



The Blackfang moot lives in the southernmost part of this region, in even harsher conditions than the Bloodlores. Consequently, they place survival above all other considerations. Though the Blackfangs possess the greatest overall aptitude for magic among all the crystal raider moots, their mystical talents have tended toward the dark arts of Nethermancy in the past, and may well still do so. Their magicians also have some influence over the powerful elemental forces that seethe in and around their territory. It is said that because they dwell so close to Death's Sea, the Blackfangs are obsessed with Death's power over the living. Life for them, even more so than for their fellow moots, is a constant battle to stay out of Death's domain.

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

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

—From a report by General Ilmorian, Strassa, 1510 TH

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

These high western mountains are craggy and rough, most made of dark volcanic rock with rough surfaces. Long stretches of ancient lava tunnels wind through them, and their sides are pockmarked with steam vents. Some of the southwestern peaks, such as the twin volcanoes known as Death's Eyes, still smolder with inner fire. Tremors and quakes shake the region from time to time; the local trolls call these earth movements the struggles of Death against the bounds of his prison.

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

The endless vistas of cracked rock and shimmering heat draw creatures of elemental earth and fire to live in the western peaks. Gargoyles are common among the higher slopes, as are fire eagles and fire wraiths from Death's Sea. Magma beasts live in some of the active volcanoes and lava tunnels. Elemental earth spirits known as crags (see *Nations of Barsaive Volume One*, p. 121) also live in the mountains, along with other, more powerful, elementals. Hardy mountain goats, ponies, and stone lions make their homes

## ADVENTURE HOOK

Player characters seeking to restore the life of a fallen comrade or to resurrect a legendary hero might journey into the depths of Death's Eyes seeking the fabled passage into the Kingdom of Death. If they find it, the adepts can bargain with Death for the freedom of the spirit they seek.

The adepts must travel through some of the most hazardous terrain of the Twilight Peaks, gaining the cooperation of the fierce local crystal raiders or finding some means of avoiding their notice while heading toward their destination. They must face elemental creatures and the strange spirits that dwell in the depths, such as fire wraiths (see p. 115 of the *Gamemaster's Companion*). When they reach the gateway to the Kingdom of Death, they must dive into a boiling pool of magma to reach the land below Death's Sea. Doing so inflicts excruciating pain; in effect, the adepts must die to enter the Kingdom of Death. Unlike the other dead, however, the adepts have a chance of regaining their lives. If they can give Death sufficient reason why their quest should succeed, Death restores them to the land of the living along with the spirit they seek. If they fail, they remain in Death's realm forever. An adventure in Death's domain offers an excellent opportunity for players to exercise their roleplaying and storytelling skills. A legendary tale or use of talents such as Emotion Song might sway even the hard heart of Death and allow the adepts to complete their quest.

in the lower slopes and valleys, and brithans live in the caves that riddle the mountain peaks. The crystal raiders hunt these beasts for their meat and as tests of bravery and courage. Brithan and stone lion pelts are often made into armor and ornaments for crystal raider warriors.

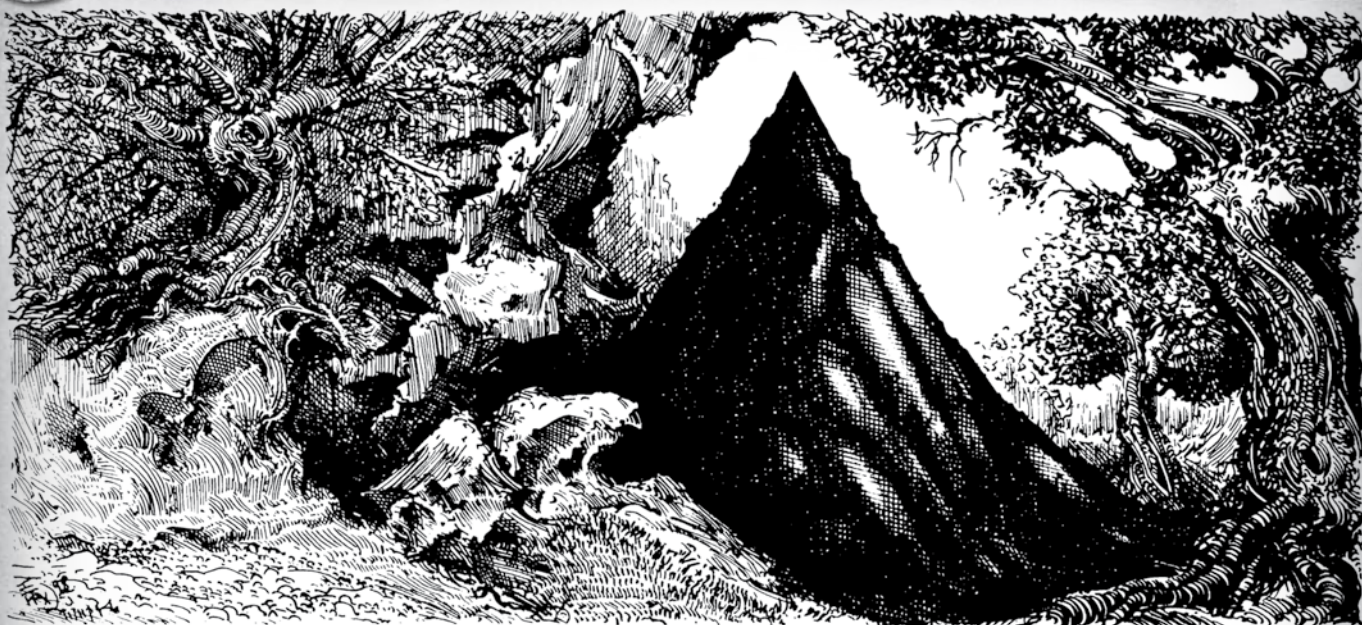
The western Twilight Peaks contain several distinctive features integral to crystal raider life in this desolate region: the Great Sword Valley and the Crystal Span, Death's Eyes, and the Western Passes where the western peaks meet the nearby Delaris Mountains. Along with the Bloodlore and Blackfang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

## GREAT SWORD VALLEY

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

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





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

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

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*A troll home that can be reached by any other method is no true troll home at all!*

—Gragok, Ork Sky Raider

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## THE CRYSTAL SPAN

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

Despite its apparent delicacy, the Crystal Span has survived earthquakes, volcanic eruptions, the Battle of Sky Point, and even the Scourge unscathed. It has existed for as long as any crystal raider moot can recall and will continue to stand for years to come. According to crystal raider legend, the Passions created the span as part of Death's prison, to help hold Death beneath the sea's

fires. On the day Death is freed to walk the earth again—should that day ever come—the Crystal Span will shatter into a million fragments. Until then, it stands inviolate, a symbol of the beauty and strength of the Twilight Peaks and the crystal raider moots that inhabit them.

The area around the Crystal Span, called the Gateway, is considered neutral ground even by the violent Bloodlore moot. No trollmoot sheds blood or raises a hand in violence in the span's shadow; all the trolls know of the tale that enough blood shed on Barsaive's soil will one day free Death, and none of them wishes to be guilty of that monstrous error. The crystal raiders believe that the legend is literally true; that only blood shed on the soil of Barsaive contributes to Death's freedom. Blood shed on its stones or in its skies is irrelevant. Blood spilled in the shadow of the span, however, on the very doorstep of Death's prison, is more powerful than blood shed anywhere else, and is therefore more likely to free Death.

These beliefs have made the Crystal Span a place where trollmoots can meet in peace to speak of matters that concern all the moots of the Twilight Peaks and beyond. Such meetings are exceedingly

## ADVENTURE HOOK

Even though no one has seen Erak in years, the Forgiven of Jaspree are growing in number and pattern items of the cult have even been created over time. One of these is a large medallion on a long leather band, made to fit around a troll's neck. Sperosula Lifebringer, a female lowland troll Troubadour, learned about the cult when she found the medallion in an abandoned troll home in the Great Sword Valley. From a Questor of Jaspree she learned a magical ritual with activates the medallion's magic and brings new plant life to an area around the place where the ritual is done. Sperosula needs a group of adepts to help her with the ritual and to convince a troll moot living in the Great Sword Valley to allow her to conduct further research into the ritual, perhaps even trying to cast it.



rare, however; none have taken place since the Theran War, almost sixty years ago.



*From time to time trolls catch Namegivers who try to take a part of the crystal, since it is said to be highly magical and thus sought after by Wizards and Elementalists. But everyone caught there is laid in chains and killed on the stones away from the Crystal Span. That doesn't mean that the trolls are able to catch every explorer...*

—H'atschi, Windling Wizard



## DEATH'S EYES

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

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

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

The slopes of the westernmost volcano hold the tomb of the infamous troll Nethermancer, Illim Blackfang, said to have died imprisoned in the very stronghold he built to plumb the secrets of the netherworlds and the realm of Death. For more information on Illim Blackfang, see **The Blackfang Moot** on p. 62.

## THE WESTERN PASSES AND THREE RIVERS

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

With the recent heightening of the Theran presence in Barsaive and the rebirth of the ork kingdom of Cara Fahd, control of the Western Passes has become a vital issue for people other than the trollmoots. The Therans need safe access through the passes to move caravans and troops between Sky Point and Triumph, as well

as bringing additional merchant caravans and slave shipments into Vivane. The orks of Cara Fahd need trade ties to the rest of Barsaive; lacking airships in which to bring goods over the Twilight Peaks, they must send caravans (frequently guarded by ork scorchers) through the passes to Jerris and other cities in northern Barsaive. The Blackfangs and Bloodlores gladly raid these and any other tempting targets. Despite the risk, however, both the orks of Cara Fahd and the Therans send caravans along the mountain route with surprising regularity.

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

The question of whether and with whom to make an alliance has turned the once-quiet town into a hotbed of intrigue between representatives of the Theran Empire, the ork kingdom of Cara Fahd, and factions with an interest in the doings of either—especially the Kingdom of Throal, the Liferock Rebellion, and the Holders of Trust.

## THE FORGIVEN OF JASPREE

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

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

Always alert for anything that might aid their cause, the Forgiven of Jaspree collect history and other lore about the Twilight Peaks, and can be a valuable source of information if approached correctly. Some cult members have also taken an interest in the Raisers of Ustrect (see p. 74); they believe that valuable secrets exist in the ruins of the ancient lowland troll kingdom and the forest that has grown up around them.

An air of mystery surrounds the cult's leader, a questor of Jaspree who goes by the single Name of Erak ("Severed"). A powerful Elementalist by repute, Erak is said to live somewhere in the Great Sword Valley, though no one knows precisely where. Occasional bands of young Bloodlores, Blackfangs, and even Thunderskies



traverse the valley hunting for him, hoping for the honor of capturing the “criminal” whose very existence is an affront to troll honor—assuming, of course, that Erak does exist. Many trolls laugh him off as sheer invention by the Forgiven exiles in the Southern Face, desperate to reclaim some sort of honor by claiming to follow a powerful magician favored by a Passion. Though rumors describe Erak as unusually tall and strong, with eyes the green of new leaves, no one save for his followers has ever seen him in the flesh.

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

## CAVE TROLLS

Several tribes of primitive cave trolls live in the lava tunnels and caves of the Western Peaks. Barely civilized even by the standards of the savage Bloodlores, they war constantly with each other and with the crystal raider moots. (For statistics and game information, see p. 161 of the *Gamemaster’s Guide*.)

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

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

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

## THE SOUTHERN FACE

**T**he crystal raider legend of how Nemar Firewalker discovered the first airship reveals only a fraction of the potential that the Southern Face of the Twilight Peaks offers. If the tale is true, then the ruins Nemar found might hold other treasures, perhaps even other airships. Finding them, however, would require searching through the vast stretch of territory huddled in the shadow of the cold mountains, where they embrace the shores of the burning seas. This area is so inhospitable that even the fierce and savage highland trollmoots use it only as a place from which to mine living crystal and True ele-

ments and a place to banish their unwanted outcasts. The region is hot, dry, and choked with ash from several volcanoes. It is also inhabited by some of the most dangerous creatures of the Scarlet and Death’s Seas, as well as pirates and wandering bands of troll exiles.

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

—From a report by General Ilmorian, Charassa, 1510 TH

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

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

## THE FIRESLOPES

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

The crystal raiders of the northern faces, as well as other Namegivers, mine living crystal and True earth from the crevasses and cliff sides of the Fireslopes. Miners are usually lowered on ropes from airships to the cracks where they cut loose the minerals, which are then raised to the airship in baskets and nets. Miners risk encounters with the inhabitants of the Fireslopes as well as the hazards of plunging into a chasm. They also may become caught or even impaled on the sharp crystal formations, not to mention burned by bursts of magma and fire from the surface of Death’s Sea. Hot, buffeting winds also threaten to smash airships against the cliffs, or destabilize them enough to tilt them drastically, spilling Namegivers and cargo to fiery doom. The molten sea actually has a tide, albeit a slow and steady one that inexorably flows, only rarely creating waves of any significance. At low tide, it is possible to harvest True fire kernels left lodged in the rock face when the magma receded. Some miners claim to have seen deep caverns revealed by the low tide; the caverns burrow under the cliffs and are rumored to hold treasuries of True elements.

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



## THE BURNING SHORE

The Burning Shore is a stretch of land along the northwestern shore of the Scarlet Sea. Composed of volcanic black rock, the shoreline is barren and lifeless save for the elemental fire creatures able to withstand the burning heat of the sea. The stone retains heat, making it almost impossible to walk across it for more than a few hours without destroying footgear. Pack animals do not tolerate the conditions for long. Steam vents dot the shore as well, spewing white clouds and occasionally spouting a geyser that can be deadly to an unwary traveler. The vents' presence suggests underground water sources, most likely streams descending from the Twilight Peaks.

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

## THE ASHEN HILLS

To the Northwest of the Burning Shore, between the Gray Forest and the Scarlet Sea, lie the Ashen Hills, lowlands of the Twilight Peaks that slope gently toward the fiery sea. The hills are covered with a fine layer of gray ash that gives them their Name, and are host to many forms of wildlife, from molgrims to hell hounds to hydras.

Little grows in the Ashen Hills, making them much like the Wastes on the western border of Barsaive. The hills are craggy, covered in tumbled boulders and pieces of sharp volcanic rock. They often have deep crevasses that are filled in with ash, turning them into quicksand-like deathtraps. Any creature that passes over the seemingly solid surface of the ash falls through and sinks out of sight, smothered and buried at the bottom of the crevasse. Creatures, such as the volus, actually dwell in such ash pits, waiting for victims to be drawn under or springing forth to attack their prey. The outcasts living in the hills have learned to notice the signs of ash pits and to avoid them. For those mad or desperate enough to travel through these hills, the aid of a local guide is invaluable (assuming the traveler can find one).

The exiles from the Twilight Peaks make their homes in the Ashen Hills, usually digging deep into the hard-baked earth to build shelters from the surface heat. They also use ancient, dead lava tubes and caves as dwellings, and at least one sizable settlement of trolls and other Namegivers from the Twilight Peaks has been established. Named Kava'heim ("mud home"), this settlement consists of several crude, low-slung stone structures covering larger living spaces dug deep into the hillsides. Here, the Namegivers of the Kava moot make their lives as comfortably as they can in the harsh wilderness of the Southern Face.



*These trolls are always interested in trading and pay well for common magic items. Mostly they sell True elements, but sometimes they offer orichalcum. A magician or Weaponsmith who's willing to work these goods into magic items can make a fortune here. The only difficulty is earning the trust of the trolls.*

—Gragok, Ork Sky Raider



Like the Burning Shore, the Ashen Hills are believed to be home to impossibly ancient ruins buried beneath centuries of ash and

volcanic rock. These ruins may also date back to some earlier age when Death's Sea was filled with water and the land between the sea and the Twilight Peaks was lush and fertile. Nemar Firewalker discovered some of these ruins on his legendary journey, where he found the first drakkar and brought it back to the crystal raiders. Tales tell of lost treasures and ancient secrets buried in the ruins, along with strange undead creatures and magical constructs left to guard their remains. Some of the exiles of the Southern Face, including the Followers of Nemar (see p. 59), actively search for the ruins in hopes that the ancient structures hold the key to their redemption.

## THE GRAY FOREST

The Gray Forest is a large expanse of woodland tucked in the crook between the eastern and central regions of the Twilight Peaks, bordered by the territories of the Ironmonger, Swiftwind, and Thundersky moots. It is Named for the heavy layer of ash in the soil and the pale gray bark of most of the trees that grow there. Facing the Scarlet Sea, the forest is nourished by the soil-enriching, heavy volcanic ash and warmed by the sea's fires, allowing the trees to grow quickly and strong. Crystal raider folklore says the trees are constantly at war with one another, just like the trolls of the Twilight Peaks. They, too, must struggle for survival in a hostile environment.

The heavy, dark wood of the Gray Forest provides much of the building material for troll drakkars. Properly treated, the wood becomes as strong as metal and highly resistant to fire, a natural benefit born of the trees' close proximity to the molten sea. The wood also accepts being woven with True fire and other elements more easily than other wood, allowing the trolls to create wonders such as the fire sheaths and other enchantments to better protect their ships from fire cannons and other weapons.

Occasionally, groups from various crystal raider moots fight over control of the forest, but the forest is too large and too wild to be effectively controlled by any one trollmoot. In general, all the moots share equally in the forest's bounty. Conflict only erupts when harvesters from different moots happen to encounter each other in the depths of the forest, which often results in small skirmishes between the different moots. Some of these clashes die down quickly, but many lead to raids on rival moots and the capture of wood recently harvested.



*The Gray Forest is very large, but still doesn't have enough True wood in it to supply all the troll moots with material for building and repairing their ships—the trolls have to get at least part of these supplies from somewhere else... or someone else.*

—Thalon, Windling Elementalist



The outcasts of the Southern Face sometimes travel to the Gray Forest and fell trees for building homes and ships of their own, but they must be careful to avoid discovery by their former clansmen, who slay them on sight. For the most part, the outcasts avoid the depths of the forest, taking trees and deadwood from the outskirts to avoid being seen by the crystal raiders.

Creatures from the shores of the Scarlet and Death's Seas sometimes lair in the depths of the Gray Forest. Fire eagles nest in some of the burned trunks of great trees, while small animals burrow and dig in the rich soil, and predators such as basilisks stalk the dark forest floor. The moots bordering the Gray Forest sometimes send *ro'ona* on their Rites of Passage into the woodland to survive on their own for a few days.



## INHABITANTS

The Southern Face is home to only a few trolls, most of whom are outcasts subjected to the Rite of Severance. Among those who live in the Southern Face are the Kava moot, several living legend cults, the mysterious Gray Woman Named Vo'tanna, and a handful of small pirate bands.

### Kava Moot

Not a true trollmoot in the traditional sense, the Kava moot is a loose band of trolls banished into the wastes of the Ashen Hills. Many of these exiles have banded together to survive in their new home, and have taken the Name "Kava," which means "mud people" in the troll tongue.

Many crystal raiders who become outcasts choose to wander across Barsaive in search of a new home and new purpose. Others either refuse to leave the mountains they call home or are sent to

the Southern Face as an additional form of punishment. Once an exile goes to the Ashen Hills, it is difficult to leave the Southern Face without passing through the territory of another trollmoot, where outcasts are generally slain on sight. Because of this, the trolls living in the Southern Face are all but imprisoned there.



*Because outsiders do not understand why the banished choose to remain on the Southern Face, let me explain: just because they have undergone the Severance does not mean that they left behind the crystal raiders' culture, customs, and beliefs. Most of them still believe life has to be a struggle, and that the Twilight Peaks made barren by Jaspree's Gift are the place to stand to the challenge, as well as their inheritance from Griahk'kan.*

— Salenna Greenleaf Rockfall



## ADVENTURE HOOK

Stories of the Watchers of Death and their arcane research have reached the attention of members of the Keys of Death cult (see p. 205 of *Kratas: City of Thieves*). A small group of Keys and their followers believe that the lore of the Watchers might prove a means of speeding Death's release by learning more about the True pattern of Death's Sea. The Keys want to get hold of the information, but they know little about the Southern Face of the Twilight Peaks or of the Watchers, apart from rumor or legend. They decide to seek out a group of adventurers (the player characters) and sway them with promises of silver and tales of the Watchers as a sinister cult of outcast trolls devoted to freeing Death. The Keys claim they want the lore of the Watchers to better understand Death's Sea so it can be mined and studied responsibly while making sure Death remains safely imprisoned.

If the characters agree to the quest, they travel to the Southern Face to seek out the Watchers and obtain their collected knowledge. The other exiles in the region agree with the Keys: the Watchers are a mad Death cult, to be carefully avoided. Throughout their travels, the characters continually get the feeling of being watched and followed. By the time they find the Watchers' small settlement near the Burning Shore, the characters should be thoroughly paranoid and convinced that the cult is utterly corrupt. For their part, the Watchers refuse to surrender their secrets to outsiders and are justifiably suspicious of the player characters. If the adepts manage to wrest some of the Watchers' lore from them (written down on living crystal tablets kept in a secret cave), they are attacked by a band of Keys who have followed them and allowed them to do the dirty work. If the adepts fail to obtain any information, the Keys try to steal the tablets themselves. In either case, the adepts can correct the situation by working with the Watchers to prevent their knowledge from falling into the hands of the Keys of Death.

The Kava moot does not have an official chief, but there are certain trolls who have taken command of small bands. The largest and most visible of these bands is led by Draptha Iceblood, a female from the Bloodlore moot who, despite having proven her honor on many occasions, was exiled for stepping in as chief of her clan when the previous one was killed during a raid. While shunned by some of the *kava*, her leadership skills have drawn a good-sized following. An accomplished Third Circle Sky Raider and Sixth Circle Outcast Warrior, Draptha proudly wears a set of living crystal armor, and, after several displays of violence, no one in the Kava moot will challenge her honor over it.

The trolls of the Kava moot are not much more civilized than the cave trolls of the western peaks, but they do what they can to scratch out a meager existence. A few other Namegivers, former *newots* who escaped or were exiled, also live among the Kava moot. Many moot members call themselves *jar'a'uli*, or "People of Passion" because of the central role played by the Passions in their lives. Some work with pirates plying the Scarlet Sea or simply go mad, but most become deeply involved with the strange beliefs that spring up among them. A few of these join living legend cults such as the Followers of Nemar and the Watchers of Death (see p. 59).

Most of the odd beliefs espoused by the outcasts involve the various Passions. Some of the Kava moot see their exile as a gift from Thystonius, the ultimate physical challenge: to survive in the most hostile environment offered by the Twilight Peaks in fulfillment of their Passion's nature. These outcasts, called Thystonians, revel in their daily struggles and call on the power of their Passion to help them to survive. A Thystonian questor using the power of his Passion to perform amazing feats of strength and endurance, and inspiring others to do so, is a sight to behold. The Thystonians are one of the prime reasons for the continued survival of the Kava moot.

Other moot members have turned away from the warlike ways of Thystonius and seek to embrace Floranuus. They call themselves the Firedancers and seek to emulate the ways of the Passion of Motion and Revelry. As part of their worship, they hold rituals where they dance and whip themselves into a frenzy much like troll warriors do before a battle. At the height of their passion, the Firedancers can walk across hot coals or burning lava without harm. It is said that the greatest of them can even dance across the surface of Death's Sea for a short time. The ability of the Firedancers to resist heat and burning has allowed them to adapt well to life in the Southern Face.

The Keepers of the Hearth Fire follow the Passion, Garlen, and seek to bring aid and comfort to those exiled from their homes by building a new community in the Southern Face. Though the drive and strength of the followers of Floranuus and Thystonius help the outcasts to survive, it is the Passion of Home and Hearth



who brought them together to create a moot of their own. The de facto leader of the Kava moot, Jol'len Heartfire, is a Sixth Circle Outcast Warrior and a Rank 7 questor of Garlen. Jol'len balances his Discipline and his Passion by focusing them both on the survival and defense of his new family and community.

The fourth major Passion cult among the exiles follows the Mad Passion, Raggok. The Passion of Bitterness and Revenge finds many followers among crystal raiders exiled from their homes and families forever, stripped of their honor and sent to live out their lives in desolation. These trolls combine the desire to survive and overcome their misfortune with a burning need to avenge themselves on those they feel have wronged them. This cult, called the Avengers of Honor, has recently rallied around an exiled troll captain Named Rugar Copperblood (see **Stoneclaws Moot** on p. 76 for more information). Though not a questor of Raggok himself, Rugar has the cult's support in his desire to avenge himself against Kerththale, chief of the Stoneclaws moot, for what Rugar considers his wrongful exile. Some among the Kava moot fear that Rugar and the Avengers of Honor will bring retribution from the crystal raider moots down upon all of the exiles in the Southern Face; these trolls might act as allies of those who wish to stop Rugar's plans.

### The Followers of Nemar

The Followers of Nemar are a small band of crystal raider outcasts living in the Ashen Hills who belong to a living legend cult based on the legend of Nemar Firewalker. These trolls believe that the ruins Nemar discovered still exist beneath the Ashen Hills, along with others yet to be found. The Followers wander the hills, searching for signs of the ruins and any ancient artifacts or other evidence to aid them in their never-ending quest. If they can find the ruins and uncover the treasures within them, the Followers believe that they, like Nemar, will be forgiven by their clans and welcomed home as heroes for the gifts they will bring to their people.

The other exiles of the Southern Face consider the Followers pitiful creatures willing to beg their way back into the favor of those who banished them. The Followers, in turn, consider themselves the only truly honorable trolls among the exiles because they have put the honor of their clan and race above their own personal honor.

The Followers are led by a troll exile from the Swiftwind moot Named Rego'am Goldfinder, a Fifth Circle Outcast Warrior and a Rank 4 questor of Upandal. Rego'am is fanatically devoted to the ideals and the legend of Nemar Firewalker and firmly believes the salvation of his band lies in finding the hidden treasures of the Ashen Hills.

### The Watchers of Death

The Watchers are a living legend cult, a community of outcast trolls who live near the shore of Death's Sea not far from the territory of the Thundersky moot. They watch and wait, reading signs and omens in the flames of the sea and communing with various fire spirits and other creatures that live within it. The trollmoots of the Twilight Peaks, particularly the Thundersky moot, believe the Watchers are a death-worshipping cult similar to the Keys of Death. The Watchers themselves claim to be working to keep Death sealed beneath Death's Sea through the strange rites they practice.

Several members of the Watchers of Death are magicians banished from the Blackfang moot of the western peaks; these have instructed a number of other exiles in the magician Disciplines, especially the ways of the Elementalism and the Nethermancer, with the ultimate goal of furthering their knowledge of the mysteries of Death, the netherworlds, and the forces of the elements. The Watchers combine their arts of Elementalism and Nethermancy in strange new ways, reflecting the combined natures of Death's Sea in relation to the Plane of Fire (see p. 12 of the **Gamemaster's**

**Companion**), the netherworlds, and Death's realm. By studying the True pattern of Death's Sea, the Watchers hope to learn if the legend of Death being freed by blood spilled on the soil of Barsaive is true, and if it can be kept from coming to pass. Their fellow exiles leave the Watchers alone because of their macabre reputation for trafficking in things not of this world.

### Vo'tanna, the Gray Woman

The most mysterious inhabitant of the Southern Face is unquestionably the Namegiver known as Vo'tanna, the Gray Woman. No one in the Twilight Peaks knows who Vo'tanna really is, where she came from, or even her true Name. (The Name Vo'tanna was given to her by the trolls, and means "mysterious one.")

She is rumored to live in a cave or a house hidden somewhere in the Gray Forest, but no crystal raider or other Namegiver who has traveled through the forest can claim to have seen it. She has been seen in every part of the Twilight Peaks but most often in the eastern mountains, ever since the first trolls emerged from their kaers after the Scourge. Vo'tanna can come and go like smoke; one moment she is there and the next she vanishes, disappearing behind an outcropping or stepping through a cloud of smoke or mist.

Vo'tanna is not simply a crystal raider tale. Many inhabitants of the Twilight Peaks have met this mysterious woman and say she is very real. They describe her as a tall, slender figure clothed from head to foot in somewhat tattered gray robes, including a veil and hood that covers all of her head save for her eyes (which are the same pale gray as her clothing). Even Vo'tanna's skin is gray, dusted with ash. Her voluminous robes make it difficult to determine her race for certain. Though many folk insist that she must be a troll simply because she appears only in the Twilight Peaks, some say she has the strength of an ork, and others the grace of an elf or the smell of a human. Still others believe that Vo'tanna is not a Namegiver at all but a spirit or other creature in Namegiver form—perhaps even a Horror or an avatar of the Passion, Vestrial. Some fire miners believe she also appears on Bloodfire Mountain and rescues those in danger of death on the burning slopes; others, however, insist that this savior woman in white is the Passion, Garlen, and that Vo'tanna is a different being entirely.



*I heard that, because the only feature people have to recognize her by is the gray clothes, some unscrupulous individuals have disguised themselves as the Gray Woman and tasked crystal raiders with 'quests to gain a favor' and similar con games.*

— Salenna Greenleaf Rockfall



Whatever her true nature, Vo'tanna is universally thought to be a powerful sorceress, capable of commanding the forces of the natural world as well as the netherworlds. Her magic seems to combine Elementalism and Nethermancy, similar to the magic practices of the Watchers of Death, and she has cast powerful spells quickly and easily. Her magical powers also give her great insight. She seems to know of everything going on in the Twilight Peaks and elsewhere in Barsaive and often shows up at opportune times when her presence can most affect a situation. Yerrick Stoneclaws, father of the current Stoneclaws chief, claimed throughout his life that Vo'tanna appeared to him twice: once to save him from a pair of lightning lizards during his Rite of Passage in the Eastern Spur, and once before the Theran War, when she advised him to make common cause against Thera with the dwarf kingdom of Throal. Drega Ironhorn Blackfang, a prominent magician of the Blackfang moot, credits Vo'tanna with giving him the secret needed to create the lattice of True air and True fire known as the fire sheath. And Kolad Crystalshaper Swordcutter of the Bloodlore moot is said to



have learned the makings of some powerful new blood charms from her, though he refuses to confirm or deny the rumor.

The oddest Vo'tanna story comes from Rego'am Goldfinder of the Followers of Nemar. He says that Vo'tanna came to him in the early days of his exile, when he was contemplating throwing himself into Death's Sea, and recited sagas of troll heroes fallen on hard times until he gave up the notion of suicide. She later appeared to him in a dream, standing by a small rock formation roughly shaped like a hawk. A depression in the rock that Rego'am took for an eye glowed bright blue at her touch, then became a massive crystal spell matrix. Rego'am has since spent days seeking the rock formation, convinced that it is the gateway to ancient ruins filled with treasures.

On occasion, Vo'tanna appears briefly to the chiefs of the different trollmoots to offer cryptic advice or words of warning. She has also appeared to other crystal raiders to offer advice or answer a question. She has even shown up at the Naming Rites of some young crystal raiders to offer them adult Names, if they wish to take them. Some of those visited by Vo'tanna go on to achieve great honor, while others suffer accidents or other serious ill fortune. In either case, a visit from the Gray Woman is an auspicious event.

Some crystal raiders and other Namegivers seek out Vo'tanna for her wisdom and magical knowledge. Many of them search in vain, however; Vo'tanna appears only to those seekers she chooses for her own reasons.

The crystal raiders look on Vo'tanna as a legendary figure, far more than a mere Namegiver. They consider her more a force of nature than a person; something to be respected but not relied upon. No one can say whether Vo'tanna's appearance is a blessing, a curse, or neither, but all of the trollmoots have learned to be polite and respectful of the Gray Woman when she chooses to grace them with her presence.

Oflate, Vo'tanna seems to be appearing more frequently, speaking with crystal raiders from all the different moots, including the crystalsmith, Ulig Stoneshaper Firewalker (see p. 81), and master shipwright, Sk'lag Prowjumper Rockfall (see p. 82), both of the Swiftwind moot. Whether her meetings are chance or part of some larger plan remains unknown, but Vo'tanna has hinted at great events coming in the history of the Twilight Peaks and the crystal raider clans—events she might be arranging in some way. It remains to be seen if the destiny Vo'tanna speaks of will bode well or ill for the crystal raiders and Barsaive's other inhabitants.

### Pirates of the Scarlet Sea

In addition to the exiled inhabitants of the Southern Face, there are also several pirate airships that stalk the region. These pirates—not connected with the crystal raiders—raid mining ships and merchant vessels that choose to travel over the Scarlet Sea in hopes of avoiding the trollmoots' drakkars, which are rarely seen so far south. The pirates hole up in caves and lava vents along the shores of the Scarlet Sea, often aided by outcast trolls who help maintain and repair the pirate airships in exchange for needed supplies.



The Therans and others consider the pirates a nuisance, but not a considerable problem compared to the crystal raiders. The crystal raiders likewise have little trouble with the pirates; the trolls respect any Namegivers who can capture riches through strength of arms. Indeed, some raiders make a point of attacking them because their feats have proven them worthy targets.

Some of these pirates are Theran privateers, and take captives for slavery as well as steal cargo. Several of the privateers pilot stone airships and make formidable antagonists. The crystal raiders, particularly those in the western peaks, recognize these vessels as Theran slaving ships and frequently go out of their way to attack them, both for the glory of assaulting such a dangerous foe and to avenge the trolls' long-ago defeat at the Battle of Sky Point. The privateers have exchanged bloody noses with trollmoot drakkars on several occasions.



**T**he Twilight Peaks are home to six trollmoots with a history reaching back as far as that of the kingdom of Throal or the Theran Empire—a history that is also one of conflict between the moots themselves ever since these early days.

## BLACKFANG MOOT

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

▲ ▲ ▲  
*The moot will either adapt to new ways—like increased trading—or become smaller and smaller and lose influence in the area in the coming years.*  
 —Chabak, Human Scout  
 ▲ ▲ ▲

## HISTORY

At the dawn of their history, the troll clans that make up the Blackfang moot were forced out of the more hospitable northern and eastern peaks by more powerful clans and moots such as the Bloodlores and the Skytouchers. They found refuge of a sort in

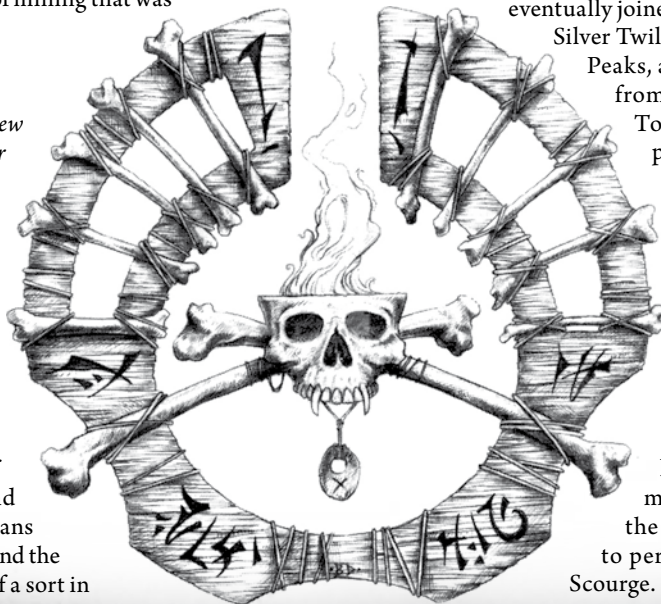
the southern ridge of the western peaks, particularly in their portion of the sheltered Great Sword Valley. The only advantages these clans had were the rich mineral and magical resources of the southern mountains, especially the pockets of True elements and living crystal they mined from the Fireslopes that face Death's Sea (see **The Southern Face** on p. 56).

With such a sizable supply of True elements, living crystal, and orichalcum available to them, as well as their close proximity to Death's Sea, many members of the Blackfang moot pursued the study of spell magic and followed the Elementalist and Nethermancer Disciplines in hopes of making up for relative weakness in combat. Blackfang magicians learned to create powerful airships from the volcanic stone so abundant in their lands and to make ship weapons and defenses that other trollmoots soon imitated. Though the Swiftwind and Thundersky moots can boast superior shipbuilders, the Blackfang moot possesses unrivaled inventiveness and skill in creating magical enhancements for airships. As the only moot with extensive knowledge of such powerful magic, the Blackfangs greatly strengthened their position among their fellow crystal raiders.

The greatest magician of the Blackfang moot was Illim Blackfang, moot chief in the years just before the Battle of Sky Point and the Scourge. A Nethermancer of vast power, Illim could command spirits to aid and protect his moot, strike down his enemies with magic, and explore the depths of astral space. Illim

eventually joined the Nethermantic Order of the Silver Twilight, based in the nearby Central Peaks, and could use his magic to travel from his moot to the Twilight

Tower in a blink of an eye. As he plumbed the depths of astral space and learned more of its mysteries, his power grew, and he built himself a stronghold in the side of the westernmost Death's Eye, a vast labyrinth of basalt tunnels and caverns where he could freely conduct magical experiments. He read every magical treatise he could lay hands on, and began designing kaers for his people long before most of the other trollmoots in the Twilight Peaks had even begun to perceive the growing threat of the Scourge.





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

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

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

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

## IMPORTANT CHARACTERS

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

### DROLAK IRONGRIP BLACKFANG

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

Life in the southern range of the western peaks is hard even for

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

#### Attributes

DEX (14): 6 STR (22): 9 TOU (20): 8  
PER (10): 5 WIL (12): 5 CHA (16): 7

#### Characteristics

Initiative: 5 Physical Defense: 12  
Physical Armor: 16 Spell Defense: 9  
Mystic Armor: 5 Social Defense: 12  
Death: 108 Recovery Tests: 4  
Unconsciousness: 84 Knockdown: 9\*  
Wound Threshold: 13 Movement: 7

#### Karma Points: 24/24

\* Drolak knows the Wound Balance talent

#### Sky Raider Talents (Knacks)

Air Sailing <sup>D</sup> (9): 14 (Boarding Action)  
Battle Bellow <sup>D</sup> (8): 15  
Battle Shout <sup>D</sup> (8): 15  
Down Strike <sup>D</sup> (8): 17  
Durability [8/6] (8): 8  
Fireblood <sup>D</sup> (8): 16 (Flaming Wounds)  
Great Leap <sup>D</sup> (8): 14  
Karma Ritual <sup>D</sup> (8): 8  
Leadership (8): 15  
Melee Weapons <sup>D</sup> (9): 15  
Missile Weapons (8): 14  
Momentum Attack <sup>D</sup> (8): 14 (Weapon Smash)  
Parry (8): 14  
Resist Taunt\* (1): 6  
Shield Charge <sup>D</sup> (8): 17  
Steely Stare <sup>D</sup> (8): 15  
Steel Thought\*\* (1): 6  
Tactics (6): 11  
Thread Weaving (Sky Weaving) <sup>D</sup> (8): 13 (Talent Linking)  
Throwing Weapons (8): 14  
Windcatcher (9): 14  
Wound Balance (8): 17

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

<sup>I</sup> Italized Talents Require Karma. (Except when also a Discipline Talent)

\* Modified by +1 Rank Bonus from Protective Brooch

\*\* Modified by +1 Rank Bonus from Protective Amulet

#### Skills

Blackfang Clan History <sup>K</sup> (4): 9  
Blackfang Trollmoot <sup>K</sup> (4): 9  
Heartening Laugh (4): 11  
Hunting (4): 10  
Read/Write Language (1): 6—(Dwarf/Throalic)  
Speak Language (2): 7—(Dwarf/Throalic, Troll)  
Weapon Rune Carving <sup>A</sup> (4): 11  
Western Twilight Peaks Geography <sup>K</sup> (4): 9  
Wilderness Survival (4): 9

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Thread Chainmail (Rank 4; Phys 11; Init 1; Phys Def +1), Thread Crystal Raider Shield (Rank 4; Phys 5; Myst 5; PhysDef +1; Deflect 3/3; Shatter 18)

#### Weapons

Troll Sword (Forged +3; Damage 18), Troll Dagger (Forged +2; Damage 14; Range



10–20 yards/5–10 hexes), 2 × Troll Spears (Forged +3; Damage 17; Range 10–20 yards/5–10 hexes), Medium Crossbow (Forged +3; Damage 17; Range 40–80 yards/20–40 hexes), Quiver (15 medium crossbow bolts)

#### Thread Items

Protective Amulet (Rank 4; SocDef +1; SpellDef +2; Steel Thought +1 Rank Bonus), Protective Brooch (Rank 4; SocDef +2; SpellDef +1; Resist Taunt +1 Rank Bonus)

#### Equipment

Belt Pouch, Carving Tools, Healing Potion, Navigation Charts in Map/Scroll Case, Traveler's Garb

#### Loot

420 silver pieces

#### Legend Award

Eighth Circle

#### Notes

As a troll, Drolak possesses the Heat Sight racial ability.

#### Sky Raider Abilities

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Toughness-only Tests

**Fifth Circle:** Strike Without Warning

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** Karma on melee weapon Damage Tests

**Eighth Circle:** +1 Physical Defense

## DELOS EARTHSHAKER BLACKFANG

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

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

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

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

#### Attributes

DEX (11): 5	STR (16): 7	TOU (19): 8
PER (16): 7	WIL (18): 7	CHA (14): 6

#### Characteristics

Initiative: 4	Physical Defense: 10
Physical Armor: 9	Spell Defense: 11

**Mystic Armor:** 10

**Death:** 69\*

**Unconsciousness:** 52\*

**Wound Threshold:** 12

**Social Defense:** 11

**Recovery Tests:** 3

**Knockdown:** 7

**Movement:** 7

**Karma Points:** 24/24

\* Adjusted by Blood Magic

#### Elementalist Talents (Knacks)

Air Speaking<sup>D</sup> (8): 15

Avoid Blow<sup>D</sup> (1): 6

Cold Purify<sup>D</sup> (8): 15

Durability [4/3] (9): 9

Earth Skin<sup>D</sup> (8): 16

Elemental Hold<sup>D</sup> (8): 15

Elemental Tongues<sup>D</sup> (8): 15

Enhanced Matrix (8): 8

Fire Heal<sup>D</sup> (8): 15 (Wound Heal)

Gliding Stride (8): 13

Haggle (8): 14

Karma Ritual<sup>D</sup> (8): 8

Read/Write Magic<sup>D</sup> (8): 15

Resist Taunt<sup>\*\*</sup> (1): 8

Spellcasting<sup>\*\*\*\*</sup> (14): 21 (Anchored Spell, Spell Stacking)

Spell Matrix<sup>D</sup> (8): 8

Spell Matrix (8): 8

Steel Thought (7): 14

Summon (Elemental Spirits)<sup>D</sup> (8): 15

Temperature<sup>D</sup> (8): 15

Thread Weaving (Elementalism)<sup>D</sup> (9): 16 (Create Orichalcum, Create Thread Item, Weave Element)

Willforce (8): 15

Wind Catcher (8): 15

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

<sup>\*\*\*\*</sup> Italicized Talents Require Karma. (Except when also a Discipline Talent)

\* Modified by +1 Rank Bonus from Protective Boots

\*\* Modified by +1 Rank Bonus from Protective Brooch

\*\*\* Modified by a Rank 5 thread to Delos' heart by Illim Spiritmaster Blackfang

#### Nethermancy Talents (Knacks)

Astral Sight<sup>D</sup> (7): 14

Enhanced Matrix (7): 7

Frighten<sup>D</sup> (7): 14

Item History (7): 14

Lifesight<sup>D</sup> (7): 14 (Deathstight)

Lion Heart (7): 14

Read/Write Language (6): 13

—(Human, Human/Landis, Or'zet, Or'zet, Troll, Troll/Ustrect)

Silent Walk (7): 12

Speak Language (2): 9—(Human, Or'zet)

Spell Matrix<sup>D</sup> (7): 7

Spell Matrix (7): 7

Spirit Dodge<sup>D</sup> (7): 14

Spirit Hold<sup>D</sup> (7): 14

Spirit Talk<sup>D</sup> (7): 14 (Translator)

Summon (Ally Spirits)<sup>\*\*\*\*</sup> (12): 19

Thread Weaving (Nethermancy)<sup>\*\*\*\*</sup> (12): 19 (Ghost Master Ritual, Thread Masking)

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

<sup>\*\*\*\*</sup> Italicized Talents Require Karma. (Except when also a Discipline Talent)

\*\*\* Modified by a Rank 5 thread to Delos' heart by Illim Spiritmaster Blackfang

#### Skills

Alchemy (6): 13

Alchemy and Potions<sup>K</sup> (6): 13

Blackfang Clan History<sup>K</sup> (6): 13

Blackfang Trollmoot<sup>K</sup> (6): 13

Great Sword Valley Ruins<sup>K</sup> (3): 10

Horror Lore<sup>K</sup> (3): 10

Kaer Lore<sup>K</sup> (3): 10

Mapmaking<sup>A</sup> (6): 13

Navigation (6): 13

Read/Write Language (1): 8—(Dwarf/Throalic)

Research (6): 13

Robe Embroidery<sup>A</sup> (6): 12

Speak Language (2): 9—(Dwarf/Throalic, Troll)

Western Twilight Peaks Geography<sup>K</sup> (6): 13

Wilderness Survival (6): 13

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Elementalism Spells

Air Blast<sup>E</sup>, Air Spear, Balloons of Mist, Crunch Climb, Crushing Hand of Earth, Dispel Elementalism Magic, Earth Blend, Earth Darts, Earth Q'Wrail, Earth Spear, Earth Staff,



Earth Surfing, Earth Wall, Ease Passage, Engulf Air, Engulf Earth, Falcon's Cloak, Fingers of Wind, Grasping Hand of Earth, Grounding, Heat Food, Ironwood, Lighten Load, Moonglow, Nutritious Earth, Path Home, Perimeter Alarm, Plant Feast, Plant Talk, Porter, Purify Earth, Purify Water, Repair, Resist Cold, Resist Fire, Shattering Stone, Sky Lattice <sup>M</sup>, Spirits of the Death's Sea, Stone Cage, Stone Rain, Thrive, Throne of Air, Tossing Earth <sup>M</sup>, Uneven Ground, Whirlwind

<sup>M</sup> Denotes spell in spell matrix

<sup>E</sup> Denotes spell in enhanced matrix

#### Nethermancy Spells

Animate Skeleton, Animate Spirit Object, Astral Horror, Astral Maw, Astral Spear, Bone Circle <sup>M</sup>, Bone Walker, Chilling Circle, Damage Shift, Dispel Nethermancy Magic, Fog of Fear, Fog Ghost, Shadow Hunter, Spirit Dart, Spirit Double, Spirit Grip <sup>M</sup>, Spirit Servant, Steal Strength, Summon Bone Ghost <sup>E</sup>, Tears of the Scourge, Wit Friend <sup>M</sup>

<sup>M</sup> Denotes spell in spell matrix

<sup>E</sup> Denotes spell in enhanced matrix

#### Armor

Thread Blood Pebble Armor (Rank 4; Phys 9; Myst 7; Init 1; 4 Blood Magic Damage)

#### Weapons

Troll Dagger (Forged +1; Damage 10; Range 10–20 yards/5–10 hexes)

#### Thread Items

Protective Boots (Rank 4; PhysDef +2; SocDef +1; Avoid Blow +1 Rank Bonus), Protective Brooch (Rank 4; SocDef +2; PhysDef +1; Resist Taunt +1 Rank Bonus)

#### Equipment

Adventurer's Kit, Alchemy Kit, Desperate Spell Charm (3 Blood Magic Damage), Embroidered Robe, Embroidery Tools, 2 × Grimoires, 3 × Healing Potions, Mapmaking Tools, Navigation Charts in Map/Scroll Case, Orichalcum Pledge Coin (3 Blood Magic Damage), Orichalcum Box for True element gathering, Quiet Pouch, Trail Rations (1 week), Traveler's Garb, Writing Kit

#### Loot

550 silver pieces

#### Legend Award

Ninth Circle

#### Notes

As a troll, Delos possesses the Heat Sight racial ability. Illim Spiritmaster Blackfang has woven a Rank 5 thread to Delos' heart. This thread to Delos' True Pattern acts as a Core Pattern item and grants him a +5 Rank Bonus to his Spellcasting, Summon (Ally Spirits), and Thread Weaving (Nethermancy) talents. This thread also allows Delos to replace his Karma Step with Illim's when carrying out Illim's "suggestions".

#### Elementalist Abilities

**Second Circle:** +1 Spell Defense

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Fire and Ice

**Sixth Circle:** Karma on Willpower-only Tests

**Seventh Circle:** Karma on spell Effect Tests

**Eighth Circle:** +1 Spell Defense

#### Nethermancer Abilities

**Fifth Circle:** Decay and Renewal

## ILLIM SPIRITMASTER BLACKFANG

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

His contact with Delos Earthshaker offers the most hopeful possibility for escape that Illim has ever known, and he does not plan to let it slip away. The spirit intends to make Delos a suitable vessel for his enormous power before possessing the young

magician's body and permanently casting Delos' spirit into the netherworld. To this end, Illim has taken possession of one of the young troll's pattern items—his living heart, which Delos gave him as payment for his teaching. The spirit magically removed it from Delos's body and keeps it suspended at the center of a bone circle in his sealed stronghold. He is using the heart to weave threads to Delos's True pattern, strengthening the connection between himself and Delos to enhance the young troll's abilities. The spirit can also grant Delos his own karma through this link.

Illim's spirit has become frightfully powerful, having continued to learn magical secrets after death. Preventing Illim Blackfang from escaping his tomb or even destroying his spirit once and for all could become the focus of a series of adventures revolving around the Blackfang moot, and might even influence the fate of all the moots in the Twilight Peaks. Illim's tomb is likely to also contain the lost knowledge of constructing stone airships that the Blackfangs once possessed.

#### Attributes

**DEX:** 17      **STR:** 17      **TOU:** 17  
**PER:** 17      **WIL:** 17      **CHA:** 17

#### Characteristics

**Initiative:** 18      **Physical Defense:** 22  
**Actions:** 4      **Spell Defense:** 34  
**Attack (13):** 30      **Social Defense:** 34  
**Damage:**      **Physical Armor:** 17  
Unarmed 17      **Mystic Armor:** 13  
**Death:** 171      **Recovery Tests:** 8  
**Unconsciousness:** 151      **Knockdown:** 17  
**Wound Threshold:** 23      **Movement:** 6/5\*

**Karma Points:** 26/26

**Karma Step:** 16

\* The second value is the spirit's Movement Rate when manifested

#### Powers

Aid Summoner (13), Animate Object <sup>T</sup> (30), Astral Portal (13), Astral Sight <sup>T</sup> (30), Confusion (30), Durability (13), Empathic Sense (30), Evil Eye (30), Frighten <sup>T</sup> (30), Lifesight <sup>T</sup> (30), Manifest (13), Matrix Strike <sup>T</sup> (30), Orbiting Spy <sup>T</sup> (30), Possession (30), Spellcasting (30), Spirit Dodge <sup>T</sup> (30), Thread Weaving <sup>T</sup> [Nethermancy] (30)

#### Spells

Nethermancy (Thirteenth Circle)

#### Legend Award

Fourteenth Circle (Group)

#### Rules

Illim's Physical Defense increases by 5 points when physically manifested.

**Spellcasting:** Illim can cast spells using raw magic (*Player's Guide* p.136) as a Horror does, suffering no warping damage and with no risk of being Horror-marked.

## CURRENT ACTIVITIES

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



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

## AIRSHIP FLEET

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

Like most airships, the hulls of the stone ships are woven with huge quantities of True air. However, the ancient troll magicians also imprisoned powerful air spirits in the ships' hulls; these spirits enable the vessels to fly. The ships are difficult to handle; a ship captain who wishes to command one must prove his superior will to the spirit bound to it. The Blackfangs have only been able to use two of these ships since the Scourge; the third awaits a captain forceful enough to control it.



*Their inability to research the knowledge of building stone ships is a clear sign that time for the Blackfangs is running out.*

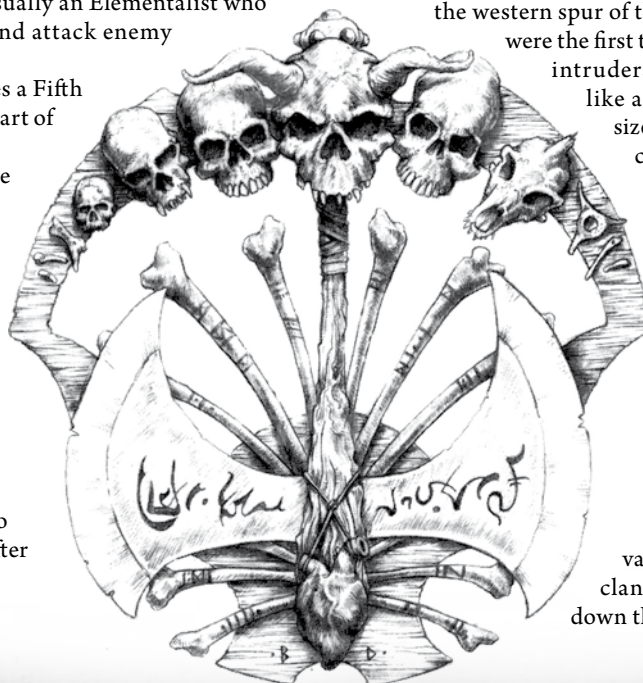
—L'charak Meatgrinder Thundersky



Blackfang ships use elemental weapons developed by Blackfang magicians, particularly dragon's breath and the fire sheath, along with spear throwers and occasional thunderbolt throwers appropriated from Thundersky drakkars. The stone airships can carry several fire cannons as well, making them the equal of some Theran stone vedettes in combat. Blackfang airship crews frequently include a magician, usually an Elementalists who can repair damage to the ship and attack enemy vessels with spells.

Each of the stone ships includes a Fifth Circle or higher Elementalists as part of its crew.

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



## BLOODLORE MOOT

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

## HISTORY

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

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

The Theran Empire, mightiest of all the realms that lost orichalcum to the Bloodlores, finally brought its power to bear against its troll enemies. The Therans sent a behemoth, a gigantic stone airship bristling with weapons, into Bloodlore territory in the western spur of the Twilight Peaks. The Bloodlores

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

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



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

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

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

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

## IMPORTANT CHARACTERS

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

### CHORAK BONECRACKER BLOODLORE

The chieftain of the Bloodlore moot is a cunning and dangerous war leader who earned the Name of Bonecracker by literally crushing every challenger for the rulership of the Bloodlore moot. Armed with nothing but his bare hands, he has won every Rite of Challenge, roaring his victory over the broken bodies of his unfortunate opponents. The entire Bloodlore moot recognizes Chorak as their greatest fighter, even though he is beginning to show his age a bit as he approaches his thirtieth year.

Chorak is a Ninth Circle Sky Raider and a troll's troll: fierce, honorable, strong, and proud with a love of family, glory, good food, and strong drink. He believes firmly in living life to the fullest and knows he may not see the next sunrise on any given day. This acceptance of life's risks gives him and his followers great courage and recklessness in battle. A traditionalist to the core, Chorak believes in the crystal raider way of life as it has been for centuries. Kerththale Stoneclaws' fascination with Throalic ways, the Ironmonger moot's love of metal, and the bizarre ideas of the Forgiven of Jaspre are not mere oddities to him; they are blasphemies, insults to the honor of all crystal raiders who ever

fought and died to preserve their ways. The Forgiven of Jaspre are special targets of Chorak's ire; his brother's prominence among them, which he keeps a closely guarded secret, is a blot on Chorak's soul. The only way to erase it, he believes, is to deal swiftly and harshly with any crystal raider foolish enough to express support for notions that Chorak deems un-troll-like. These unfortunates are immediately exiled from the moot, never to return on pain of death. Such rigid views of what does and does not define a highland troll have won Chorak a certain respect from the Thundersky moot, whose members often look back with nostalgia on the days when their ancestors were the Twilight Peaks' most feared warriors. Less hidebound moots consider Chorak's views just more reasons to treat the Bloodlores as enemies. True to his beliefs, Chorak would not have it any other way.

The Bloodlore chief distrusts followers of the magician Disciplines, seeing them as a sneaky lot who strike from a distance with spells and trickery rather than fighting with honest weapons or bare fists like real trolls. He tolerates the few magicians in the Bloodlore moot because he needs them to build and maintain airships, but he considers them of far less worth overall than the fighters and raiders who make up the backbone of the Bloodlore clans. He uses his magicians as necessary to give him an edge over his enemies, but infinitely prefers to rely on good old-fashioned head breaking. The Blackfang moot, with its emphasis on magical arts, is a source of constant irritation to Chorak. Their pride in their magical abilities is just one more incarnate insult to true trolls everywhere that Chorak would love to avenge—if he dared. In his heart of hearts, Chorak fears the Blackfangs, though he would rather lose his sword arm than admit it, even to himself.

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

#### Attributes

DEX (15): 6      STR (25): 10      TOU (21): 8  
PER (11): 5      WIL (11): 5      CHA (14): 6

#### Characteristics

Initiative: 6      Physical Defense: 12  
Physical Armor: 14      Spell Defense: 10  
Mystic Armor: 11      Social Defense: 11  
Death: 115\*      Recovery Tests: 4  
Unconsciousness: 88\*      Knockdown: 10\*\*  
Wound Threshold: 13      Movement: 7

#### Karma Points: 27/27

\* Adjusted by Blood Magic

\*\* Chorak knows the Wound Balance talent

#### Sky Raider Talents (Knacks)

Air Sailing<sup>D</sup> (10): 15 (Boarding Action)  
Battle Bellow<sup>D</sup> (9): 15  
Battle Shout<sup>D</sup> (9): 15  
Down Strike<sup>D</sup> (9): 19  
Durability [8/6] (10): 10  
Fireblood<sup>D</sup> (9): 17 (Flaming Wounds)  
Frenzy (5): 11  
Great Leap<sup>D</sup> (9): 15  
Karma Ritual<sup>D</sup> (9): 9  
Leadership (9): 15  
Melee Weapons<sup>D</sup> (10): 16  
Missile Weapons (9): 15  
Momentum Attack<sup>D</sup> (9): 15  
Parry (9): 15  
Resist Taunt<sup>\*</sup> (1): 6



Shield Charge <sup>D</sup> (9): 19  
 Steely Stare <sup>D</sup> (9): 15 (Hard Glare)  
 Steel Thought <sup>\*\*</sup> (1): 6  
 Tactics (7): 12  
 Thread Weaving (Sky Weaving) <sup>D</sup> (9): 14 (Ghost Master Ritual, Talent Linking)  
 Thunder Axe <sup>D</sup> (9): 19  
 Throwing Weapons (9): 15  
 Windcatcher (9): 14  
 Wound Balance (5): 15

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
*Italicized Talents Require Karma. (Except when also a Discipline Talent)*  
<sup>\*</sup> Modified by +1 Rank Bonus from Protective Brooch  
<sup>\*\*</sup> Modified by +1 Rank Bonus from Protective Amulet

#### Skills

Bloodlore Clan History <sup>K</sup> (5): 10  
 Bloodlore Trollmoot <sup>K</sup> (5): 10  
 Blood Magic Lore <sup>K</sup> (6): 11  
 Body Painting <sup>A</sup> (5): 11  
 Heartening Laugh (6): 12  
 Hunting (5): 11  
 Read/Write Language (1): 6—(Dwarf/Throalic)  
 Speak Language (2): 7—(Dwarf/Throalic, Troll)  
 Swift Kick (5): 11  
 Unarmed Combat (5): 11  
 Western Twilight Peaks Geography <sup>K</sup> (5): 10  
 Wilderness Survival (5): 10

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Thread Living Crystal Armor (Rank 4; Phys 9; Myst 5; Phys Def +1; 5 Blood Magic Damage), Thread Crystal Raider Shield (Rank 4; Phys 5; Myst 5; PhysDef +1; Deflect 3/3; Shatter 18)

#### Weapons

Thread Crystal Troll Battle-Axe (Rank 4; Damage 27; cannot use shield), Troll Crystal Dagger (Forged +2; Damage 15; Range 10–20 yards/5–10 hexes), Thread Crystal Troll Sword (Rank 4; Damage 23), 2 × Troll Throwing Axes (Forged +4; Damage 18; Range 12–24 yards/6–12 hexes), Medium Crossbow (Forged +4; Damage 20; Range 40–80 yards/20–40 hexes), Quiver (15 medium crossbow bolts)

#### Thread Items

Protective Amulet (Rank 4; SocDef +1; SpellDef +2; Steel Thought +1 Rank Bonus), Protective Brooch (Rank 4; SocDef +2; SpellDef +1; Resist Taunt +1 Rank Bonus)

#### Equipment

Belt Pouch, Chain of Tharan Skulls at moothome, Desperate Blow Charm (3 Blood Magic Damage), Healing Potion, Navigation Charts in Map/Scroll Case, Orichalcum Pledge Coin (3 Blood Magic Damage), Painting Tools, Traveler's Garb

#### Loot

650 silver pieces

#### Legend Award

Ninth Circle (Group)

#### Notes

As a troll, Chorak possesses the Heat Sight racial ability.

#### Sky Raider Abilities

**Second Circle:** +1 Physical Defense  
**Fourth Circle:** Karma on Toughness-only Tests  
**Fifth Circle:** Strike Without Warning  
**Sixth Circle:** Karma on Dexterity-only Tests  
**Seventh Circle:** Karma on melee weapon Damage Tests  
**Eighth Circle:** +1 Physical Defense  
**Ninth Circle:** Karma on Recovery Tests; Strength of the Sky

## PROKKUAV TORNFLASH FIREFANG

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

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

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

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

When the Theran behemoth, *Triumph*, recently appeared in the skies over Barsaive, Prokkuav Tornflesh called for all the raiders in the Twilight Peaks to attack it. Chorak forbade the Bloodlore drakkars to launch, however; instead, he insisted on waiting to discover the Therans' plans and learn their weaknesses. Enraged at what he took for a display of cowardice, Prokkuav almost called for a Rite of Challenge against Chorak, but stepped down at the last moment, fearing what would happen if he lost. His own fear further embittered Prokkuav against his chief and strengthened the power of Raggok within him.

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

Those Bloodlores who follow Prokkuav call themselves the Cry of the Fallen, and support their leader's ambition to rule the Bloodlore moot with Raggok's aid. Should Prokkuav or his followers ever discover the blood tie between Chorak Bonecracker and the mysterious leader of the Forgiven of Jaspre, they may come closer to achieving their ends than many of them ever dreamed. However, should Prokkuav's connection with the Mad Passion be revealed to anyone outside of his followers, Chorak would not hesitate to dispose of Prokkuav, in spite of the chief's current feelings for him.

#### Attributes

DEX (14): 6	STR (21): 8	TOU (19): 8
PER (10): 5	WIL (12): 5	CHA (10): 5

#### Characteristics

Initiative: 5	Physical Defense: 10
Physical Armor: 10	Spell Defense: 8
Mystic Armor: 9	Social Defense: 7



**Death:** 85\*  
**Unconsciousness:** 65\*  
**Wound Threshold:** 12

**Recovery Tests:** 3  
**Knockdown:** 8\*\*  
**Movement:** 7

**Karma Points:** 18/18

\* Adjusted by Blood Magic

\*\* Prokkuav knows the Wound Balance talent

#### Sky Raider Talents (Knacks)

Air Sailing D (6): 11  
 Battle Bellow D (6): 11  
 Battle Shout D (6): 11  
 Durability [8/6] (6): 6  
 Fireblood D (6): 14  
 Great Leap D (6): 12  
 Karma Ritual D (6): 6  
 Melee Weapons D (7): 13  
 Parry (6): 12  
 Questor of Raggok (8): 8—Cause Pain, Inspire Rage, Raise Undead (8): 13  
 Shield Charge D (6): 14  
 Steely Stare D (6): 11  
 Steel Thought \* (1): 6  
 Thread Weaving (Sky Weaving) D (6): 11  
 Throwing Weapons (5): 11  
 Wilderness Survival (3): 8  
 Windcatcher (6): 11  
 Wound Balance (3): 11

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

*Italicized Talents Require Karma. (Except when also a Discipline Talent)*

\* Modified by +1 Rank Bonus from Protective Amulet

#### Skills

Bloodlore Trollmoot <sup>K</sup> (3): 8  
 Bone Carving <sup>A</sup> (3): 8  
 Cry of the Fallen Lore <sup>K</sup> (3): 8  
 Firefang Clan History <sup>K</sup> (3): 8  
 Passion Lore <sup>K</sup> (4): 9  
 Read/Write Language (1): 6—(Dwarf/Throalic)  
 Speak Language (2): 7—(Dwarf/Throalic, Troll)  
 Swift Kick (3): 9  
 Unarmed Combat (3): 9  
 Undead Lore <sup>K</sup> (4): 9

Western Twilight Peaks Geography <sup>K</sup> (3): 8

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Blood Pebble Armor (Phys 5; Myst 3; Init 1; 4 Blood Magic Damage), Thread Crystal Raider Shield (Rank 4; Phys 5; Myst 5; PhysDef +1; Deflect 3/3; Shatter 18)

#### Weapons

Crystal Spiked Mace (Forged +2; Damage 16), Troll Crystal Dagger (Forged +2; Damage 13; Range 10–20 yards/5–10 hexes), 2 × Troll Spears (Forged +2; Damage 15; Range 10–20 yards/5–10 hexes)

#### Thread Items

Protective Amulet (Rank 4; SocDef +1; SpellDef +2; Steel Thought +1 Rank Bonus)

#### Equipment

Astral-Sensitive Eye (2 Permanent Damage), Belt Pouch, Carving Tools, Healing Potion, Navigation Charts in Map/Scroll Case, Traveler's Garb

#### Loot

220 silver pieces

#### Legend Award

Seventh Circle

#### Notes

As a troll, Prokkuav possesses the Heat Sight racial ability. Prokkuav has 4,000 Devotion Points to Raggok.

#### Sky Raider Abilities

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Toughness-only Tests

**Fifth Circle:** Strike Without Warning

**Sixth Circle:** Karma on Dexterity-only Tests

## KOLAD CRYSTALSHAPER SWORDCUTTER

Master Kolad is from the Swordcutter clan of the Bloodlore moot, a clan renowned for producing fine Weaponsmiths since before the Scourge. The eldest of his clan, Kolad is a master of his craft. He makes exceptionally fine crystal weapons and armor and continually attempts to improve on his work. In addition to his abilities as a Tenth Circle Weaponsmith, Kolad is a skilled alchemist (see **Alchemy** on p.91 of the *Player's Guide*). He combines crystalsmithing and alchemy to produce blood charms and potions used by Bloodlore raiders in battle; among other things, he crafted the astral-sensitive eye worn by the gifted Sky Raider, Prokkuav Tornflesh.

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

▲ ▲ ▲

*It will be interesting to see how the Bloodlores integrate the employment of falsemen into the three different honors.*

—Gragok, Ork Sky Raider

▲ ▲ ▲

Most Bloodlore raiders consider alchemy and blood charms as different from the spell magic used by magicians, and use Kolad's potions and charms freely. To earn a powerful magical item such as blood pebble or living crystal armor is considered a great honor; only the most gifted fighters of each troll clan can claim to be worthy of such a merging with the living stone of the mountains from which all trolls sprang. Almost every Bloodlore raider of note has at least one or two blood charms (for more information on blood charms, see p.257 of the *Player's Guide*).

Kolad has spoken with Vo'tanna, the Gray Woman of the Southern Face (see p. 58), on several occasions. Rumor has it that he acquired some of his arcane knowledge and alchemical recipes from her, though no one knows for certain save Kolad and the Gray Woman herself.

#### Attributes

**DEX (14):** 6      **STR (21):** 8      **TOU (19):** 8  
**PER (16):** 7      **WIL (15):** 6      **CHA (12):** 5

#### Characteristics

**Initiative:** 6      **Physical Defense:** 12  
**Physical Armor:** 9      **Spell Defense:** 14  
**Mystic Armor:** 7      **Social Defense:** 11  
**Death:** 98\*      **Recovery Tests:** 4  
**Unconsciousness:** 80\*      **Knockdown:** 8  
**Wound Threshold:** 12      **Movement:** 7

**Karma Points:** 30/30

\* Adjusted by Blood Magic

#### Weaponsmith Talents (Knacks)

Abate Curse <sup>D</sup> (10): 16  
 Avoid Blow \* (1): 7  
 Detect Weapon (10): 17  
 Durability [6/5] (10): 10  
 Elemental Tongues (10): 17  
 Evaluate <sup>D</sup> (11): 18  
 Forge Armor <sup>D</sup> (10): 17  
 Forge Weapon <sup>D</sup> (11): 18 (Forge Arrow)  
 Haggle <sup>D</sup> (11): 16



Infuse Weapon<sup>D</sup> (10): 17  
 Item History<sup>D</sup> (10): 17  
 Karma Ritual<sup>D</sup> (10): 10  
 Lion Heart<sup>D</sup> (10): 16  
 Melee Weapons (10): 16  
 Parry (10): 16  
 Read/Write Language (8): 15—(Human, Human/Landis, Human/Scavian, Obsidiman, Or'zat, Or'zet, Troll, Troll/Ustrect)  
 Read/Write Magic (10): 17  
 Resist Taunt<sup>\*\*</sup> (1): 7  
 Spellcasting (10): 17  
 Spell Matrix (10): 10  
 Spot Armor Flaw<sup>D</sup> (10): 17  
 Steel Thought<sup>D\*\*\*</sup> (11): 17  
 Temper Other (10): 16  
 Temper Self<sup>D</sup> (10): 16  
 Thread Weaving (Thread Smithing)<sup>D</sup> (10): 17 (Create Thread Item, Weave Element)  
 Weapon Ward<sup>D</sup> (10): 16  
<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
*Italicized Talents Require Karma. (Except when also a Discipline Talent)*  
<sup>\*</sup> Modified by +1 Rank Bonus from Protective Boots  
<sup>\*</sup> Modified by +1 Rank Bonus from Protective Brooch  
<sup>\*\*</sup> Modified by +1 Rank Bonus from Protective Amulet

#### Skills

Alchemy (6): 13  
 Alchemy and Potions<sup>K</sup> (6): 13  
 Blackfang Trollmoot<sup>K</sup> (S): 12  
 Blood Magic Lore<sup>K</sup> (S): 12  
 Botany<sup>K</sup> (S): 12  
 Crystal Carving<sup>A</sup> (S): 10  
 Living Crystal Armor and Weapons<sup>K</sup> (S): 12  
 Negotiation<sup>K</sup> (S): 12  
 Read/Write Language (1): 8—(Dwarf/Throalic)  
 Research (6): 13  
 Speak Language (2): 9—(Dwarf/Throalic, Troll)  
 Swordcutter Clan History<sup>K</sup> (S): 12  
 Western Twilight Peaks Geography<sup>K</sup> (S): 12  
 Wilderness Survival (S): 12  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Elementalism Spells

Air Armor, Blade Fury<sup>M</sup>, Dispel Elementalism Magic, Elemental Merchant, Flameweapon, Fuel Flame, Grounding, Lighten Load, Lightning Shield, Metal Scream, Moonglow, Purify Water, Repair, Resist Cold, Resist Fire, Rust, Shield of Warping, Silver Shadow, Slow Metal Weapon, Snuff, Sterilize Object, Weapon Back  
<sup>M</sup> Denotes spell in spell matrix

#### Armor

Thread Living Crystal Armor (Rank 4; Phys 9; Myst 5; Phys Def +1; S Blood Magic Damage),

#### Weapons

Thread Troll Crystal Two-Handed Sword (Rank 4; Damage 27), Troll Crystal Dagger (Forged +2; Damage 13; Range 10–20 yards/5–10 hexes)

#### Thread Items

Protective Amulet (Rank 4; SocDef +1; SpellDef +2; Steel Thought +1 Rank Bonus),  
 Protective Boots (Rank 4; PhysDef +2; SocDef +1; Avoid Blow +1 Rank Bonus),  
 Protective Brooch (Rank 4; SocDef +2; PhysDef +1; Resist Taunt +1 Rank Bonus)

#### Equipment

Alchemy Kit, Belt Pouch, Crystal Carving Tools, Forge Tools, Grimoire, 3 × Healing Potions, Traveler's Garb

#### Loot

1,420 silver pieces

#### Legend Award

Tenth Circle

#### Notes

As a troll, Kolad possesses the Heat Sight racial ability. Kolad is a Crystalsmith specializing in crystal weapons and armor (see the *Namesgivers of Barsaive* p.239-240).

#### Weaponsmith Abilities

Second Circle: +1 Spell Defense  
 Fourth Circle: Karma on Willpower-only Tests  
 Fifth Circle: Traveling Smithy  
 Sixth Circle: Karma on Perception-only Tests  
 Seventh Circle: Karma on weapon Damage Tests made by the adept  
 Eighth Circle: +1 Spell Defense  
 Ninth Circle: Elementalism; Karma on Recovery Tests  
 Tenth Circle: +1 Recovery Test/day; +1 Spell Defense

## CURRENT ACTIVITIES

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

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

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

## AIRSHIP FLEET

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

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



## ADVENTURE HOOK

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

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

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



Meanwhile, the clans that would become the Ironmonger moot raided orichalcum shipments bound for Landis, Cara Fahd, Throal, and Thera. Near the end of the Orichalcum Wars, a particularly spectacular raid on a Theran mining convoy—conducted under the aegis of the powerful Skytoucher moot—brought terrible retribution upon them. A Theran airship fleet bombarded their homes with fire and destructive magic, shattering their small fleets of drakkars and decimating their populations in the infamous Battle of Sky Point.

On the heels of this tragedy loomed the threat of the Scourge, and the remnants of the clans scrambled to make kaers out of the mining tunnels and caves that riddled their mountain lands. The caves, shot through with veins of living crystal and orichalcum, possessed strong natural protections against the Horrors; but the clans' magicians could not say for certain whether that protection would prove enough. When many trolls and other Namegivers from Ustrect sought shelter of their own in the Twilight Peaks, bringing with them the *Rites of Protection and Passage* that could enhance the natural power of the living crystal and orichalcum, the clans gladly gave them refuge.

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

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

## IRONMONGER MOOT

**W**orkers in metal as well as stone, the Ironmongers live closest to the ruins of Ustrect and retain some of that lost kingdom's lore and history, along with a few of its treasures. Chief Yorvak Bronzeclaw and his people greatly value what they have of those they number among their forebears, and style themselves somewhat after the trolls of Ustrect.

## HISTORY

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





*This moot showed that it was able to adapt to new times, marking it as modern and progressive when compared with most of the other moots.*

—H'atschi, Windling Wizard



## IMPORTANT CHARACTERS

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

### YORVAK IRONWILL BRONZECLAW

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

Like most of his people, Yorvak greatly admires the arts of metalworking and smithing, but he believes Ustrect's heritage is best served by making its descendants true children of the Twilight Peaks, rather than rooting around in the ruins of the troll kingdom and possibly stirring up things best left alone. He has thus far denied multiple requests by Fergis Earthsinger to explore Ustrect, and does not care at all for the growth of the Raisers of Ustrect (see p. 74). He has considered outlawing the Raisers, but ultimately decided against it lest such an action send the movement underground where he cannot keep an eye on it.

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

#### Attributes

DEX (13): 6      STR (21): 8      TOU (19): 8  
PER (10): 5      WIL (17): 7      CHA (13): 6

#### Characteristics

Initiative: 4	Physical Defense: 9
Physical Armor: 9	Spell Defense: 8
Mystic Armor: 12	Social Defense: 8
Death: 97*	Recovery Tests: 3
Unconsciousness: 75*	Knockdown: 8**
Wound Threshold: 12	Movement: 7

**Karma Points:** 21/21

\* Adjusted by Blood Magic

\*\* Yorvak knows the Wound Balance skill

#### Sky Raider Talents (Knacks)

Air Sailing <sup>D</sup> (8): 15 (Boarding Action)  
Battle Bellow <sup>D</sup> (7): 13  
Battle Shout <sup>D</sup> (7): 13  
Durability [8/6] (7): 7  
Fireblood <sup>D</sup> (8): 16 (Flaming Wounds)  
Great Leap <sup>D</sup> (7): 13  
Karma Ritual <sup>D</sup> (7): 7

Leadership (7): 13

Melee Weapons <sup>D</sup> (8): 14

Momentum Attack <sup>D</sup> (7): 13 (Weapon Smash)

Parry (7): 13

Shield Charge <sup>D</sup> (7): 15

Steely Stare <sup>D</sup> (7): 13

Steel Thought\* (1): 8

Tactics (6): 11

Thread Weaving (Sky Weaving) <sup>D</sup> (7): 12 (Talent Linking)

Throwing Weapons (7): 13

Unarmed Combat (7): 13

Windcatcher (8): 15

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

<sup>\*</sup> *Italicized Talents Require Karma. (Except when also a Discipline Talent)*

<sup>\*</sup> Modified by +1 Rank Bonus from Protective Brooch

#### Skills

Armor Rune Carving <sup>A</sup> (4): 10

Bronzeclaw Clan History <sup>K</sup> (4): 9

Central Twilight Peaks Geography <sup>K</sup> (4): 9

Craft Armor <sup>A</sup> (4): 9

Craft Weapon <sup>A</sup> (4): 9

Craftsman [Blacksmithing] <sup>A</sup> (4): 10

Haggle (4): 10

Heartening Laugh (4): 10

Ironmonger Trollmoot <sup>K</sup> (4): 9

Read/Write Language (1): 6—(Dwarf/Throalic)

Research (4): 9

Speak Language (4): 9—(Dwarf/Throalic, Human/Dinganni, Troll, T'skrang)

Swift Kick (4): 10

Weapon Rune Carving <sup>A</sup> (4): 10

Wound Balance (4): 12

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Crystal Ringlet (Phys 4; Myst 4; Init 2), Thread Crystal Raider Shield (Rank 4; Phys 5; Myst 5; PhysDef +1; Deflect 3/3; Shatter 18)

#### Weapons

Troll Sword (Forged +3; Damage 17), Troll Two-Handed Sword (Forged +3; Damage 20; cannot use shield), Crystal Wrist Blades (Forged +2; Damage 13; Attached Weapon; +2 Disarm Difficulty; *Namegivers of Barsaive* p.233, 237), Troll Dagger (Forged +2; Damage 13; Range 10–20 yards/5–10 hexes), 2 × Troll Spears (Forged +3; Damage 16; Range 10–20 yards/5–10 hexes)

#### Thread Items

Protective Amulet (Rank 4; SocDef +1; SpellDef +2; Steel Thought +1 Rank Bonus)

#### Equipment

Belt Pouch, Blood Knuckles (2 Blood Magic Damage), Carving Tools, Cloaksense Brooch, Craftsman Tools, Forge Tools, Healing Potion, Navigation Charts in Map/Scroll Case, Traveler's Garb

#### Loot

490 silver pieces

#### Legend Award

Seventh Circle

#### Notes

As a troll, Yorvak possesses the Heat Sight racial ability.

#### Sky Raider Abilities

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Toughness-only Tests

**Fifth Circle:** Strike Without Warning

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** Karma on melee weapon Damage Tests

### VUL'TAN BLACKHAMMER IRONBENDER

The greatest metalworker of the Ironmonger moot, Vul'tan Blackhammer is famed for his skill in fabricating useful items from metal taken in lowland raids. Fascinated by the lowlanders' metalworking abilities, Vul'tan spends long days in his forge



attempting to duplicate and improve upon their creations. A few lowland *newots* with metalworking skills aid him in this endeavor; they all find him a kind and fair master, and he has promised them their freedom in exchange for their help. Already, Vul'tan has discovered methods by which the Ironmongers can refine the rich metal deposits so abundant in their territory and make small artifacts from them—daggers, skinning knives, stone-shaping tools and such—in addition to recycling metal objects taken from elsewhere.

Though an artist at heart, Vul'tan is more than capable of defending himself and his work by word and deed. He wields an iron-headed hammer so heavy that only a strong troll could possibly lift it, much less use it as a weapon. Vul'tan uses his abilities as an Eighth Circle Weaponsmith to protect the trollmoot, but rarely goes on raids unless he sees an opportunity to capture some valuable piece of metalwork or metalworking lore. Already a grandfather and elder of his clan, Vul'tan Blackhammer is looking for students to whom he can pass on his secrets. He has taught Yorvak Bronzeclaw a little, but the chief has neither the time nor the utter devotion necessary to become the master smith Vul'tan hopes to train. Vul'tan refuses to retire as long as there is strength in his body and spirit to continue, and he remains more vital than many younger trolls. He will continue to perfect his art until he dies at the forge or in battle.

#### Attributes

DEX (14): 6 STR (18): 7 TOU (16): 7  
PER (16): 7 WIL (15): 6 CHA (11): 5

#### Characteristics

Initiative: 6 Physical Defense: 12  
Physical Armor: 9 Spell Defense: 11  
Mystic Armor: 2 Social Defense: 10  
Death: 87 Recovery Tests: 3  
Unconsciousness: 71 Knockdown: 7  
Wound Threshold: 11 Movement: 7

Karma Points: 24/24

#### Weaponsmith Talents (Knacks)

Abate Curse<sup>D</sup> (8): 14  
Avoid Blow<sup>\*</sup> (1): 7  
Conceal Object (8): 14  
Detect Weapon (8): 15  
Durability [6/5] (8): 8  
Evaluate<sup>D</sup> (9): 16  
Forge Armor<sup>D</sup> (8): 15  
Forge Weapon<sup>D</sup> (9): 16 (Forge Arrow)  
Haggle<sup>D</sup> (9): 14 (Covet Item, Faulty Goods)  
Item History<sup>D</sup> (8): 15  
Karma Ritual<sup>D</sup> (8): 8  
Lion Heart<sup>D</sup> (8): 14  
Melee Weapons (9): 15  
Parry (8): 14  
Read/Write Language (6): 13  
—(Human, Human/Dinganni, Obsidiman, Troll, Troll/Ustrect, T'skrang)  
Resist Taunt<sup>\*\*</sup> (1): 7  
Spot Armor Flaw<sup>D</sup> (8): 15  
Speak Language (4): 11  
—(Human, Human/Dinganni, Obsidiman, T'skrang)  
Steel Thought<sup>D</sup> (8): 14  
Temper Other (8): 14  
Temper Self<sup>D</sup> (8): 14  
Thread Weaving (Thread Smithing)<sup>D</sup> (8): 15 (Create Thread Item)

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

<sup>\*</sup> *Italicized* Talents Require Karma. (Except when also a Discipline Talent)

<sup>\*</sup> Modified by +1 Rank Bonus from Protective Boots

<sup>\*\*</sup> Modified by +1 Rank Bonus from Protective Brooch

#### Skills

Armor Rune Carving<sup>A</sup> (5): 10  
Central Twilight Peaks Geography<sup>K</sup> (4): 11  
Craftsman [Blacksmithing]<sup>A</sup> (5): 11  
Ironbender Clan History<sup>K</sup> (4): 11  
Ironmonger Trollmoot<sup>K</sup> (4): 11

Metal Armor and Weapons<sup>K</sup> (6): 13

Read/Write Language (1): 8—(Dwarf/Throalic)

Research (5): 12

Speak Language (2): 9—(Dwarf/Throalic, Troll)

Swift Kick (4): 10

Throwing Weapons (3): 9

Unarmed Combat (4): 10

Weapon Rune Carving<sup>A</sup> (5): 10

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Thread Ringmail (Rank 4; Phys 9; PhysDef +1)

#### Weapons

Troll Warhammer (Forged +6; Damage 21), Troll Dagger (Forged +2; Damage 12; Range 10–20 yards/5–10 hexes)

#### Thread Items

Protective Bracers (Rank 4; PhysDef +2; SocDef +1; Avoid Blow +1 Rank Bonus),  
Protective Brooch (Rank 4; SocDef +2; PhysDef +1; Resist Taunt +1 Rank Bonus), War  
Gauntlets (Rank 4; +2 bonus to close combat Attack and Damage Tests)





### Equipment

Belt Pouch, Carving Tools, Craftsman Tools, Forge Tools, 3 × Healing Potions, Traveler's Garb

### Loot

910 silver pieces

### Legend Award

Eighth Circle

### Notes

As a troll, Vul'tan possesses the Heat Sight racial ability.

### Weaponsmith Abilities

**Second Circle:** +1 Spell Defense

**Fourth Circle:** Karma on Willpower-only Tests

**Fifth Circle:** Traveling Smithy

**Sixth Circle:** Karma on Perception-only Tests

**Seventh Circle:** Karma on weapon Damage Tests made by the adept

**Eighth Circle:** +1 Spell Defense

## FERGIS EARTHSINGER DARKCLOUD

A descendant of the trolls who fled Ustrect to seek shelter in the Twilight Peaks, Fergis Earthsinger can trace his ancestry back to the first settlers of Ustrect who came there from the Scol Mountains. He is proud of his heritage—a little too proud in the eyes of some, Yorvak Bronzeclaw among them. Fergis is a Sixth Circle Elementalist specializing in the element of earth (see p. 42 of the *Player's Companion*). As a young boy, he was fascinated by the tales his parents told him of the builders of ancient Ustrect. Over the years, his interest became an obsession. Now he collects lore and artifacts from Ustrect at every opportunity, caring nothing for the risk involved. He believes he must do whatever he can to keep his ancestral homeland's history and memory alive.

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

Unknown to Fergis or anyone else in the Ironmonger moot, a Horror hidden in the ruins of Ustrect marked him on his last visit there. The Horror, a crystal entity Named Ago'astia ("stone of doom"), inhabits a portion of the city of Arrakal, which it has transformed into fantastic structures of multicolored crystal.

### Attributes

DEX (11): 5      STR (18): 7      TOU (20): 8  
PER (16): 7      WIL (15): 6      CHA (13): 6

### Characteristics

Initiative: 4      Physical Defense: 10  
Physical Armor: 9      Spell Defense: 10  
Mystic Armor: 9      Social Defense: 10  
Death: 64\*      Recovery Tests: 4  
Unconsciousness: 53\*      Knockdown: 7  
Wound Threshold: 13      Movement: 7

**Karma Points:** 18/18

\* Adjusted by Blood Magic

### Elementalist Talents (Knacks)

Air Speaking<sup>D</sup> (6): 13  
Avoid Blow<sup>\*</sup> (1): 6  
Cold Purify<sup>D</sup> (6): 12 (Halt Disease)  
Detect Trap (6): 13  
Durability [4/3] (7): 7  
Elemental Hold<sup>D</sup> (6): 12

Elemental Tongues<sup>D</sup> (6): 13

Fire Heal<sup>D</sup> (6): 12 (Heal Others, Wound Heal)

Karma Ritual<sup>D</sup> (6): 6

Read/Write Magic<sup>D</sup> (6): 13

Resist Taunt<sup>\*\*</sup> (1): 7

Spellcasting<sup>D</sup> (7): 14

Spell Matrix<sup>D</sup> (6): 6

Spell Matrix (6): 6

Spell Matrix (6): 6

Spell Matrix (6): 6

Summon (Elemental Spirits)<sup>D</sup> (6): 12

Thread Weaving (Elementalism)<sup>D</sup> (6): 13 (Create Thread Item)

Willforce (6): 12

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

<sup>\*</sup> *Italicized Talents Require Karma.* (Except when also a Discipline Talent)

<sup>\*</sup> Modified by +1 Rank Bonus from Protective Boots

<sup>\*\*</sup> Modified by +1 Rank Bonus from Protective Brooch

### Skills

Alchemy (4): 11

Alchemy and Potions<sup>K</sup> (4): 11

Arrakal Citadel<sup>K</sup> (2): 9

Artifacts of Ustrect<sup>K</sup> (3): 10

Central Twilight Peaks Geography<sup>K</sup> (3): 10

Darkcloud Clan History<sup>K</sup> (3): 10

Disarm Trap (3): 8

Ironmongers Trollmoot<sup>K</sup> (3): 10

Legends and Heroes of Ustrect<sup>K</sup> (3): 10

Mapmaking<sup>A</sup> (3): 10

Melee Weapons (3): 8

Navigation (3): 10

Raisers of Ustrect Lore<sup>K</sup> (2): 9

Read/Write Language (3): 10—(Dwarf/Throalic, Troll, Troll/Ustrect)

Research (3): 10

Robe Embroidery<sup>A</sup> (3): 9

Search (3): 10

Speak Language (2): 9—(Dwarf/Throalic, Troll)

Throwing Weapons (3): 8

Trap Initiative (3): 8

Ustrect History<sup>K</sup> (3): 10

Wilderness Survival (3): 10

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Elementalist Spells

Behind Eye, Crunch Climb, Dispel Elementalism Magic, Earth Blend<sup>M</sup>, Earth Darts, Earth Spear, Earth Staff, Ease Passage, Grounding, Ice Mace and Chain, Lighten Load, Lodestone's Touch, Metal Scream, Metal Wings, Nutritious Earth, Path Home, Plant Feast, Plant Talk, Porter, Puddle Deep, Purify Earth, Purify Water, Repair, Resist Poison, Ricochet Attack<sup>M</sup>, Rust, Shattering Stone, Slow Metal Weapon, Smoke Cloud, Sterilize Object, Stick Together, Stone Cage, Stone Rain<sup>M</sup>, Suffocating Paste, Thrive, Tossing Earth<sup>M</sup>, Uneven Ground, Weapon Back

<sup>M</sup> Denotes spell in spell matrix

### Armor

Thread Blood Pebble Armor (Rank 4; Phys 9; Myst 7; Init 1; 4 Blood Magic Damage)

### Weapons

Troll Dagger (Damage 10; Range 10–20 yards/5–10 hexes)

### Thread Items

Protective Boots (Rank 4; PhysDef +2; SocDef +1; Avoid Blow +1 Rank Bonus), Protective Brooch (Rank 4; SocDef +2; PhysDef +1; Resist Taunt +1 Rank Bonus)

### Equipment

Adventurer's Kit, Alchemy Kit, Belt Pouch, Embroidered Robe, Embroidery Tools, Grimoire, 4 × Healing Potions, Mapmaking Tools, Navigation Charts in Map/Scroll Case, Trail Rations (1 week), Traveler's Garb, Writing Kit

### Loot

210 silver pieces

### Legend Award

Sixth Circle

### Notes

As a troll, Fergis possesses the Heat Sight racial ability. Fergis is a Sixth Circle Elementalist specializing in the element of earth gaining a +2 bonus on Spellcasting and Thread Weaving (Elementalism) Tests for earth spells, but a –2 penalty on Spellcasting and Thread Weaving (Elementalism) Tests for spells of other elements (see p. 42 of the *Player's Companion*).



#### Elementalist Abilities

Second Circle: +1 Spell Defense

Fourth Circle: Karma on Perception-only Tests

Fifth Circle: Fire and Ice

Sixth Circle: Karma on Willpower-only Tests

## THE RAISERS OF USTRECT

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

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

### Ago'astia

Ago'astia is a crystal entity (see p.287 of the *Gamemaster's Guide*) of unusual intelligence, cunning, and power. The Horror's abilities are growing stronger as Ago'astia absorbs more power and inhabits larger portions of the ruins. Eventually, the Horror may grow to encompass the entire city of Arrakal. It has created Horror constructs similar to jehuthras to serve it, made entirely from crystal and capable of casting the Earth Darts spell (see p.165 of the *Player's Guide*). Recently, Ago'astia has begun using its Thought Worm power to push Fergis toward bringing other Namegivers into the ruins so it can mark and corrupt them as well. If the Horror's influence is not discovered and dealt with, it may eventually manipulate Fergis or the Raisers of Ustrect into overthrowing Yorvak Bronzeclaw and taking control of the Ironmonger moot, which it may then use for its own evil purposes.

Claws (8): 16

Death: 78

Unconsciousness: 67

Wound Threshold: 15

Mystic Armor: 10

Recovery Tests: 5

Knockdown: 11

Movement: 7\*

\* Also the Horror construct's climbing Movement Rate

#### Powers

Climbing<sup>S</sup> (4): 13, Crystal Spikes (4), Crystal Web (4): 14, Durability (4), Spellcasting (4): 14, Thread Weaving [Elementalism]<sup>T</sup> (4): 14

#### Spells

Earth Darts (16)

#### Loot

Crystal fragments worth D10 × 15 silver pieces (worth Legend Points).

#### Legend Award

Fifth Circle (1 per 2 PC)

#### Commentary

These crystal constructs are created by Ago'astia to patrol the crystal-covered ruins of Arrakal.

#### Rules

These crystal constructs use the Crystal Spikes and Crystal Web powers (see p. 114-115) and Earth Darts spell to ambush anyone who enters the crystal ruins of Arrakal.

## CURRENT ACTIVITIES

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

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

## AIRSHIP FLEET

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

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

## CRYSTAL CONSTRUCT

#### Attributes

DEX: 9      STR: 8      TOU: 10  
PER: 10      WIL: 10      CHA: 10

#### Characteristics

Initiative: 7      Physical Defense: 11  
Actions: 2      Spell Defense: 13  
Attack (6): 15      Social Defense: 13  
Damage:      Physical Armor: 10



## ADVENTURE HOOK

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

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

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

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

## STONECLAWS MOOT

**T**he Stoneclaws represent Throal's best chance at an alliance with the crystal raiders, having adopted certain Throalic ways and customs taught them by their dwarf brethren in the Rocktapper clan. Though the Stoneclaws have had contact with the Kingdom of Throal in the past, no formal alliance has ever existed between the two. Enemies of the Stoneclaws—particularly the ferocious Bloodlores of the western peaks (see p. 65)—claim that the moot has betrayed the crystal raider way of life by imitating other Namegivers, especially the soft, smooth-talking dwarfs of Throal. As yet, however, no enemy moot has chosen to challenge the Stoneclaws in battle over the issue.

*The day will come when the Stoneclaws moot has to pay for embracing the cowardice of the dwarfs of Throal!*

—V'Ikaran Bonebreaker Bloodlore

## HISTORY

The Stoneclaws moot formed somewhat later than others, when scattered clans in the eastern peaks banded together for protection against rival clans from the other side of Mount An'grak that would later form the Swiftwind trollmoot. The Stoneclaws clan, which was known for producing powerful warriors and clever leaders, gave the moot its Name and has dominated it ever since its beginnings.

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

Because their territory lay furthest from the Theran stronghold of Vivane, and because their raids against Theran targets were infrequent compared to those of the western trollmoots, the Stoneclaws were spared the Theran reprisals leading up to and during the Battle of Sky Point. Consequently, they remained fairly prosperous and gained even greater influence among highland trolls as a whole after the devastation of their rival moots to the West. The chiefs of the Stoneclaws used these gains well; they prepared strong shelters against the Scourge and obtained aid from Throalic miners and crafters in building their kaers. When the time came to take refuge from the Horrors, many of these miners and their families chose to shelter with the Stoneclaws rather than risk returning to Throal. The trolls took the dwarfs in, then sealed the doors of their kaers for the Long Night.

Over the centuries of the Scourge, the dwarfs adopted more and more troll ways, eventually becoming a clan in their own right. The dwarfs in turn shared with the trolls the copies of the *Book of Tomorrow* that they had brought with them. By the time the Scourge ended and the kaer dwellers emerged into the outside world, the dwarfs had become an integral part of the Stoneclaws moot and the moot had adopted many Throalic customs and ideas for its own.

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

Now, with the Theran threat once again looming over Barsaive, King Neden of Throal wishes to renew the ties between Throal and the crystal raiders in hopes of once more stopping the formidable



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

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

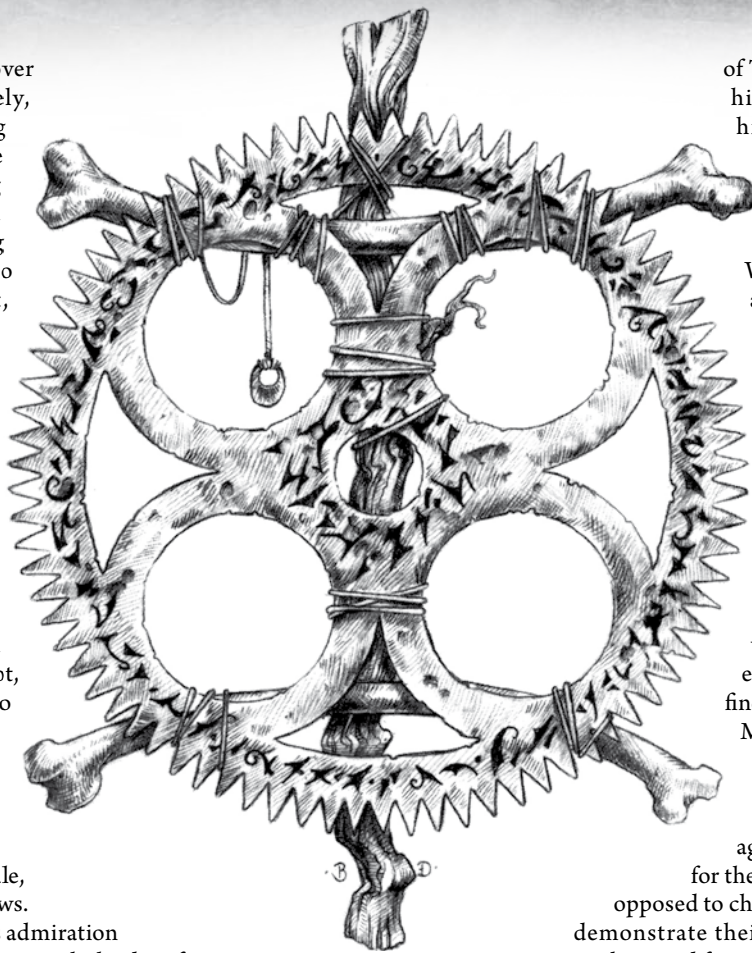
## IMPORTANT CHARACTERS

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

### KERTHTHALE FARSEER STONECLAWS

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

While the Stoneclaws were always influenced by pre-Scourge Throalic customs through the Rocktapper clan, Kerththale has gone one step further and actively incorporates new elements



of Throalic cultural trends into his daily life, particularly in his style of clothing and the adoption of traditions such as wearing the *lech'magat*, the ornamental dagger worn by many Throalites.

While his wardrobe is merely a symbol of his admiration for Throalic ways and the Throalic model of society, he also sees the benefits to diplomacy it poses for forging an alliance with Throal.

Some Namegivers might find the bright-colored Throalic-style, boxy cloth tunics and breeches comical on a troll, but Kerththale wears them proudly, and his eyes dare any Namegiver to try finding humor in his appearance. Members of Kerththale's clan and many other clans in the moot have adopted similar fashions. Not everyone agrees with Kerththale's vision for the Stoneclaws, however. Those

opposed to changing their traditional ways demonstrate their disapproval by pointedly wearing skins and furs as their ancestors did. At the moment, few members of the Stoneclaws moot know just how close an alliance with Throal Kerththale wants; he must be extremely cautious in advancing his plans, or he risks provoking much more strident opposition than he has had to contend with thus far.



*Disputes over politics have torn apart many a kingdom, clan, and city. It's possible that the Stoneclaws moot will be the next to add to this list.*

—Plorak, Scholar of Oshane



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

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

#### Attributes

DEX (14): 6	STR (20): 8	TOU (22): 9
PER (13): 6	WIL (12): 5	CHA (17): 7



### Characteristics

<b>Initiative:</b> 6	<b>Physical Defense:</b> 11
<b>Physical Armor:</b> 9	<b>Spell Defense:</b> 10
<b>Mystic Armor:</b> 3	<b>Social Defense:</b> 11
<b>Death:</b> 111	<b>Recovery Tests:</b> 4
<b>Unconsciousness:</b> 88	<b>Knockdown:</b> 8*
<b>Wound Threshold:</b> 13	<b>Movement:</b> 7

**Karma Points:** 24/24

\* Kerththale knows the Wound Balance skill

### Sky Raider Talents (Knacks)

Air Sailing<sup>D</sup> (9): 14 (Boarding Action)  
Battle Bellow<sup>D</sup> (8): 15  
Battle Shout<sup>D</sup> (8): 15  
Down Strike<sup>D</sup> (8): 16  
Durability [8/6] (8): 8  
Fireblood<sup>D</sup> (9): 18 (Flaming Wounds)  
Great Leap<sup>D</sup> (8): 14  
Karma Ritual<sup>D</sup> (8): 8  
Leadership (8): 15  
Lion Heart (8): 13  
Melee Weapons<sup>D</sup> (9): 15  
Missile Weapons (8): 14  
Momentum Attack<sup>D</sup> (8): 14 (Weapon Smash)  
Parry (8): 14  
Resist Taunt\* (1): 6  
Shield Charge<sup>D</sup> (8): 16  
Steely Stare<sup>D</sup> (8): 15  
Steel Thought\*\* (1): 6  
Tactics (6): 12  
Thread Weaving (Sky Weaving)<sup>D</sup> (8): 14 (Talent Linking)  
Throwing Weapons (7): 13  
Windcatcher (9): 14

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

<sup>I</sup> Italized Talents Require Karma. (Except when also a Discipline Talent)

\* Modified by +1 Rank Bonus from Protective Cloak

\*\* Modified by +1 Rank Bonus from Protective Bracers

### Skills

Court Dancing<sup>K</sup> (4): 10  
Craftsman (Tailor)<sup>A</sup> (4): 10  
Eastern Twilight Peaks Geography<sup>K</sup> (4): 10  
Embroidery<sup>A</sup> (4): 11  
Haggle (4): 11  
Heartening Laugh (4): 11  
Read/Write Language (1): 7—(Dwarf/Throalic)  
Speak Language (2): 8—(Dwarf/Throalic, Troll)  
Stoneclaws Clan History<sup>K</sup> (4): 10  
Stoneclaws Trollmoot<sup>K</sup> (4): 10  
Swift Kick (4): 10  
Throal Culture<sup>K</sup> (4): 10  
Throal Politics<sup>K</sup> (4): 10  
Unarmed Combat (4): 10  
Wound Balance (4): 12

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Padded Leather Armor (Forged +2; Phys 6), Thread Buckler (Rank 4; Phys 3; Myst 2; Deflect 1/0; Shatter 17)

### Weapons

Troll Sword (Forged +3; Damage 17), Troll Dagger (Damage 11; Range 10–20 yards/5–10 hexes; *lech'magat* ornamental dagger styled), 2× Troll Spears (Forged +3; Damage 16; Range 10–20 yards/5–10 hexes), Medium Crossbow (Forged +3; Damage 16; Range 40–80 yards/20–40 hexes), Quiver (15 medium crossbow bolts; Forged +1)

### Thread Items

Protective Bracers (Rank 4; PhysDef +1; SpellDef +2; Steel Thought +1 Rank Bonus), Protective Cloak (Rank 4; SocDef +2; SpellDef +1; Resist Taunt +1 Rank Bonus)

### Equipment

Belt Pouch, Craftsman Tools, Embroidery Tools, Healing Potion, Navigation Charts in Map/Scroll Case, Wealthy Traveler's Garb

### Loot

420 silver pieces

### Legend Award

Eighth Circle

### Notes

As a troll, Kerththale possesses the Heat Sight racial ability.

### Sky Raider Abilities

**Second Circle:** +1 Physical Defense  
**Fourth Circle:** Karma on Toughness-only Tests  
**Fifth Circle:** Strike Without Warning  
**Sixth Circle:** Karma on Dexterity-only Tests  
**Seventh Circle:** Karma on melee weapon Damage Tests  
**Eighth Circle:** +1 Physical Defense

## DROGAR FIREBEARD ROCKTAPPER

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

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

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

### Attributes

**DEX (11):** 5      **STR (15):** 6      **TOU (18):** 7  
**PER (16):** 7      **WIL (14):** 6      **CHA (10):** 5

### Characteristics

<b>Initiative:</b> 5	<b>Physical Defense:</b> 10
<b>Physical Armor:</b> 6	<b>Spell Defense:</b> 10
<b>Mystic Armor:</b> 5	<b>Social Defense:</b> 9
<b>Death:</b> 84	<b>Recovery Tests:</b> 3
<b>Unconsciousness:</b> 69	<b>Knockdown:</b> 6
<b>Wound Threshold:</b> 12	<b>Movement:</b> 5

**Karma Points:** 28/28

### Weaponsmith Talents (Knacks)

Abate Curse<sup>D</sup> (7): 13  
Avoid Blow\* (1): 6  
Durability [6/5] (7): 7  
Evaluate<sup>D</sup> (8): 15  
Fireblood (7): 14  
Fire Heal (7): 13  
Forge Weapon<sup>D</sup> (8): 15 (Forge Arrow)  
Haggle<sup>D</sup> (8): 13 (Covet Item, Faulty Goods)  
Item History<sup>D</sup> (7): 14  
Karma Ritual<sup>D</sup> (7): 7  
Leadership (7): 12  
Lion Heart<sup>D</sup> (7): 13  
Melee Weapons (8): 13 (Improvised Weapons)  
Parry (7): 12  
Resist Taunt\*\* (1): 7  
Spot Armor Flaw<sup>D</sup> (7): 14  
Steel Thought<sup>D</sup> (7): 13  
Temper Other (7): 13  
Temper Self<sup>D</sup> (7): 13  
Thread Weaving (Thread Smithing)<sup>D</sup> (7): 14 (Create Thread Item)

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

<sup>I</sup> Italized Talents Require Karma. (Except when also a Discipline Talent)

\* Modified by +1 Rank Bonus from Protective Bracers

\*\* Modified by +1 Rank Bonus from Protective Brooch



## Skills

Craftsman [Blacksmithing]<sup>A</sup> (4): 9  
 Dwarf Trade Routes<sup>K</sup> (1): 8  
 Eastern Twilight Peaks Subterranean Geography<sup>K</sup> (4): 11  
 Mining<sup>K</sup> (6): 13  
 Read/Write Language (2): 9—(Dwarf/Throalic, Troll)  
 Research (4): 11  
 Rocktapper Clan History<sup>K</sup> (4): 11  
 Second Weapon (4): 9  
 Speak Language (2): 9—(Dwarf/Throalic, Troll)  
 Stoneclaws Trollmoot<sup>K</sup> (4): 11  
 Throal Culture<sup>K</sup> (4): 11

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

## Armor

Thread Padded Leather Armor (Rank 4; Phys 6; Myst 3)

## Weapons

Mace (Forged +3; Damage 13), Warhammer (Forged +5; Damage 18), Dagger (Forged +1; Damage 9; Range 10–20 yards/5–10 hexes)

## Thread Items

Protective Bracers (Rank 4; PhysDef +2; SocDef +1; Avoid Blow +1 Rank Bonus),  
 Protective Brooch (Rank 4; SocDef +2; PhysDef +1; Resist Taunt +1 Rank Bonus)

## Equipment

Belt Pouch, Craftsman Tools, Forge Tools, 3 × Healing Potions, Mining Tools,  
 Traveler's Garb

## Loot

460 silver pieces

## Legend Award

Seventh Circle (1 per 2 PC)

## Notes

As a dwarf, Drogar possesses the Heat Sight racial ability.

## Weaponsmith Abilities

**Second Circle:** +1 Spell Defense  
**Fourth Circle:** Karma on Willpower-only Tests  
**Fifth Circle:** Traveling Smithy  
**Sixth Circle:** Karma on Perception-only Tests  
**Seventh Circle:** Karma on weapon Damage Tests made by the adept

## GARTAN STRONGFIST HEARTSPEAR

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

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

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

Gartan Strongfist is an Eighth Circle Sky Raider and a Rank 9 questor of Thystonius.

## Attributes

**DEX (11): 5**      **STR (21): 8**      **TOU (21): 8**  
**PER (10): 5**      **WIL (15): 6**      **CHA (18): 7**

## Characteristics

**Initiative:** 3 (4)\*      **Physical Defense:** 11  
**Physical Armor:** 11      **Spell Defense:** 8  
**Mystic Armor:** 9      **Social Defense:** 10  
**Death:** 110  
**Unconsciousness:** 87      **Recovery Tests:** 4  
**Wound Threshold:** 13      **Knockdown:** 8\*\*  
**Movement:** 7

## Karma Points: 24/24

\* Gartan's Initiative is 4 when wielding his Thread Crystal Troll Spear and he knows the Tiger Spring talent

\*\* Gartan knows the Wound Balance skill

## Sky Raider Talents (Knacks)

Air Sailing<sup>D</sup> (8): 14  
 Battle Bellow<sup>D</sup> (8): 15  
 Battle Shout<sup>D</sup> (8): 15  
 Down Strike<sup>D</sup> (8): 16  
 Durability [8/6] (8): 8  
 Fireblood<sup>D</sup> (9): 17 (Flaming Wounds)  
 Great Leap<sup>D</sup> (8): 13  
 Karma Ritual<sup>D</sup> (8): 8  
 Leadership (8): 15  
 Lion Heart (8): 14  
 Melee Weapons<sup>D</sup> (9): 14 (Armor Beater)  
 Momentum Attack<sup>D</sup> (8): 13  
 Parry (8): 13  
 Questor of Thystonius (9): 9  
 –Absorb Damage, Increase Initiative, Increase Strength (9): 16  
 Shield Charge<sup>D</sup> (8): 16  
 Steely Stare<sup>D</sup> (8): 15  
 Steel Thought<sup>\*</sup> (1): 7  
 Tactics (6): 11  
 Thread Weaving (Sky Weaving)<sup>D</sup> (8): 13 (Talent Linking)  
 Throwing Weapons (8): 13  
 Tiger Spring (8): 8  
 Windcatcher (8): 14

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

<sup>\*</sup> Italized Talents Require Karma. (Except when also a Discipline Talent)

<sup>\*</sup> Modified by +1 Rank Bonus from Protective Bracers

## Skills

Creature Lore<sup>K</sup> (4): 9  
 Eastern Twilight Peaks Geography<sup>K</sup> (4): 9  
 Haggle (4): 11  
 Heartening Laugh (4): 11  
 Heartspear Clan History<sup>K</sup> (4): 9  
 Hunting (4): 9  
 Read/Write Language (1): 6—(Dwarf/Throalic)  
 Speak Language (2): 7—(Dwarf/Throalic, Troll)  
 Stoneclaws Trollmoot<sup>K</sup> (4): 9  
 Tracking (4): 9  
 Wilderness Survival (4): 9  
 Wood Carving<sup>A</sup> (4): 11  
 Wound Balance (4): 12

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

## Armor

Brithan Hide Armor (Phys 6; Myst 2; Init 2), Thread Crystal Raider Shield (Rank 4; Phys 5; Myst 5; PhysDef +1; Shatter 18)

## Weapons

Thread Crystal Troll Spear (Rank 6; Damage 18; Range 13–25 yards/6–12 hexes; Initiative Step +1; 2 Strain for +2 Physical and Spell Defense for 6 rounds or an Attack Test is made by the wielder; 1 Strain for a +3 bonus to the next Damage Test made by the spear), Troll Stone Dagger (Forged +2; Damage 13; Range 10–20 yards/5–10 hexes), 2 × Troll Spears (Forged +4; Damage 17; Range 10–20 yards/5–10 hexes)



#### Thread Items

Protective Bracers (Rank 4; PhysDef +1; SpellDef +2; Steel Thought +1 Rank Bonus)

#### Equipment

Belt Pouch, Carving Tools, Healing Potion, Navigation Charts in Map/Scroll Case, Traveler's Garb

#### Loot

430 silver pieces

#### Legend Award

Ninth Circle

#### Notes

As a troll, Gartan possesses the Heat Sight racial ability. Gartan has 7,000 Devotion Points to Thystonius.

#### Sky Raider Abilities

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Toughness-only Tests

**Fifth Circle:** Strike Without Warning

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** Karma on melee weapon Damage Tests

**Eighth Circle:** +1 Physical Defense

## CURRENT ACTIVITIES

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

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

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

The Stoneclaws also raid into the western Twilight Peaks, principally attacking the Bloodlore and Blackfang moots. Stoneclaw raiders usually fly a dangerous route over the Scarlet Sea to reach their targets rather than flying over territory controlled by the Ironmongers or the Thundersky moot, and thus become targets themselves. The Stoneclaws are officially at war with the Bloodlores, though aggressions have dropped off somewhat since the arrival of the Theran behemoth. Kerththale knows that the lull is only temporary, however. Sooner or later the

## ADVENTURE HOOK

Rugar Copperblood, the troll captain exiled by Kerththale for his attack against a Throalic ship, intends to depose Kerththale and take his place as chief of the Stoneclaws. He has raised a band of supporters among the troll outcasts in the Southern Face (see **The Southern Face** on p. 56) and is receiving aid from followers of the Mad Passion, Raggok, who is pleased by the burning desire for revenge in Rugar's heart. The Bloodlores also support Rugar's challenge for their own reasons: they plan to attack the Stoneclaws moot as soon as the challenge has been fought and thereby overcome whoever is the victor.

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

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

That night, some of Rugar's supporters—actually followers of Raggok—try to drive off the player characters in order to rob Kerththale of any possible support. They begin with threats, suggesting that the adepts leave the Twilight Peaks before things get "uncomfortable" for them. If threats don't work, attacks soon follow.

One way or another, the player characters should end up at a hidden camp nearby, occupied by the Bloodlore raiding party. They may be captured and brought to the camp so that the Bloodlores can have the honor of disposing of them; alternatively, they might spot one of Rugar's followers slipping away from the moot in the dead of night and follow that character to the camp.

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

With luck, the player characters have had time to warn the Stoneclaws and help strengthen the moot's defenses against the Bloodlores. Once battle commences, the adepts can join in, fighting on the ground, aboard Stoneclaws drakkars, or both (see **Airships and Riverboats** on p. 57 of the *Gamemaster's Companion* for more information on running airship combats). If the player characters help drive off the Bloodlores, the Stoneclaws herald them as heroes and comrades, and Kerththale makes them honorary members of the Stoneclaws clan.



Bloodlores will step up their raids against the Stoneclaws, and he hopes to gain a stronger position before they do so.

## AIRSHIP FLEET

Of the Stoneclaws' fleet of ten drakkars, at least half are out on raids or patrolling the moot's territory at any given time. The remaining ships are docked in caves concealed in the peaks around the moothome, where they are maintained and repaired. About half of the Stoneclaws' drakkars possess recently developed weapons like spear throwers, net throwers, and catapults. The Stoneclaws are just beginning to make use of other airship weapons like dragon's breath, fire sheaths and thunderbolt throwers, using lore gained from their Swiftwind neighbors.

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

## SWIFTWIND MOOT

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

Currently, the Swiftwind moot upholds an uneasy peace with the Stoneclaws but is wrangling with the nearby Ironmonger moot over the rich mineral resources of Swiftwind territory. Another bone of contention between the two is a mountain pass into the Gray Forest, a valuable source of True wood for airships claimed by both moots.

## HISTORY

The Swiftwinds are fond of saying that their history began when Nemar Shipbuilder Firewalker first brought the secrets of building drakkars home to his clan, the Rockfalls of the eastern peaks. The lore of airship building helped unite several eastern clans, one of which chose the Name Swiftwind in commemoration of the skyways that Nemar's gift had opened to them, and has led the moot since before the Orichalcum Wars. So great was the clans' respect for him that they offered to make Nemar Firewalker their chief; he refused, however, the better to pursue his craft in the Name of the Passion, Upandal, who had given it to him.

With their powerful airships that allowed them to travel like the wind and raid far and wide, the Swiftwind moot prospered. Other trollmoots fought them and learned the secrets of airship

building, but no other trollmoot has yet rivaled the Swiftwinds' skill as shipwrights. Within a few generations, airships spread to all the trollmoots of the Twilight Peaks and beyond. Though the Swiftwind moot lost the advantage of sole possession of drakkars, they remained fierce and able Sky Raiders with the finest ships of any moot in the Twilight Peaks.

▲ ▲ ▲

*The gap between the Swiftwinds and the other moots is getting closer every year.*

—Astor the Younger, Shipwright of Travar

▲ ▲ ▲

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

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

many other ripe targets, and orichalcum shipments became merely one of many valuable prizes to be taken. When the

Therans set up mining operations in Barsaive, however, the crystal

raiders saw a golden opportunity to enrich themselves through

battle. They attacked Theran mining ships in droves, until the

Therans responded with bloody retribution in the

Battle of Sky Point. That battle decimated the trollmoots of the

western peaks and cost the raiders a huge proportion of their

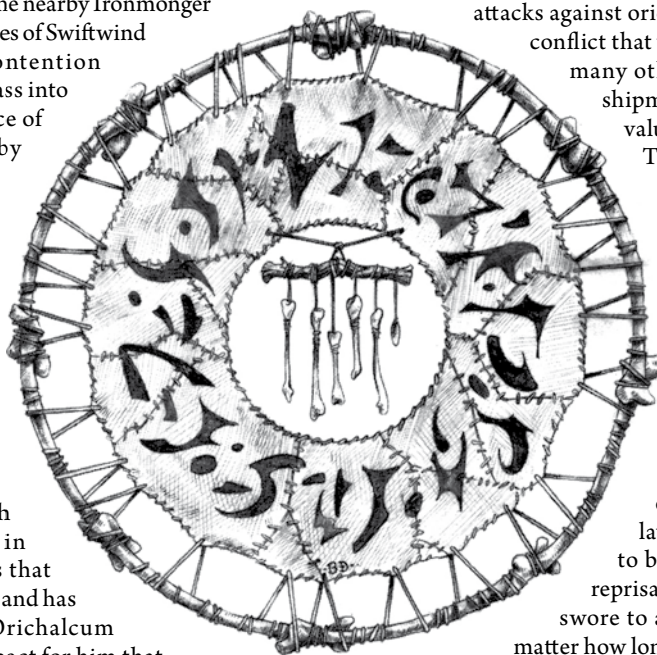
drakkars. Though the Swiftwinds lay far enough east of the battle site

to be spared the worst of the Theran reprisals, they, like every other trollmoot,

swore to avenge the slain and enslaved no matter how long it took. Ever since that time, the

Swiftwinds have regarded the Therans as mortal enemies.

During the Scourge, the Swiftwinds' shipwrights made a point of passing on their shipbuilding knowledge from generation to generation, awaiting the day when they could leave the kaers and reclaim their heritage as masters of the skies. They emerged after the Scourge to find the Twilight Peaks utterly devastated, lacking even the sparse life that their ancestors had known before. Many





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

## IMPORTANT CHARACTERS

Somewhat smaller than the Stoneclaws moot, the Swiftwinds number seventeen clans, including clan Rockfall, the original clan of Nemar Firewalker, and Clan Firewalker, which Nemar founded. Clan Firewalker is known for the finest crystalsmiths of the Twilight Peaks.

### NER'RAL SKYBOLT SWIFTWIND

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

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

Attributes		
DEX (13): 6	STR (21): 8	TOU (19): 8
PER (10): 5	WIL (12): 5	CHA (13): 6

Characteristics	
Initiative: 4	Physical Defense: 9
Physical Armor: 11	Spell Defense: 8
Mystic Armor: 8	Social Defense: 8
Death: 91	Recovery Tests: 3
Unconsciousness: 71	Knockdown: 8*
Wound Threshold: 12	Movement: 7

**Karma Points:** 18/18

\* Ner'ral knows the Wound Balance skill

Sky Raider Talents (Knacks)	
Air Sailing <sup>D</sup> (6): 11	
Battle Bellow <sup>D</sup> (6): 12	
Battle Shout <sup>D</sup> (6): 12	
Durability [8/6] (6): 6	
Fireblood <sup>D</sup> (6): 14	
Great Leap <sup>D</sup> (6): 12 (Flying Kick)	

Karma Ritual<sup>D</sup> (6): 6  
 Leadership (6): 12  
 Melee Weapons<sup>D</sup> (7): 13  
 Parry (6): 12  
 Shield Charge<sup>D</sup> (6): 14  
 Steely Stare<sup>D</sup> (6): 12  
 Steel Thought<sup>\*</sup> (1): 6  
 Swift Kick (6): 12  
 Unarmed Combat (6): 12  
 Thread Weaving (Sky Weaving)<sup>D</sup> (6): 11 (Talent Linking)  
 Windcatcher (6): 11

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
<sup>\*</sup> *Italicized Talents Require Karma.* (Except when also a Discipline Talent)  
<sup>\*</sup> Modified by +1 Rank Bonus from Protective Amulet

#### Skills

Creature Lore<sup>K</sup> (3): 8  
 Eastern Twilight Peaks Geography<sup>K</sup> (3): 8  
 Haggle (3): 9  
 Heartening Laugh (3): 9  
 Read/Write Language (1): 6—(Dwarf/Throalic)  
 Speak Language (2): 7—(Dwarf/Throalic, Troll)  
 Swiftwind Clan History<sup>K</sup> (3): 8  
 Swiftwind Trollmoot<sup>K</sup> (3): 8  
 Tactics (5): 10  
 Throwing Weapons (3): 8  
 Wilderness Survival (3): 8  
 Wood Carving<sup>A</sup> (3): 9  
 Wound Balance (3): 11

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Brithan Hide Armor (Phys 6; Myst 2; Init 2), Thread Crystal Raider Shield (Rank 4; Phys 5; Myst 5; PhysDef +1; Shatter 18)

#### Weapons

Fire Crystal Troll Spear (Forged +2; Damage 15; Range 10–20 yards/5–10 hexes; Interaction Tests +1 bonus, +2 bonus if Twilight Peak trollmoot member), Troll Stone Dagger (Forged +2; Damage 13; Range 10–20 yards/5–10 hexes)

#### Thread Items

Protective Amulet (Rank 4; SocDef +1; SpellDef +2; Steel Thought +1 Rank Bonus)

#### Equipment

Belt Pouch, Carving Tools, Healing Potion, Navigation Charts in Map/Scroll Case, Traveler's Garb

#### Loot

190 silver pieces

#### Legend Award

Sixth Circle

#### Notes

As a troll, Ner'ral possesses the Heat Sight racial ability.

#### Sky Raider Abilities

**Second Circle:** +1 Physical Defense  
**Fourth Circle:** Karma on Toughness-only Tests  
**Fifth Circle:** Strike Without Warning  
**Sixth Circle:** Karma on Dexterity-only Tests

### ULIG STONESHAPER FIREWALKER

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

Ulig lives alone near her workshop, not far from the slopes of Mount An'grak. Fellow clan members have tried to convince her of the dangers of living so close to the volcano, but she dismisses their worries, saying, "An'grak and I are old friends." The Firewalker



clan regards her as an honored elder; for her part, she considers her apprentices her family and her creations her children.

Ulig spends hours scouring the slopes of An'grak and the surrounding peaks for living crystal of surpassing quality for her work. When asked to say what her finest work is, Ulig habitually replies, "I haven't done it yet." Recently, she has begun having dreams in which she finds a fantastic piece of living crystal and works it into her masterpiece: a weapon fit for a hero of legend. She believes the dreams come from Upandal and are guiding her toward some special destiny, just as he guided her ancestor, Nemar. On her trips up An'grak, Ulig has met Vo'tanna, the Gray Woman (see p. 58), and has spoken with her many times. Exactly what about, however, is a secret she has thus far refused to share even with her closest associates.

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

Attributes		
DEX (14): 6	STR (21): 8	TOU (19): 8
PER (16): 7	WIL (18): 7	CHA (11): 5
Characteristics		
Initiative: 6	Physical Defense: 12	
Physical Armor: 9	Spell Defense: 14	
Mystic Armor: 8	Social Defense: 11	
Death: 98*	Recovery Tests: 4	
Unconsciousness: 78*	Knockdown: 8	
Wound Threshold: 12	Movement: 7	
Karma Points: 30/30		
* Adjusted by Blood Magic		

#### Weaponsmith Talents (Knacks)

Abate Curse<sup>D</sup> (10): 17  
 Avoid Blow<sup>\*</sup> (1): 7  
 Durability [6/5] (10): 10  
 Elemental Tongues (10): 17  
 Evaluate<sup>D</sup> (11): 18  
 Fireblood (10): 18  
 Fire Heal (10): 17  
 Forge Armor<sup>D</sup> (10): 17  
 Forge Weapon<sup>D</sup> (11): 18 (Forge Arrow)  
 Haggle<sup>D</sup> (11): 16 (Covet Item, Faulty Goods)  
 Infuse Weapon<sup>D</sup> (10): 17  
 Item History<sup>D</sup> (10): 17  
 Karma Ritual<sup>D</sup> (10): 10  
 Lion Heart<sup>D</sup> (10): 17  
 Melee Weapons (10): 16  
 Parry (10): 16  
 Read/Write Magic (10): 17  
 Resist Taunt<sup>\*\*</sup> (1): 8  
 Spellcasting (10): 17  
 Spell Matrix (10): 10  
 Spot Armor Flaw<sup>D</sup> (10): 17  
 Steel Thought<sup>D\*\*\*</sup> (11): 18  
 Temper Other (10): 17  
 Temper Self<sup>D</sup> (10): 17  
 Thread Weaving (Thread Smithing)<sup>D</sup> (10): 17 (Create Orichalcum, Create Spell Matrix Object, Create Thread Item, Weave Element)  
 Weapon Ward<sup>D</sup> (10): 17

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
 Italicized Talents Require Karma. (Except when also a Discipline Talent)

\* Modified by +1 Rank Bonus from Protective Boots

\*\* Modified by +1 Rank Bonus from Protective Brooch

\*\*\* Modified by +1 Rank Bonus from Protective Amulet

#### Skills

Climbing (5): 11  
 Crystal Carving<sup>A</sup> (5): 10  
 Eastern Twilight Peaks Geography<sup>K</sup> (5): 12  
 Firewalker Clan History Trollmoot<sup>K</sup> (5): 12  
 Living Crystal Armor and Weapons<sup>K</sup> (5): 12  
 Mount An'grak Geography<sup>K</sup> (7): 14

Passion Lore<sup>K</sup> (1): 8

Read/Write Language (1): 8—(Dwarf/Throalic)

Research (6): 13

Speak Language (2): 9—(Dwarf/Throalic, Troll)

Swiftwind Trollmoot<sup>K</sup> (5): 12

Wilderness Survival (5): 12

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Elementalism Spells

Air Armor<sup>M</sup>, Astral Sense Elementalism, Cold Embers, Crunch Climb, Dispel Elementalism Magic, Earth Blend, Earth Wall, Ease Passage, Elemental Merchant, Fireball<sup>M</sup>, Fire Hounds, Fire Wall, Flame Darts, Flameshaw, Flame Strike, Flameweapon, Fuel Flame, Porter, Repair, Resist Fire<sup>M</sup>, Smoke Cloud, Snuff

<sup>M</sup> Denotes spell in spell matrix

#### Armor

Thread Living Crystal Armor (Rank 4; Phys 9; Myst 5; PhysDef +1; 5 Blood Magic Damage)

#### Weapons

Gray Wood Troll Quarterstaff (Forged +6; Damage 19), Fire Crystal Troll Dagger (Forged +2; Damage 13; Range 10–20 yards/5–10 hexes; Interaction Tests +1 bonus, +2 bonus if Twilight Peaks trollmoot member)

#### Thread Items

Protective Amulet (Rank 4; SocDef +1; SpellDef +2; Steel Thought +1 Rank Bonus), Protective Boots (Rank 4; PhysDef +2; SocDef +1; Avoid Blow +1 Rank Bonus), Protective Brooch (Rank 4; SocDef +2; PhysDef +1; Resist Taunt +1 Rank Bonus), Spell Matrix Belt (Rank 1; Usually attuned to the Air Armor spell), Spell Matrix Headband (Rank 1; Usually attuned to the Resist Fire spell)

#### Equipment

Belt Pouch, Carving Tools, Forge Tools, Grimoire, 3 × Healing Potions, Traveler's Garb

#### Loot

1,410 silver pieces

#### Legend Award

Tenth Circle

#### Notes

As a troll, Ulig possesses the Heat Sight racial ability. Ulig is a Crystalsmith specializing in crystal weapons and armor (see the *Namegivers of Barsaive* p.239-240).

#### Weaponsmith Abilities

**Second Circle:** +1 Spell Defense

**Fourth Circle:** Karma on Willpower-only Tests

**Fifth Circle:** Traveling Smithy

**Sixth Circle:** Karma on Perception-only Tests

**Seventh Circle:** Karma on weapon Damage Tests made by the adept

**Eighth Circle:** +1 Spell Defense

**Ninth Circle:** Elementalism; Karma on Recovery Tests

**Tenth Circle:** +1 Recovery Test/day; +1 Spell Defense

## SK'LAG PROWJUMPER ROCKFALL

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

Sk'lag Prowjumper is a Third Circle Sky Raider and a Seventh Circle Elementalist. Broadly built, he has powerful arms and shoulders that look somewhat odd in the flowing robes he often



wears, woven with elemental symbols and hung with small crystal beads. His hands are long fingered and dexterous for a troll and he moves with a quiet grace.

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



*He's always eager to talk to other Elementalists and trade knowledge, even though we won't reveal anything about crafting airships.*

—Silvana, Elf Elementalist



On recent occasions in the Gray Forest, Sk'lag met the mysterious Gray Woman (see p. 58). She spoke with him quite knowledgeably about shipbuilding and offered some hints the shipwright has since found useful. He has yet to learn the price, if any, for her helpful advice. He has also been seen in the vicinity of Ulig's workshop near Mount An'grak—whether to court her, talk shop with a fellow crafter, or for some other reason, no one is sure.

#### Attributes

DEX (10): 5 STR (17): 7 TOU (19): 8  
PER (16): 7 WIL (18): 7 CHA (14): 6

#### Characteristics

Initiative: 4 Physical Defense: 11  
Physical Armor: 10 Spell Defense: 12  
Mystic Armor: 8 Social Defense: 11  
Death: 99 Recovery Tests: 3  
Unconsciousness: 77 Knockdown: 7  
Wound Threshold: 12 Movement: 7

Karma Points: 21/21

#### Elementalism Talents (Knacks)

Air Speaking <sup>D</sup> (7): 14 (Far Speaking)  
Astral Sight (7): 14  
Cold Purify <sup>D</sup> (7): 14  
Earth Skin <sup>D</sup> (7): 15  
Elemental Hold <sup>D</sup> (7): 14  
*Elemental Tongues* <sup>D</sup> (7): 14  
Enhanced Matrix (7): 7  
Fire Heal <sup>D</sup> (7): 14 (Wound Heal)  
Gliding Stride (7): 12  
Read/Write Magic <sup>D</sup> (7): 14  
Spellcasting <sup>D</sup> (8): 15 (Name Spell)  
Spell Matrix <sup>D</sup> (7): 7  
Spell Matrix (7): 7  
Spell Matrix (7): 7  
Spell Matrix (7): 7  
*Summon (Elemental Spirits)* <sup>D</sup> (7): 14 (Bind Spirit)  
Thread Weaving (Elementalism) <sup>D</sup> (8): 15 (Create Thread Item, Talent Linking, Weave Element)  
Willforce (7): 14

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
*Italicized Talents Require Karma. (Except when also a Discipline Talent)*

#### Sky Raider Talents

Air Sailing <sup>D</sup> (3): 10  
Avoid Blow <sup>\*</sup> (1): 6  
Battle Shout <sup>D</sup> (3): 9  
Durability [8/6] (7): 7  
Fireblood <sup>D</sup> (3): 11  
Great Leap <sup>D</sup> (4): 9  
Karma Ritual <sup>D</sup> (7): 7  
Melee Weapons <sup>D</sup> (3): 8  
Parry (3): 8  
Resist Taunt <sup>\*\*</sup> (1): 8

Shield Charge <sup>D</sup> (1): 8

Steel Thought <sup>\*\*\*</sup> (1): 8

Windcatcher (3): 10

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
*Italicized Talents Require Karma. (Except when also a Discipline Talent)*  
<sup>\*</sup> Modified by +1 Rank Bonus from Protective Boots  
<sup>\*\*</sup> Modified by +1 Rank Bonus from Protective Brooch  
<sup>\*\*\*</sup> Modified by +1 Rank Bonus from Protective Bracers

#### Skills

Architecture and Engineering <sup>K</sup> (6): 13  
Climbing (6): 11  
Craftsman [Woodworking] <sup>A</sup> (6): 11  
Creature Lore <sup>K</sup> (4): 11  
Eastern Twilight Peaks Geography <sup>K</sup> (4): 11  
Gray Forest Lore <sup>K</sup> (6): 13  
Logging <sup>K</sup> (6): 13  
Hunting (4): 9  
Mapmaking <sup>A</sup> (6): 13  
Missile Weapons (4): 9  
Navigation (6): 13  
Read/Write Language (3): 10—(Dwarf/Throalic, Troll, Troll/Ustrect)  
Research (6): 13  
Robe Embroidery <sup>A</sup> (4): 10  
Rockfall Clan History <sup>K</sup> (4): 11  
Speak Language (2): 9—(Dwarf/Throalic, Troll)  
Swiftwind Trollmoot <sup>K</sup> (4): 11  
Wilderness Survival (6): 13  
Wood Carving (6): 12

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Elementalism Spells

Air Armor, Balloons of Mist, Crunch Climb, Dispel Elementalism Magic, Earth Blend <sup>M</sup>, Earth Darts <sup>E</sup>, Ease Passage, Fingers of Wind, Great Sticky Vines, Grounding, Heat Food, Ironwood <sup>M</sup>, Lighten Load, Living Wall, Moonglow, Nutritious Earth, Path Home, Plant Feast, Plant Talk, Porter, Purify Earth, Purify Water, Repair, Resist Cold, Resist Fire, Root Trap, Shattering Stone <sup>M</sup>, Sky Lattice <sup>M</sup>, Spirits of the Death's Sea, Thrive, Throne of Air, Winds of Deflection

<sup>M</sup> Denotes spell in spell matrix  
<sup>E</sup> Denotes spell in enhanced matrix

#### Armor

Thread Hide Armor (Rank 4; Phys 9; Myst 4; Init 1), Crystal Buckler (Phys 1; Myst 1; Deflect 1/1; Shatter 17)

#### Weapons

Hand-Axe (Forged +2; Damage 13), Troll Battle Axe (Forged +2; Damage 17; cannot use shield), Troll Dagger (Forged +2; Damage 12; Range 10–20 yards/5–10 hexes), Medium Crossbow (Forged +2; Damage 15; Range 40–80 yards/20–40 hexes), Quiver (15 medium crossbow bolts; Forged +1)

#### Thread Items

Protective Boots (Rank 4; PhysDef +2; SocDef +1; Avoid Blow +1 Rank Bonus), Protective Bracers (Rank 4; PhysDef +1; SpellDef +2; Steel Thought +1 Rank Bonus), Protective Brooch (Rank 4; SocDef +2; PhysDef +1; Resist Taunt +1 Rank Bonus)

#### Equipment

Carving Tools, Craftsman Tools, Embroidered Robe, Embroidery Tools, Grimoire, Healing Potion, Mapmaking Tools, Navigation Charts in Map/Scroll Case, Orichalcum Box for gathering True elements, Quiet Pouch, Shipbuilding Tools, Traveler's Garb, Writing Kit

#### Loot

540 silver pieces

#### Legend Award

Seventh Circle

#### Notes

As a troll, Sk'lag possesses the Heat Sight racial ability.

#### Elementalism Abilities

**Second Circle:** +1 Spell Defense  
**Fourth Circle:** Karma on Perception-only Tests  
**Fifth Circle:** Fire and Ice  
**Sixth Circle:** Karma on Willpower-only Tests  
**Seventh Circle:** Karma on spell Effect Tests

#### Sky Raider Abilities

**Second Circle:** +1 Physical Defense



## ADVENTURE HOOK

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

The player characters arrive to discover a Theran diplomatic party already at the Swiftwind moot. The Therans are not at all welcome, but their leader has skillfully negotiated a chance to get the empire's property back by invoking the crystal raider custom of fighting for it. The Therans are claiming the right to pit their champion against one chosen by the Swiftwind moot for ownership of the seized documents. As the papers are of no immediate value to the moot, Ner'ral grudgingly agreed, if only to avoid possible attack by a Theran cohort if he refused. If the player characters also wish to challenge for the documents, the Therans and the player characters first compete against each other. The winner of that contest then chooses a champion to battle a crystal raider for the papers. The Theran adepts are roughly the same Circle and ability as the player characters. Gamemasters can use the Elite of Triumph (see p. 239 of *Nations of Barsaive Volume One*) if desired, or other Theran adepts. If the player characters have a Theran nemesis, this would be an ideal opportunity to include him.

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

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

The actual contents of the documents are up to the gamemaster. They might contain Theran troop movements, information on the Vivane Resistance or virtually anything else useful to Thera's enemies.

## CURRENT ACTIVITIES

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

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

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

## AIRSHIP FLEET

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

Sk'lag Prowjumper oversees maintenance of the fleet and construction of new airships much as a father watches over his children. The Swiftwind shipyards and berthing facilities are extensive, and the moot's drakkars are among the finest vessels in Barsaive. Some of the more famous include *Nemar's Fire*, commanded by the formidable Sky Raider, Horr'tan Hammerfist Rockfall; *Galesaber*, *Darkstorm*, and *F'Wella's Eyes*, which saw service in the Theran War; and *Cloud Cutter*, a ship greatly feared by the farmers of the northern plains. Swiftwind ships often work in pairs; those who have met them in combat know that where there is one Swiftwind drakkar, another is usually nearby.

## THUNDERSKY MOOT

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

## HISTORY

The Thundersky moot is a child of the Skytoucher moot, the first trollmoot ever established, according to legend. The Skytouchers claimed and Named themselves for Skytoucher Mountain, the tallest and most majestic mountain in the Twilight Peaks, where they lived for centuries before the Scourge. Until their decimation



by the Theran Empire at the Battle of Sky Point, the Skytouchers were more prosperous and powerful than any other trollmoot, largely thanks to the skill, courage, and wisdom of the Thundersky clan that led them.

When the Theran behemoth, *Victory*, came to the Twilight Peaks and rained fiery death upon moothome after moothome, the trollmoots fought valiantly; none more so than the Skytouchers. But their drakkars and their courage were no match for the might of Theran engineering and magic. The behemoth cut a swath of devastation through the mountains, from the westernmost end of the Great Sword Valley to the slopes of Skytoucher Mountain. Knowing the mountain's significance to the trolls, the Therans turned the power of their spells and weapons on its slopes, virtually obliterating the Skytouchers' settlements. Hundreds of Skytouchers died; hundreds more were taken back to Thera as slaves. The pride of the Twilight Peaks was crushed, its home burned to cinders and its clans scattered to the winds.

Before the moot could rebuild, the Scourge was upon it. The survivors bent all their efforts toward preparing shelters from the Horrors, so that they might live to fight another day. They entered their caves and tunnels and sealed them, all the while vowing that they would survive to rebuild their moothomes and take vengeance against their blood enemies, the Therans.

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

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

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

Whether by an amazing twist of fate or the will of the Passions, Erka escaped from the Theran encampment in southwest Barsaive

and fled toward the Twilight Peaks. He later told his clansmen that Lochost had appeared to him and torn his chains asunder while filling his heart with a longing for freedom. Guided only by childhood stories and his trust in the Passions, he reached the slopes of Skytoucher Mountain after days of grueling travel on foot.

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

Inspired by the power of Lochost, Erka stood before the clans gathered for war.

His deep voice ringing like a bronze bell, he urged the crystal raiders to remember their proud heritage, to remember the founding of the first trollmoot at this very place, where his ancestor, Torak Thundersky, had first called on the Passion, Thystonius, and brought the clans together as the Skytoucher moot.

Then he called on the leaders of the clans to face him in a Rite of Challenge, to determine once and for all who would lead the clans. With the strength of his arms and his heart, Erka defeated all his rivals and became the first chief of the re-Named Thundersky moot. Since that day, his descendants have ruled the moot.



*Their love for Lochost should bring the Thundersky moot and the orks of Cara Fahd close together.*

—Krolok, Ork Nethermancer

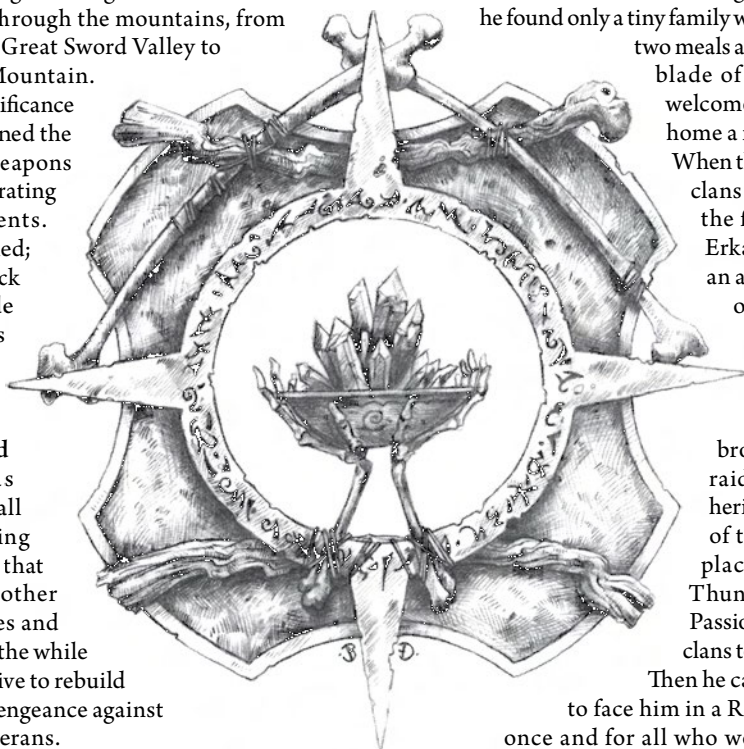


## IMPORTANT CHARACTERS

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

### DROVKA STEELTHOUGHT THUNDERSKY

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





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

#### Attributes

DEX (14): 6      STR (21): 8      TOU (19): 8  
PER (13): 6      WIL (12): 5      CHA (15): 6

#### Characteristics

Initiative: 2 (3)\*      Physical Defense: 11  
Physical Armor: 7      Spell Defense: 10  
Mystic Armor: 8      Social Defense: 10  
Death: 97      Recovery Tests: 3  
Unconsciousness: 81      Knockdown: 8\*\*  
Wound Threshold: 12      Movement: 7

#### Karma Points: 24/24

\* Drovka's Initiative is 3 when wielding his Thread Crystal Troll Spear and he knows the Tiger Spring talent

\*\* Drovka knows the Wound Balance talent

#### Sky Raider Talents (Knacks)

Air Sailing <sup>D</sup> (9): 14 (Boarding Action)  
Battle Bellow <sup>D</sup> (8): 14  
Battle Shout <sup>D</sup> (8): 14  
Down Strike <sup>D</sup> (8): 16  
Durability [8/6] (8): 8  
Fireblood <sup>D</sup> (9): 17 (Flaming Wounds)  
Great Leap <sup>D</sup> (8): 14  
Karma Ritual <sup>D</sup> (8): 8  
Leadership (8): 14  
Melee Weapons <sup>D</sup> (9): 15  
Momentum Attack <sup>D</sup> (8): 14  
Parry (8): 14  
Resist Taunt\* (1): 6  
Shield Charge <sup>D</sup> (8): 16  
Steely Stare <sup>D</sup> (8): 14  
Steel Thought\*\* (1): 6  
Tactics (6): 12  
Thread Weaving (Sky Weaving) <sup>D</sup> (8): 14 (Talent Linking)  
Throwing Weapons (8): 14  
Tiger Spring (8): 8  
Windcatcher (9): 14  
Wound Balance (8): 16

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

<sup>\*</sup> Italicized Talents Require Karma. (Except when also a Discipline Talent)

<sup>\*</sup> Modified by +1 Rank Bonus from Protective Bracers

<sup>\*\*</sup> Modified by +1 Rank Bonus from Protective Amulet

#### Skills

Central Twilight Peaks Geography <sup>K</sup> (4): 10  
Crystal Carving <sup>A</sup> (4): 10  
Haggle (4): 10  
Heartening Laugh (4): 10  
Hunting (4): 10  
Missile Weapons (4): 10  
Read/Write Language (1): 7—(Dwarf/Throalic)  
Skytoucher History <sup>K</sup> (4): 10

Speak Language (2): 8—(Dwarf/Throalic, Troll)

Swift Kick (4): 10

Thundersky Clan History <sup>K</sup> (4): 10

Thundersky Trollmoot <sup>K</sup> (4): 10

Unarmed Combat (4): 10

Wilderness Survival (4): 10

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Crystal Ringlet (Phys 4; Myst 4; Init 2), Crystal Raider Shield (Phys 3; Myst 3; Init 2; Shatter 18)

#### Weapons

Crystal Troll Spear Named "Stormlance" (Rank 6; Damage 18; Range 13–25 yards/6–12 hexes; Initiative +1 step; 2 Strain for Lightning Bolt, Throwing Weapons Test vs. Physical Defense, Effect 10 vs. Non-metal Physical Armor Protects; 4 Strain for Lightning Spear ability, +D6 Lightning die for 16 rounds, **Magical Treasures** p.130), Troll Dagger (Forged +2; Damage 13; Range 10–20 yards/5–10 hexes), 2 × Troll Spears (Forged +3; Damage 16; Range 10–20 yards/5–10 hexes), Medium Crossbow (Forged +3; Damage 17; Range 40–80 yards/20–40 hexes), Quiver (15 medium crossbow bolts; Forged +1)

#### Thread Items

Protective Bracers (Rank 4; PhysDef +1; SpellDef +2; Steel Thought +1 Rank Bonus), Protective Amulet (Rank 4; SocDef +2; SpellDef +1; Resist Taunt +1 Rank Bonus)

#### Equipment

Belt Pouch, Carving Tools, Healing Potion, Navigation Charts in Map/Scroll Case, Traveler's Garb

#### Loot

420 silver pieces

#### Legend Award

Eighth Circle

#### Notes

As a troll, Drovka possesses the Heat Sight racial ability. Drovka wields a threaded crystal troll spear Named Stormlance, an heirloom from the Thundersky chief who fought in the Battle of Sky Point.

#### Sky Raider Abilities

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Toughness-only Tests

**Fifth Circle:** Strike Without Warning

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** Karma on melee weapon Damage Tests

**Eighth Circle:** +1 Physical Defense

## KAGOLA BONDBREAKER THUNDERSKY

Kagola Bondbreaker is Drovka Steelthought's sister and followed the path of her legendary ancestor, Erka, by becoming a Rank 6 questor of Lochost as well as a Seventh Circle Warrior. She leads the Broken Chain, followers of Lochost who believe that the Passion of Freedom is the true patron of the Thundersky moot and will deliver their Theran enemies to them. They see slavery as the Therans' worst crime and greatest weakness and intend to convince Thera's slaves to rise up against their masters. By crippling the empire from within in this way, the Broken Chain believes it can defeat the Therans before battle is even joined. Though other members of the Thundersky moot revere Lochost, many are less than sympathetic to the Broken Chain, not least because it opposes the time-honored crystal-raider practice of taking *newots*. Broken Chain devotees see enforced servitude of any kind as a form of slavery and have even been heard to argue that their clan's defeat at the Battle of Sky Point was punishment for allowing a form of slavery among its people. In recent months, some members of the Broken Chain have gone so far as to help *newots* escape into the lowlands. Drovka has so far handled this problem privately, asking Kagola to keep a tighter rein on her followers. If the incidents persist, however, he may be forced to take stronger action against the Broken Chain.



For her part, Kagola regrets causing her beloved brother difficulties, but sees the principle of freedom as transcending even family ties.

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

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

#### Attributes

DEX (14): 6      STR (21): 8      TOU (19): 8  
PER (10): 5      WIL (15): 6      CHA (18): 7

#### Characteristics

Initiative: 2      Physical Defense: 10  
Physical Armor: 7      Spell Defense: 8  
Mystic Armor: 9      Social Defense: 10  
Death: 106      Recovery Tests: 3  
Unconsciousness: 84      Knockdown: 8\*  
Wound Threshold: 12      Movement: 7

Karma Points: 21/21

\* Kagola knows the Wound Balance talent

#### Warrior Talents (Knacks)

Acrobatic Strike (7): 13  
Anticipate Blow<sup>D</sup> (7): 12  
Avoid Blow<sup>D</sup> (7): 13  
Crushing Blow<sup>D</sup> (7): 15  
Disarm (7): 13  
Durability [9/7] (7): 7  
Karma Ritual<sup>D</sup> (7): 7  
Leadership (7): 14  
Life Check<sup>D</sup> (7): 15  
Melee Weapons<sup>D</sup> (8): 14 (Armor Beater, Improvised Weapons)  
Questor of Lochost (6): 6  
-Break Shackles (6): 12  
-Change Thoughts, Inspire Rebellion (6): 13  
Steel Thought\* (1): 7  
Swift Kick (8): 14  
Tactics (7): 12  
Temper Self<sup>D</sup> (7): 13  
Thread Weaving (War Weaving)<sup>D</sup> (7): 12  
Tiger Spring (7): 7  
Unarmed Combat<sup>D</sup> (8): 14 (Head Butt, Mighty Throw, Pin Down)  
Wood Skin<sup>D</sup> (7): 15  
Wound Balance<sup>D</sup> (7): 15

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
<sup>I</sup> Italicized Talents Require Karma. (Except when also a Discipline Talent)  
\* Modified by +1 Rank Bonus from Protective Amulet

#### Skills

Acting<sup>A</sup> (4): 11  
Broken Chain Group<sup>K</sup> (5): 10  
Central Twilight Peaks Geography<sup>K</sup> (4): 9  
Conceal Object (4): 10  
Dead Fall (4): 10

Heartening Laugh (4): 11  
Hunting (4): 10  
Lock Picking (4): 10  
Missile Weapons (4): 10  
Picking Pockets (4): 10  
Read/Write Language (1): 6—(Dwarf/Throalic)  
Search (4): 9  
Silent Walk (4): 10  
Skytoucher History<sup>K</sup> (4): 9  
Speak Language (3): 8—(Dwarf/Throalic, Or'zet, Troll)  
Streetwise (4): 9  
Throwing Weapons (4): 10  
Thundersky Clan History<sup>K</sup> (4): 9  
Thundersky Trollmoot<sup>K</sup> (4): 9  
Wilderness Survival (4): 9  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Crystal Ringlet (Phys 4; Myst 4; Init 2), Crystal Raider Shield (Phys 3; Myst 3; Init 2; Shatter 18)

#### Weapons

Hand-Axe (Forged +2; Damage 14), Troll Dagger (Forged +2; Damage 13; Range 10–20 yards/5–10 hexes), 2 × Troll Throwing Axes (Damage 12; Range 12–24 yards/6–12 hexes), Troll Sling (Damage 12; Range 30–60 yards/15–30 hexes), Belt Pouch (15 sling stones)

#### Thread Items

Protective Amulet (Rank 4; PhysDef +1; SpellDef +2; Steel Thought +1 Rank Bonus)

## ADVENTURE HOOK

The Broken Chain has entered into a covert alliance with other elements in Barsaive opposed to Theran slavery, particularly the Barsaivian Resistance in Vivane and the Liferock Rebellion. Members of the Chain assist slaves fleeing Vivane and Sky Point through the Twilight Peaks to freedom. The escaped slaves make their way to pre-arranged places in the foothills, where Broken Chain members meet and escort them over the peaks. The Liferock Rebellion, operating under the cover of Overland Trading Company caravans, takes things from there. Travelers along this "underground railroad" include not only escaped slaves, but also agents of the rebellion being smuggled out of Vivane.

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

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



#### Equipment

Belt Pouch, Booster Potion, Forge Tools, Healing Potion, Thieves' Picks and Tools, Traveler's Garb

#### Loot

210 silver pieces

#### Legend Award

Seventh Circle

#### Notes

As a troll, Kagola possesses the Heat Sight racial ability. Kagola has 1,700 Devotion Points to Lochost.

#### Warrior Abilities

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Strength-only Tests

**Fifth Circle:** Battle Rites

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** Karma on close combat Damage Tests

## CURRENT ACTIVITIES

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

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

Because they occupy so many of the highest peaks, the Thunderskies have access to larger quantities of True air than any other trollmoot. Since the end of the Scourge, they have used this resource to maximum advantage, mining it and other True elements as well as precious minerals to trade with neighboring trollmoots. The high winds above Skytoucher Mountain are especially rich with True air, which Thundersky drakkars mine with orichalcum-laced nets. Many of the central peaks also hold rich veins of living crystal and other precious minerals. The dangers of extracting these resources—especially of mining True air in the wild air currents of the uppermost slopes—compensate the Thunderskies for any loss of honor they might otherwise feel in trading with their fellow moots rather than taking what they want from them.

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

Some Thundersky ship captains have recently begun trading raw materials mined by the moot to merchants and trading houses outside the Twilight Peaks, while claiming they took the materials in a raid. By pretending to sell goods

taken by force of arms, the trolls save face. The merchants rarely ask where the stolen goods came from, and so no one has yet discovered the lie. Should the truth come out, it could stain the moot's honor, or be the catalyst that opens the door to even more trade between the Twilight Peaks and the outside world.

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*Not every one of the Thunderskies likes the idea of trading. Drovka will have to work hard to prevent a schism in the Thundersky moot.*

—Welork Rockeater Stoneclaw

▲ ▲ ▲

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

## AIRSHIP FLEET

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

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





**T**he trollmoots of the Twilight Peaks are not the only crystal raiders in Barsaive, though they are certainly the best known and most numerous. Other troll clans and moots live in other mountain ranges throughout our land, in particular the Delaris Mountains to the West of the Twilight Peaks and the Scol Mountains to the North. From what I have learned, the powerful Firescale moot of the Scol Mountains is of far greater concern to us than the smaller and much less violent moots of the Delaris range—as Your Majesty will understand all too soon.

The Delaris moots are fewer and more widely scattered than those of the Twilight Peaks. Because the Delaris Mountains suffered neither as much devastation during the Scourge nor the ravages of Thera war machines, the trolls living there do not need to raid as widely or as often as their more infamous cousins. The strange quiet of the Delaris Mountains also seems to have had a gentling effect on local trollmoots, making them less of a threat to others (and to Throal's interests). Indeed, some of them may be more kindly disposed toward alliance with us than any Twilight Peaks moot, save perhaps the Stoneclaws, for a reason that will doubtless surprise you. I speak of their excellent relations with the obsidimen who dwell near them in the Delaris range. The Thera's capture of the Ayodhya Liferock has infuriated those obsidimen and made them intensely supportive of the Liferock Rebellion, whose aim is to free the Liferock and cause harm to the empire in the process. If the Delaris obsidimen actually ally themselves with the rebellion, the Delaris trollmoots may well follow. And having joined forces with one enemy of Thera, they may be willing to do so with another.

As an interesting side note, many Delaris crystal raiders are fascinated with the legend of the Martyr Scholar, and seek the lost monastery where he discovered and began translating the Books of Harrow. If their searches bear fruit, they might also unearth other similar and potentially useful artifacts. If nothing else, the activities of these seekers bear some watching.

Of more immediate concern—note I say concern rather than interest—is the Firescale moot of the Scol Mountains. Even by the standards of the fierce Bloodlore moot, the Firescales are savage raiders. In addition to raiding by airship, they ride massive magical beasts Named firescales, like their masters, similar to the thundra beasts favored by ork scorcher. These beasts, however, are larger than thundras by two handspans or more and can also breathe fire. According to legend, the Firescale clan, which has ruled the Firescale moot since its creation before the Scourge, took its Name from these creatures, which only the Firescale trolls could tame.

Your Majesty may wonder why troll raids, however fierce, against lowland settlements near the Scol Mountains should be of great concern to Throal. The Scol Mountains lie near the city of Iopos and its ruling

family, the Denairastas. I fear, though I am not certain, that the sinister masters of Iopos may be allied with the Firescale moot. Reports from the Eye of Throal describe known agents of the Holders of Trust traveling regularly to the Scol Mountains, possibly to meet with the leader of the Firescales.

After their foul murder of your father, my king, I believe the Denairastas will do anything to advance their desire to control all of Barsaive—even ally with a trollmoot as brutal as the Firescales are reputed to be. With the addition of the Firescales' airships to the ones they are building, the Denairastas will soon be able to call upon a substantial airship fleet. I do not believe they can yet challenge us in the skies, but the day will doubtless come when Iopos can field an air navy equal to our own. If the Firescales act as ground troops and cavalry, the Denairastas will command a formidable conquering force indeed.

To deal with this potential threat, we must learn as much as we can, as quickly as we can, about the Firescales and their possible alliance with Iopos. No one knows much about this moot now, and the information I have gathered is fragmentary at best. The scholars of the Great Library tell me that the Firescales may be descended from the troll clans who left the Scol Mountains to found the kingdom of Ustrect, or that the founders of Ustrect may have been exiles from a war won by the ancestors of the Firescales. Beyond that, we know almost nothing for certain. Some of the trollmoots of the Twilight Peaks have attempted to contact the Firescales—particularly the Ironmongers, who know something of Ustrect's history and would like to learn more—but all of their efforts so far have ended in bloodshed. The Firescales do not tolerate other trolls in their territory. I recommend we devote more resources to learning about the Firescales and whatever plans the Denairastas have for them—otherwise, we may defeat the forces of Thera only to find an Iopan army waiting in the wings.

—From a report by General Ilmorian, Rua, 1510 TH

## FIRESCALE MOOT

**T**he Firescale moot is the dominant trollmoot in the Scol Mountains, having absorbed or eliminated all of its enemies over the years. The Firescales raid surrounding lands in airships, and also conduct cavalry raids on the backs of massive beasts known as firescales (see p.171 of the *Gamemaster's Guide*). The moot takes its Name from its members' ability to tame and train these huge, fire-breathing creatures; the sight of Firescale cavalry thundering down from the heights to plunder and raid lowland settlements strikes terror into the heart of every beholder. The animals exist nowhere else in Barsaive, and legend hints that they may be somehow related to dragons.



The Firescale moot is more clannish than any other crystal raider moot, and its members are said to kill strangers on sight. Though such tales may exaggerate somewhat, it is true that the Firescales want little to do with most outsiders, including other crystal raiders.

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*Well, it's not like any honorable crystal raider wants to deal with these Denairastas-kissing traitors anyway!*  
**—L'charak Meatgrinder Thundersky**  
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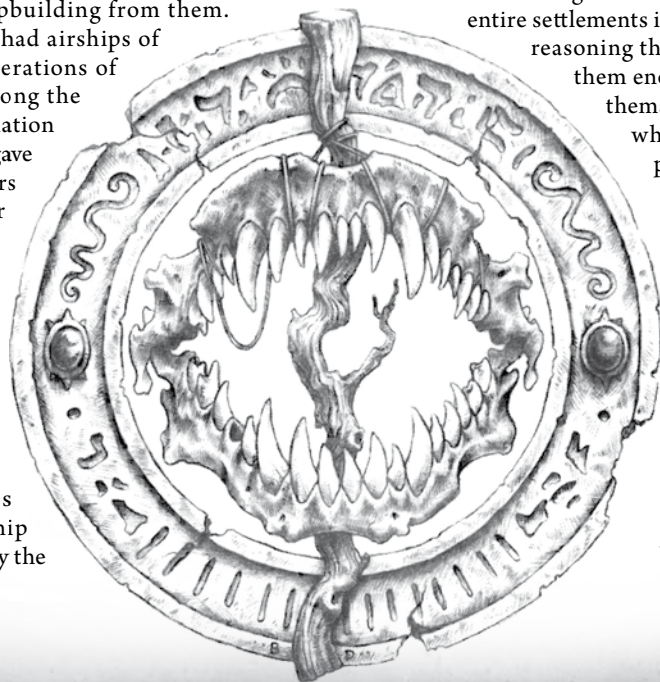
## HISTORY

Troll clans have lived in the Scol Mountains since ancient times. Legends and historical documents concerning the ancient kingdom of Ustrect that have survived the Scourge say that the founders of that nation came from the Scol Mountains originally, leaving their homes and eventually settling a valley near the Twilight Peaks. The histories and legends do not, however, definitively state the reason that Ustrect's founders left the Scol Mountains. Some tales insist that the founders of Ustrect sought a gentler land where they could live without constant and unrelenting struggle, while others suggest they were driven out of the peaks by savage clan wars that eventually left the Firescale moot the sole masters of the Scol mountain range. Records from Jerris, legends preserved by a few settlements bordering the Liaj jungle, and fragmentary historical documents from Cara Fahd all speak at least in passing of brutal fighting between different Scol Mountain clans and moots; legends from Ustrect that tell of such battles state that the blood feuds created by them lasted for generations.

From the earliest days of their existence, the trollmoots of the Scol Mountains raided the lowlands and used their plunder to continue warring among their own kind. Originally, the raiders rode mountain thundra beasts; only much later did they begin to use airships to extend the range of their raids further outward from their native territory.

No one knows for certain where or how the trollmoots of the Scol Mountains acquired airships. The airships used by the crystal raiders of the Twilight Peaks and the Delaris Mountains can be traced back to Nemar Firewalker's discovery in the Southern Face, and the subsequent spread of airship-building lore throughout the southern mountains of Barsaive. But the trolls of the Scol Mountains had no contact with their southern cousins, and thus could not have learned shipbuilding from them.

Yet the Scol crystal raiders had airships of their own within a few generations of the vessels' appearance among the southern trollmoots. Speculation among scholars that Upandal gave an artisan of the Scol raiders a vision similar to Nemar Firewalker's has raised the question of whether or not ruins might exist in the Scol Mountains similar to those in the Southern Face of the Twilight Peaks. Other, wilder explanations include tales of dragons native to the Scol Mountains providing the northern trollmoots with the principles of airship construction, or even possibly the ships themselves.



## THE SCOL MOUNTAINS

The Scol Mountains in northern Barsaive are high and forbidding, with upper reaches of barren rock that are hazardous to travelers and virtually unlivable. The lowlands and foothills boast more life, but remain harsh and bleak; dangerous creatures are among their most numerous inhabitants. The greatest danger in the Scol Mountains, however, is not the extraordinarily rough terrain or the mountain predators, but the trolls who call these peaks home. Brutal even by the standards of the savage Bloodlore trollmoot, the trolls of the Scol Mountains are a dire potential threat to all the people of Barsaive, should the rumored alliance between them and the Denairastas family of Iopos prove true.

▲ ▲ ▲  
*And again the dragons interfered in the history of Namegivers.*  
**—Krolok, Ork Nethermancer**  
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Even before the Scourge, the Firescale moot overcame its neighbors and claimed the Scol Mountains for its own. From its earliest days, this moot has followed the fierce Firescale clan that gave it its Name, whose members were the first to tame the magical beasts that the Firescales ride. Like so many of their fellow trolls, the Firescales rode out the Scourge in deep caves and tunnels, reinforced with the *Rites of Protection and Passage*. Having been spared the destruction of the Battle of Sky Point, the Firescale moot saw no reason to hate the Therans or to refuse their magic. And with the abundance of easier victims elsewhere, few Horrors sought to reach them.

When the Firescales emerged from their shelters, they found their mountains stripped of what little life they had held. To survive, they raided more often and further into the lowlands of Barsaive. But raiding proved insufficient for their needs; lowland settlements struggling to revive after centuries underground had little worth taking. The Firescales therefore began taking over entire settlements in the foothills of the Scol Mountains, reasoning that only complete control would give them enough from the settlements to sustain themselves. Unlike their southern cousins, who maintain their mountain homes partly as a practical defense against their enemies, the Firescales have spread further and further into the lowlands, building homes and raising food for their moot. Firescale raiders often divide their time between raiding and farming, regarding the latter as a form of combat with the earth and the forces of Nature.

▲ ▲ ▲  
*More proof that the trollmoots are able to progress and bend their view of honor accordingly, to survive in challenging times.*  
**—H'atschi, Windling Wizard**  
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The Firescales' conquests—unusual for crystal raiders—may have brought the moot to the attention of the Denairastas family. This magically gifted clan gained firm control over the city of Iopos during the Scourge, and after emerging from its citadel, began to turn its sights toward the rest of Barsaive. The Denairastas formed an alliance with the t'skrang House Ishkarat of the northern Serpent River, and also sent emissaries to the Scol Mountains. Impressed by the Denairastas' cunning, ruthlessness, and magical power, the Firescales forged a tentative alliance with them that is only now coming to fruition. This alliance may have grave consequences for the rest of Barsaive.

## IMPORTANT CHARACTERS

The Firescale moot is made up of twenty-five clans. The most influential Namegivers among them include Mar'tok Man-Slayer Firescale, chief of the moot; N'rela Hardeyes, one of Mar'tok's wives; and Gellad Denairastas, Iopan envoy to the Firescale moot.

## MAR'TOK MAN-SLAYER FIRESCALE

The chief of the Firescale moot is a powerful Warrior and a shrewd and wily leader. He has fought in many battles, as the numerous scars on his body attest. Not all the scars come from battle, however; a fair share reflect his extensive use of blood magic to increase his fighting prowess and secure his position as moot chief. Mar'tok wears blood pebble armor and has replaced the right eye he lost in battle with a targeting eye. Additional blood charms are embedded in his flesh, giving him an almost monstrous appearance.

Since becoming chief by defeating his predecessor in a swift and bloody Rite of Challenge, Mar'tok has done everything he can to stay in power. He supports strong ties with the Denairastas, finding them worthy allies for a moot as mighty as his. He considers the dwarfs of Throal too weak and the Therans too honorless to be worthy of his attention. The Denairastas, he believes, will lead the Firescale moot to glory when they become rulers of Barsaive. Denairastas envoys have promised him that the Firescales will be allowed to build their own kingdom in the Scol Mountain lowlands, and Mar'tok believes his people will also be able to claim the ruins of Ustrect.

Mar'tok believes in leading by example and glories in leading raids. He is an Eighth Circle Warrior with formidable abilities that his many blood charms enhance. In battle, he wields a magical, threaded sword Named Wyrmsfang, which is said to be carved from the tooth of a dragon that has allegedly laired in the Scol Mountains since before the Scourge. The power of the sword in Mar'tok's hands testifies to the truth of the tales.

Attributes		
DEX (14): 6	STR (21): 8	TOU (19): 8
PER (10): 5	WIL (12): 5	CHA (14): 6
Characteristics		
Initiative: 5	Physical Defense: 12	
Physical Armor: 5	Spell Defense: 11	
Mystic Armor: 4	Social Defense: 11	
Death: 111*	Recovery Tests: 3	
Unconsciousness: 85*	Knockdown: 8**	
Wound Threshold: 12	Movement: 7	
Karma Points: 24/24		
* Adjusted by Blood Magic		
** Mar'tok knows the Wound Balance talent		

### Warrior Talents (Knacks)

Acrobatic Strike<sup>D</sup> (8): 14  
 Anticipate Blow<sup>D</sup> (8): 13  
 Avoid Blow<sup>D</sup> (8): 14

Crushing Blow<sup>D</sup> (8): 16  
 Durability [9/7] (9): 9  
 Fireblood (8): 16 (Flaming Wounds)  
 Karma Ritual<sup>D</sup> (8): 8  
 Leadership (8): 14  
 Life Check<sup>D</sup> (8): 16  
 Melee Weapons<sup>D</sup> (9): 15 (Armor Beater)  
 Missile Weapons (8): 14  
 Resist Taunt\* (1): 6  
 Second Attack<sup>D</sup> (8): 14  
 Steel Thought\*\* (1): 6  
 Swift Kick (8): 14  
 Tactics (8): 13  
 Temper Self<sup>D</sup> (8): 13  
 Thread Weaving (War Weaving)<sup>D</sup> (8): 13  
 Throwing Weapons (8): 14  
 Tiger Spring (8): 8  
 Unarmed Combat<sup>D</sup> (8): 14  
 Wood Skin<sup>D</sup> (8): 16  
 Wound Balance<sup>D</sup> (8): 16  
<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
*Italicized Talents Require Karma. (Except when also a Discipline Talent)*  
 \* Modified by +1 Rank Bonus from Protective Brooch  
 \*\* Modified by +1 Rank Bonus from Protective Amulet

### Skills

Blood Magic Lore<sup>K</sup> (5): 10  
 Firescale Clan History<sup>K</sup> (4): 9  
 Firescale Trollmoot<sup>K</sup> (4): 9  
 Heartening Laugh (4): 9  
 Hunting (4): 10  
 Iopos History<sup>K</sup> (2): 7  
 Legends and Heroes<sup>K</sup> (5): 10  
 Read/Write Language (1): 6—(Dwarf/Throalic)  
 Research (5): 10  
 Scol Mountains Geography<sup>K</sup> (4): 9  
 Speak Language (2): 7—(Dwarf/Throalic, Troll)  
 Weapon Rune Carving<sup>A</sup> (4): 10  
 Wilderness Survival (4): 9  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Blood Pebble Armor (Phys 5; Myst 3; Init 1; 4 Blood Magic Damage)

### Weapons

Troll Sword Named "Wyrmsfang" (Rank 5; Damage 22; PhysDef +2; SpellDef +2; 3 Strain, to shoot a bolt of flame at a range of 40 yards/20 hexes. Melee Weapons Test vs. Physical Defense. Effect Step 14 vs. Mystic Armor), Troll Dagger (Forged +2; Damage 13; Range 10–20 yards/5–10 hexes), 2 × Troll Throwing Axes (Damage 12; Range 12–24 yards/6–12 hexes), Medium Crossbow (Forged +3; Damage 17; Range 40–80 yards/20–40 hexes), Quiver (15 medium crossbow bolts; Forged +1)

### Thread Items

Protective Amulet (SocDef +1; SpellDef +2; Steel Thought +1 Rank Bonus), Protective Brooch (SocDef +2; SpellDef +1; Resist Taunt +1 Rank Bonus)

### Equipment

Absorb Blow Charm (2 Blood Magic Damage), Belt Pouch, Booster Potion, Carving Tools, Desperate Blow (3 Blood Magic Damage), Forge Tools, Healing Potion, Strength Booster (2 Blood Magic Damage), Targeting Eye (2 Permanent Damage), Traveler's Garb

### Loot

420 silver pieces

### Legend Award

Eighth Circle (1 per 2 PC)

### Notes

As a troll, Mar'tok possesses the Heat Sight racial ability.

### Warrior Abilities

**Second Circle:** +1 Physical Defense  
**Fourth Circle:** Karma on Strength-only Tests  
**Fifth Circle:** Battle Rites  
**Sixth Circle:** Karma on Dexterity-only Tests  
**Seventh Circle:** Karma on close combat Damage Tests  
**Eighth Circle:** +1 Physical Defense



## N'RELA HARDEYES FIRESCALE

N'rela Hardeyes is a fairly recent addition to Mar'tok Man-Slayer's line marriage. Despite being a younger wife, N'rela has risen to unprecedented fame by becoming the moot's chief questor of Thystonius, the Firescales' patron Passion. N'rela dearly loves physical contests and conflict, more so than any other troll in the moot. Mar'tok fell in love with her when she bested him during a competition in honor of Thystonius—a feat few Firescales can boast. He has said that N'rela is the only troll who could challenge him for the chieftainship and have a chance of winning—an ironic statement, as tradition prevents N'rela from becoming chief by virtue of her gender.

In truth, N'rela has no desire to be chief. Her position as the moot's highest-ranking questor and as part of Mar'tok's marriage brings her more than enough prestige. She fully supports her husband and chief and has helped rally the moot behind Mar'tok's leadership. Some of Mar'tok's elder wives are jealous of N'rela's fame, power, and beauty, but Mar'tok will not hear a word against her. The chief loves N'rela from the depths of his soul, and the Firescale moot believes there is nothing the two of them cannot accomplish together.

As a devout questor of Thystonius, N'rela loves raiding and battle as much as any other test of strength and endurance. A formidable fighter, she is a Seventh Circle Sky Raider and a Rank 10 questor of Thystonius. Her Passion has shown her favor by granting her Inspire Endurance, a rare questor power.

### Attributes

DEX (14): 6 STR (21): 8 TOU (19): 8  
PER (13): 6 WIL (15): 6 CHA (12): 5

### Characteristics

Initiative: 4 Physical Defense: 10  
Physical Armor: 9 Spell Defense: 10  
Mystic Armor: 11 Social Defense: 10  
Death: 99 Recovery Tests: 3  
Unconsciousness: 77 Knockdown: 8\*  
Wound Threshold: 12 Movement: 7

Karma Points: 21/21

\* N'rela knows the Wound Balance talent

### Sky Raider Talents (Knacks)

Air Sailing<sup>D</sup> (7): 13  
Battle Bellow<sup>D</sup> (7): 12  
Battle Shout<sup>D</sup> (7): 12  
Climbing (7): 13 (By The Fingernails)  
Durability [8/6] (7): 7  
Fireblood<sup>D</sup> (7): 15 (Flaming Wounds)  
Great Leap<sup>D</sup> (7): 13 (Flying Kick)  
Karma Ritual<sup>D</sup> (7): 7  
Melee Weapons<sup>D</sup> (8): 14 (Improvised Weapons)  
Momentum Attack<sup>D</sup> (7): 13  
Questor of Thystonius (10): 10  
—Absorb Damage, Increase Initiative, Increase Strength, Inspire Endurance (see sidebar) (10): 15  
Resist Taunt\* (1): 7  
Shield Charge<sup>D</sup> (7): 15  
Steely Stare<sup>D</sup> (8): 13 (Hard Glare)  
Steel Thought\*\* (1): 7  
Swift Kick (7): 13  
Thread Weaving (Sky Weaving)<sup>D</sup> (7): 13  
Tiger Spring (7): 7  
Unarmed Combat (8): 14 (Head Butt, Mighty Throw, Pin Down)  
Windcatcher (7): 13  
Wound Balance (7): 15

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

<sup>\*</sup> Italicized Talents Require Karma. (Except when also a Discipline Talent)

<sup>\*</sup> Modified by +1 Rank Bonus from Protective Brooch

<sup>\*\*</sup> Modified by +1 Rank Bonus from Protective Amulet

### Skills

Avoid Blow (4): 10  
Firescale Clan History<sup>K</sup> (4): 10  
Firescale Trollmoot<sup>K</sup> (4): 10  
Passion Lore<sup>K</sup> (5): 11  
Read/Write Language (1): 7—(Dwarf/Throalic)  
Scol Mountains Geography<sup>K</sup> (4): 10  
Search (4): 10  
Speak Language (2): 8—(Dwarf/Throalic, Troll)  
Swimming (4): 12  
Tactics (4): 10  
Throwing Weapons (3): 9  
Wilderness Survival (4): 10  
Wood Carving<sup>A</sup> (4): 9  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Crystal Ringlet (Phys 4; Myst 4; Init 2), Thread Crystal Raider Shield (Rank 4; Phys 5; Myst 5; PhysDef +1; Deflect 3/3; Shatter 18)

### Weapons

Troll Sword (Forged +3; Damage 17), Troll Dagger (Forged +2; Damage 13; Range 10–20 yards/5–10 hexes), 2 × Troll Bolas (Damage 12; Range 12–24 yards/6–12 hexes; Entangle 9)

### Thread Items

Protective Amulet (Rank 4; SocDef +1; SpellDef +2; Steel Thought +1 Rank Bonus), Protective Brooch (Rank 4; SocDef +2; SpellDef +1; Resist Taunt +1 Rank Bonus)

### Equipment

Belt Pouch, Carving Tools, Healing Potion, Navigation Charts in Map/Scroll Case, Traveler's Garb

### Loot

310 silver pieces

### Legend Award

Eighth Circle

### Notes

As a troll, N'rela possesses the Heat Sight racial ability. N'rela has 10,000 Devotion Points to Thystonius.

### Sky Raider Abilities

**Second Circle:** +1 Physical Defense  
**Fourth Circle:** Karma on Toughness-only Tests  
**Fifth Circle:** Strike Without Warning  
**Sixth Circle:** Karma on Dexterity-only Tests  
**Seventh Circle:** Karma on melee weapons Damage Tests

## GELLAD DENAIRASTAS

Gellad Denairastas is the Iopan envoy to the Firescale moot, charged with passing information from Iopos to the trolls and directing their activities to suit Uhl Denairastas' plans. A member of the Gold Branch of the Holders of Trust, Gellad is an Eighth Circle Illusionist and Sixth Circle Wizard, an accomplished agent of the Holders, and a skilled diplomat who understands the unique requirements of interacting with crystal raiders. Though not a physically powerful man, Gellad makes up for his small size (by troll standards) through immense cunning and ruthlessness, qualities that the Firescale trolls understand and admire.

Like most scions of the Denairastas clan, Gellad hopes to move up in the world. He sees his work with the Firescale moot as a means to enhance his own legend and position within his family. If he can make the Firescale raiders valuable allies and use them to aid Iopan plans of conquest, he stands to gain great prestige, which he hopes will allow him to attain a more influential position upon his return home. Though he is far from it now, Gellad harbors dreams of one day sitting on the Malachite Seat and ruling Iopos himself. More than likely, Gellad's ambition is one of the reasons Uhl Denairastas sent him on such hazardous diplomatic duty so far from home.



## Attributes

DEX (11): 5 STR (11): 5 TOU (14): 6  
PER (21): 8 WIL (18): 7 CHA (17): 7

## Characteristics

**Initiative:** 5 **Physical Defense:** 10  
**Physical Armor:** 6 **Spell Defense:** 13  
**Mystic Armor:** 6 **Social Defense:** 12  
**Death:** 68 **Recovery Tests:** 3  
**Unconsciousness:** 52 **Knockdown:** 5  
**Wound Threshold:** 10 **Movement:** 6

**Karma Points:** 40/40

## Illusionist Talents (Knacks)

Arcane Mutterings (8): 15  
Avoid Blow<sup>+V</sup> (5): 10  
Climbing<sup>V</sup> (4): 9  
Dead Fall<sup>D</sup> (8): 15  
Disguise Self<sup>D</sup> (8): 16  
Durability [4/3] (8): 8  
Engaging Banter<sup>D</sup> (8): 15  
Enhanced Matrix (8): 8  
Enhanced Matrix (8): 8  
False Sight<sup>D</sup> (8): 8  
Fast Hand<sup>D</sup> (8): 13  
First Impression (8): 15  
Karma Ritual<sup>D</sup> (8): 8  
Melee Weapons<sup>V</sup> (4): 9  
Mimic Voice<sup>V</sup> (4): 11  
Power Mask<sup>D</sup> (8): 15  
Read/Write Magic<sup>D</sup> (8): 16  
Resist Taunt<sup>T</sup> (1): 8  
Second Attack<sup>V</sup> (4): 9  
Silent Walk<sup>V</sup> (4): 9  
Slough Blame (8): 16  
Speak Language<sup>D</sup> (8): 16  
—(Human/Scavian, Obsidiman, Or'zet, Sperethiel, Theran, Troll, T'skrang, Windling)  
Spellcasting<sup>D</sup> (9): 17 (Anchored Spell, Spell Stacking)  
Spell Matrix<sup>D</sup> (8): 8  
Spell Matrix (8): 8  
Thread Weaving (Illusionism)<sup>D</sup> (8): 16 (Create Thread Item, Thread Masking, Unraveling)  
True Sight<sup>D</sup> (8): 8  
Versatility (6): 6  
Willforce (8): 15

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
<sup>V</sup> Talented Talents Require Karma. (Except when also a Discipline Talent)

\* Modified by +1 Rank Bonus from Protective Boots  
\*\* Modified by +1 Rank Bonus from Protective Brooch

## Wizardry Talents (Knacks)

Astral Sight<sup>D</sup> (6): 14  
Book Memory<sup>D</sup> (7): 14 (Remember Conversation)  
Book Recall<sup>D</sup> (6): 14  
Creature Analysis (6): 14  
Enhanced Matrix (8): 8  
Evidence Analysis (6): 14  
Lip Reading (6): 13  
Orbiting Spy (6): 14  
Read/Write Language<sup>D</sup> (8): 16  
—(Human, Obsidiman, Or'zet, Sperethiel, Theran, Troll, T'skrang, Windling)  
Research<sup>D</sup> (6): 14  
Search (6): 14  
Spell Matrix<sup>D</sup> (6): 6  
Spell Matrix (6): 6  
Steel Thought<sup>D</sup> (6): 13  
Thread Weaving (Wizardry)<sup>D</sup> (8): 16

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
<sup>V</sup> Talented Talents Require Karma. (Except when also a Discipline Talent)

## Skills

Arcane Mutterings (4): 11  
Conversation (4): 11  
Creature Lore<sup>K</sup> (3): 11  
Diplomacy (4): 11  
Dragon Lore<sup>K</sup> (3): 11  
Etiquette (4): 11  
Firescale Trollmoot<sup>K</sup> (3): 11

Holders of Trust Group<sup>K</sup> (7): 15  
Iopos History<sup>K</sup> (3): 11  
Northwest Barsaive Geography<sup>K</sup> (3): 11  
Read/Write Language (1): 9—(Dwarf/Throalic)  
Robe Embroidery<sup>A</sup> (7): 14  
Speak Language (2): 10—(Dwarf/Throalic, Human)  
Streetwise (4): 12  
Troll Culture<sup>K</sup> (3): 11  
Wilderness Survival (4): 12

<sup>A</sup> Artisan Skill, <sup>K</sup> Knowledge Skill

## Illusionism Spells

Astral Nightmare, Assuring Touch, Bellow of the Thundras, Best Face, Bond of Silence, Bouncing Blaster, Clarion Call, Clothing Gone, Crafty Thought, Disaster, Disguise Metal<sup>M</sup>, Displace Image, Dreamsend, Dream Sight, Encrypt, Ephemeral Bolt, Form Exchange<sup>E</sup>, Impossible Knot, Improved Alarm, Improve Karma, Innocent Activity, Leaping Lizards, Memory Blank, Memory Scribe, Mind Fog, Monstrous Mantle<sup>M</sup>, Nightmare of Foreboding, Noble Manner, Nobody Here, Phantom Fireball, Pleasant Visions, Rope Guide, Send Message, Silent Stampede, Soothe the Savage Beast, Stampede, Stop Right There, Switch, True Ephemeral Bolt, Twisted Tongues, Unseen Voices, You Got Me

<sup>M</sup> Denotes spell in spell matrix

<sup>E</sup> Denotes spell in enhanced matrix

## Wizardry Spells

Aura Strike, Bedazzling Display of Logical Analysis, Catwalk, Counterspell, Crushing Will, Dispel Magic, Displace Self, Divine Aura, Flame Flash<sup>E</sup>, Heat Metal Armor<sup>M</sup>, Icy Fingers, Ignite<sup>M</sup>, Leaps and Bounds, Levitate, Mental Library, Mind Dagger, Mystic Shock, Notice Not, Quicken Pace, Relax, Rope Ladder, Silent Converse, Sleep, Solo Flight, Trust, Wizard's Cloak

<sup>M</sup> Denotes spell in spell matrix

<sup>E</sup> Denotes spell in enhanced matrix

## Armor

Thread Padded Leather Armor (Rank 4; Phys 6; Myst 3)

## Weapons

2 × Daggers (Forged+1; Damage 8; Range 10–20 yards/5–10 hexes), Nailboots (Forged +1; Damage 7)

## Thread Items

Protective Boots (Rank 4; PhysDef +2; SocDef +1; Avoid Blow +1 Rank Bonus), Protective Brooch (Rank 4; SocDef +2; PhysDef +1; Resist Taunt +1 Rank Bonus)

## Equipment

Adventurer's Kit, Cloaksense Brooch, Embroidered Robe, Embroidery Tools, Illusionism Grimoire, Wizardry Grimoire, 3 × Healing Potions, Quiet Pouch, Rope (6 yards), Trail Rations (1 week), Wealthy Traveler's Garb, Writing Kit

## Loot

550 silver pieces

## Legend Award

Eighth Circle (1 per 2 PC)

## Notes

As a human dragon-kin, Gellad possesses the Astral-Sight, Low-Light Vision, and Versatility racial abilities. Gellad has used the Versatility talent to learn the Avoid Blow, Climbing, Melee Weapons, Mimic Voice, Second Attack, and Silent Walk talents.

## Illusionist Abilities

**Second Circle:** +1 Spell Defense  
**Fourth Circle:** Karma on Perception-only Tests  
**Fifth Circle:** Glamour  
**Sixth Circle:** Karma on Willpower-only Tests  
**Seventh Circle:** Karma on spell Effect Tests  
**Eighth Circle:** +1 Spell Defense

## Wizard Abilities

**Fifth Circle:** Book Mage

## Commentary

Gellad tends to use firescales in illusions that use animals such as Monstrous Mantle (He has been struck by one), Stampede, Leaping Lizards, etc. to play on the fears of opponents of the Firescale trollmoot of those animals, even if none are actually present. When using Monstrous Mantle to disguise himself as a firescale, he tends to use the Flame Flash spell followed by an Ignite spell in the next round to simulate the fire breath of the firescale. He occasionally uses the Disguise Metal spell instead of Ignite to make a target's metal armor appear to melt and then follows this up with the Heat Metal Armor spell. He wields two



daggers to emulate their claw attack and uses nailboots to emulate their trampling attack using the Second Attack talent to make the secondary attack. A quick Form Exchange with N'rela or Mar'tok allows him to escape from melee harm and lets N'rela or Mar'tok relish dealing with them.

## CURRENT ACTIVITIES

The Firescale moot has thrown itself fully into the alliance with Iopos, even allowing Gellad Denairastas to direct and orchestrate its ground and air raids in order to take full advantage of the recent death of King Varulus of Throal and the growing conflict between Throal and the Theran Empire. Firescale raids into lands around the Scol Mountains have left Iopos and its Ishkarat t'skrang allies the sole islands of peace and the sole trading partners who can move goods with any degree of safety in this region of Barsaive. Foreign merchants and traders passing through often fall foul of Firescale attacks, as do towns and villages that do not pledge at least tacit support to Iopos or House Ishkarat. Gradually, the region surrounding Iopos and the Scol Mountains is coming to view Iopos as its legitimate ruling power.

Though aware of these activities, Throal can so far do little about them. The Throalic Navy is spread thin, and the dwarf kingdom cannot risk an aerial conflict with Iopan or Firescale ships with Theran forces so close at hand. The Eye of Throal has placed agents near Lake Vors and the Scol Mountains to counter the efforts of the Denairastas and their operatives, but the Eye is likewise spread thin throughout Barsaive as its members work against agents of the Theran Empire or come to the aid of anti-Theran groups like the Liferock Rebellion. To cope with its personnel shortage, the Eye is recruiting trusted adepts to work for Throal in the region near Iopos. These adepts often defend villages and merchants from Firescale attacks and help to convince the local people that they need not bow to Iopan demands. So far, such efforts have been small in comparison to the scale of the troll raids, but they have had some effect.

## AIRSHIP FLEET

The Firescale airship fleet numbers eleven ships, more than most other raider fleets in Barsaive. The airships are being outfitted with weapons provided by the Denairastas, including some fire cannons as well as the equivalents of the dragon's breath and thunderbolt throwers used by the moots of the Twilight Peaks. Some of the ships also mount catapults that can hurl munitions designed by Denairastas magicians; these contain alchemical or elemental compounds designed to destroy enemy ships and crews, including various flammable materials, acids, and poisons.

The flagship of the fleet is the *Dragon's Fang*, commanded by Mar'tok Man-Slayer. Other ships include the *Venom*, the *Carnage*, *Thystonius' Spear*, the *Ironscale*, and the *Gnasher*. All have become known and feared sights in the skies of northern Barsaive.

## ROCKHORN MOOT

**T**he Rockhorn moot is a loose alliance of clans that controls most of the eastern half of the Delaris Mountains, bordering the passes between the Delaris Mountains and the Twilight Peaks that lead to the lands to the South, including the newly founded ork nation of Cara Fahd. Though they raid lowland villages and other trollmoots, the Rockhorns are considerably more peaceful than the trollmoots of the western Twilight Peaks.

## HISTORY

The Rockhorn moot was founded long before the Orichalcum Wars by offshoots of troll clans from the western and central

## ADVENTURE HOOK

The rest of Barsaive knows little about the Denairastas family's new troll allies, and with Iopos poised to take control over more of Barsaive, other factions of the province badly want to learn more about the Firescales. Player characters employed by the Eye of Throal, the Theran Empire, or even the Elven Court or the arpagoi of the Serpent River may be sent to the Scol Mountains to gather information about the Firescales and their alliance with the Denairastas.

Spying on these volatile, suspicious, and clannish trolls is no easy task, especially when combined with the usual hazards of travel through the mountains (see **Mountain Travel** on p. 25). As they make their way toward the Firescales' moothome, the characters are nearly spotted several times by Firescale scouts, but eventually get close enough to watch the trolls' encampments. They may even infiltrate the moothome to gather information about its inhabitants.

During their surveillance, the player characters see Gellad Denairastas arrive to meet with the Firescales' chieftain. Gellad is accompanied by a pair of bodyguards, both Fifth Circle Warriors. He has come to dictate the targets of the moot's next raids so that Iopan forces can move through the region without difficulty. Soldiers from Iopos are slowly spreading south and east of their city, clamping down on the territory, while the Firescales provide them with air cover. If the player characters can get this tidbit of information back to their employers, they can put a crimp in Iopan plans. If discovered, they must escape from Gellad and the Firescales. In this case, the adventure culminates in a fantastic chase scene with the adepts fleeing a contingent of firescale-mounted trolls through treacherous mountain terrain.

Twilight Peaks who settled in the eastern Delaris range. Finding the Delaris Mountains greener and more welcoming than the Twilight Peaks, the settlers prospered and built up their clans, eventually coming together to form the Rockhorn moot. The Rockhorn clan, the driving force behind the moot's creation, leads the moot to this day. Since the earliest days of their history, the Rockhorns have befriended the obsidimen of the Delaris Mountains. The Rockhorns believe that the presence of obsidiman Liferocks throughout the eastern Delaris range is a sign of special blessing, and it may well have been one of the factors behind their decision to stay. For centuries the obsidimen and the trollmoot lived together in peace; the trolls used their fierce strength to protect the obsidimen from raiders who sought to mine their Liferocks for True earth and orichalcum, while the obsidimen guided and nurtured the Rockhorns with their quiet wisdom.

When the Scourge came, the Rockhorns emulated their cousins elsewhere in Barsaive and disdained the Therans' *Rites of Protection and Passage*. Instead, they took shelter with the obsidimen, building kaers and citadels around their Liferocks. While the obsidimen merged with their Liferocks in the Dreaming, the trolls remained vigilant in their kaers, devoting themselves to keeping Horrors and their constructs away from the Liferocks. Generation upon generation of living in close harmony with the sleeping obsidimen gave the Rockhorns a powerful affinity with the elemental earth





spirits that inhabit the mountain range, as well as an almost obsidian-like sense of centeredness. Since the Rockhorns emerged from their shelters, their ties with the obsidimen have grown into even stronger bonds.

▲ ▲ ▲

*Even though they don't have the fiery aggressiveness of other moots, the Rockhorn Sky Raiders are fierce opponents in battle.*

**- V'stalarm K'tenshin, T'skrang Boatman**

▲ ▲ ▲

Rockhorn airships raid northward toward Jerris and also east and south of Rockhorn territory, including the new ork nation of Cara Fahd. Until recently, the Rockhorns have remained neutral in Barsaive's various conflicts, preferring to keep close to their mountain homes rather than involve themselves with the outside world. They even chose to sit out the Theran War, so much do they prize their isolation.

One recent event, however, has finally brought the Rockhorn moot out of its self-imposed shell: the landing of the Theran behemoth, *Triumph*, on the Ayodhya Liferock near Lake Ban. The seizure of the Liferock and the enslavement of the obsidimen trapped within it have outraged obsidimen throughout Barsaive, including the Brotherhoods of the Delaris Mountains. They, in turn, have roused the righteous wrath of their troll allies, many of whom are eager to avenge the injustice done to their rock-brothers. The Rockhorns have stepped up raids against Theran targets since the landing of the *Triumph*; greatly encouraged by this, the Liferock Rebellion has contacted the Delaris Brotherhoods in hopes of arranging a formal alliance with them and the Rockhorn moot against the Therans.

Unknown to the Rockhorn moot and the local Brotherhoods, they may soon have even more reason to act against the forces of Thera. The Delaris Mountains are home to the Fellowship of Night, a Nethermantic order whose members have discovered how to tap the power of a Liferock. The Therans at *Triumph* would dearly love to learn this secret, and are rumored to be seeking the precise location of the Fellowship's stronghold.

Omasu and the Liferock Rebellion know of the Fellowship's existence as well, but Omasu believes that the Nethermancers are

## THE DELARIS MOUNTAINS

Rising to the West of the Twilight Peaks, the Delaris Mountains take their Name from the elven word *delara*, meaning "quiet" or "serene." A strange silence hangs over these rugged peaks like a blanket, dampening all sound and creating a stillness both peaceful and eerie. No bird-calls echo across the slopes, no wind seems to stir the air and no animals call out from the mountains' hidden caves and crevasses. Even voices do not carry as far in the Delaris Mountains as they normally would.

This odd quiet—the source of which no one has yet managed to determine—can be a blessing to those seeking solitude and silence for contemplation. Indeed, this very silent serenity may have attracted Elianar Messias, the Martyr Scholar, to the Delaris Mountains centuries ago after Queen Failla exiled him from the Elven Court at Wyrn Wood. The silence can also be a hazard, however. Mountain creatures stalking their prey offer few warning sounds of their approach, and rockslides occur without any discernible warning rumble until the falling stones are almost on top of their unlucky victims. Creatures native to the Delaris Mountains have adapted to the quiet terrain and move with great stealth. Travelers in these mountains have become lost and perished of hunger just a short distance from their camps or their friends, unable to make their voices carry far enough for rescuers to hear.

The nature of the Delaris Mountains and the legends surrounding them have shaped the two major trollmoots who live in these peaks: the Rockhorn moot to the East and the Skyseeker moot to the West. The Delaris Mountains are also home to more than one obsidiman Liferock, as well as to the mysterious order of Nethermancers known as the Fellowship of Night.

Though the Scourge inflicted its share of damage on the Delaris Mountains, they were not stripped bare of life as the Twilight Peaks were. With the help of their obsidiman allies, the Delaris trollmoots have made considerable progress toward repairing the harm done by the Horrors and restoring the Delaris Mountains to their former state. While not exactly lush, the Delaris Mountains offer much more in the way of wild game, edible plants, and even occasional patches of fertile soil for farming than do the Twilight Peaks or the Scol Mountains. The moots of the Twilight Peaks say that their Delaris cousins are not as beloved of Jasprey as they, or the Passion would have given them more of his Gift and made them struggle more for his bounty.

more valuable as allies than as enemies. He finds the Fellowship's use of a "dead" Liferock profoundly distasteful, but sees them as the lesser of two evils compared to the Therans.

### IMPORTANT CHARACTERS

The Rockhorn moot consists of sixteen clans. The most influential Namegivers among them include Cern Stonefriend Rockhorn, chief of the moot; and Feld'a'sar, an elder of a nearby Liferock.



Unusual for a troll chieftain, the chief of the Rockhorn moot is a magician rather than a Warrior or Sky Raider. Cern Stonefriend is a Seventh Circle Elementalist who specializes in the element of earth (see p.42 of the *Player's Companion*).

Though also a skilled air sailor and fighter, his first love is the lore of the living earth. Cern knows his moot's territory like the back of his huge hand and often communes with the elemental spirits of its rocky peaks and slopes, as well as the spirits of the winds, the cold mountain streams, and the trees and plants. From these elemental allies, Cern learns whatever he needs to know about everything going on in Rockhorn lands, and very little escapes his notice for long. Cern is part of a large line-marriage and has the respect and loyalty of all his clan.

Recently, he has heard disturbing rumors of Therans passing through the Delaris Mountains. In investigating their activities, he and his moot are close to learning of the existence of the Fellowship of Night, whose citadel lies near Rockhorn territory. Should they discover the Nethermantic order and the use its members make of their Liferock, the Rockhorns might well launch an all-out assault against the corrupters of their rock-brothers... unless the Fellowship offered them some way of freeing the Ayodhya Liferock from the Therans' cruel grasp.

## Attributes

DEX (10): 5      STR (21): 8      TOU (19): 8  
PER (16): 7      WIL (18): 7      CHA (10): 5

## Characteristics

Initiative: 5      Physical Defense: 9  
Physical Armor: 6      Spell Defense: 10  
Mystic Armor: 6      Social Defense: 9  
Death: 71      Recovery Tests: 3  
Unconsciousness: 56      Knockdown: 8  
Wound Threshold: 12      Movement: 7  
Karma Points: 21/21

## Elementalist Talents (Knacks)

Air Speaking<sup>D</sup> (7): 14  
Avoid Blow\* (1): 6  
Cold Purify<sup>D</sup> (7): 14 (Halt Disease)  
Durability [4/3] (7): 7  
Earth Skin<sup>D</sup> (7): 15  
Elemental Hold<sup>D</sup> (7): 14  
Elemental Tongues<sup>D</sup> (7): 14  
Enhanced Matrix (7): 7  
Fire Heal<sup>D</sup> (7): 14 (Heal Others, Wound Heal)  
Karma Ritual<sup>D</sup> (7): 7  
Read/Write Magic<sup>D</sup> (7): 14  
Resist Taunt\*\* (1): 8  
Spellcasting<sup>D</sup> (7): 14  
Spell Matrix<sup>D</sup> (7): 7  
Spell Matrix (7): 7  
Spell Matrix (7): 7  
Summon (Elemental Spirits)<sup>D</sup> (7): 14  
Thread Weaving (Elementalism)<sup>D</sup> (8): 15 (Create Thread Item)  
Willforce (7): 14  
Wind Catcher (7): 14

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
<sup>I</sup> Italicized Talents Require Karma. (Except when also a Discipline Talent)  
\* Modified by +1 Rank Bonus from Protective Boots  
\*\* Modified by +1 Rank Bonus from Protective Brooch

## Skills

Air Sailing (5): 12  
Avoid Blow (4): 9  
Battle Shout (4): 9  
Brotherhood of the Greenstone Liferock<sup>K</sup> (2): 9  
Eastern Delaris Mountains Geography<sup>K</sup> (4): 11  
Mapmaking<sup>A</sup> (4): 11  
Melee Weapons (5): 10

Navigation (4): 11  
Obsidian Culture<sup>K</sup> (2): 9  
Parry (4): 9  
Rockhorn Clan History<sup>K</sup> (4): 11  
Rockhorn Trollmoot<sup>K</sup> (4): 11  
Read/Write Language (3): 10—(Dwarf/Throalic, Obsidian, Troll)  
Robe Embroidery<sup>A</sup> (4): 9  
Speak Language (3): 10—(Dwarf/Throalic, Obsidian, Troll)  
Throwing Weapons (3): 8  
Unarmed Combat (4): 9  
Wilderness Survival (4): 11  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

## Elementalism Spells

Crunch Climb, Dispel Elementalism Magic, Earth Blend<sup>M</sup>, Earth Darts, Earth Q'Wril, Earth Spear, Earth Staff, Earth Surfing, Ease Passage, Engulf Earth<sup>M</sup>, Fingers of Wind, Grasping Hand of Earth<sup>E</sup>, Grounding, Lodestone's Touch, Nutritious Earth, Path Home, Plant Feast, Plant Talk, Porter, Purify Earth, Purify Water, Resist Cold, Ricochet Attack, Shattering Stone<sup>M</sup>, Stone Cage, Stone Rain, Tossing Earth<sup>M</sup>, Tree Merge, Uneven Ground, Whirlwind, Winds of Deflection

<sup>M</sup> Denotes spell in spell matrix  
<sup>E</sup> Denotes spell in enchanted matrix

## Armor

Thread Padded Leather Armor (Rank 4; Phys 6; Myst 3)

## Weapons

Troll Dagger (Forged +2; Damage 13; Range 10–20 yards/5–10 hexes)

## Thread Items

Protective Boots (Rank 4; PhysDef +2; SocDef +1; Avoid Blow +1 Rank Bonus),  
Protective Brooch (Rank 4; SocDef +2; PhysDef +1; Resist Taunt +1 Rank Bonus)

## Equipment

Adventurer's Kit, Belt Pouch, Embroidered Robe, Embroidery Tools, Grimoire, 3 × Healing Potions, Mapmaking Tools, Navigation Charts in Map/Scroll Case, Traveler's Garb, Writing Kit

## Loot

260 silver pieces

## Legend Award

Seventh Circle

## Notes

As a troll, Cern possesses the Heat Sight racial ability. Cern is a Seventh Circle Elementalist specializing in the element of earth gaining a +2 bonus on Spellcasting and Thread Weaving (Elementalism) Tests for earth spells, but a –2 penalty on Spellcasting and Thread Weaving (Elementalism) Tests for spells of other elements (see p. 42 of the *Player's Companion*).

## Elementalist Abilities

**Second Circle:** +1 Spell Defense  
**Fourth Circle:** Karma on Perception-only Tests  
**Fifth Circle:** Fire and Ice  
**Sixth Circle:** Karma on Willpower-only Tests  
**Seventh Circle:** Karma on spell Effect Tests

## FELD'A'SAR

Feld'a'sar is an elder of the obsidian Brotherhood of the Greenstone Liferock, closely bound to the Rockhorn moot. The Liferock resembles dark jade, with veins of paler stone throughout. Many of its obsidimen likewise have a deep emerald cast to their skins, and often paint colored designs on their bodies to set off the colors and patterns of the rocks that are their home.

Before the Scourge, in his long-ago youth, Feld'a'sar wandered across Barsaive and had many adventures, advancing to Ninth Circle as a Warrior before returning home. When a Horror drove one of his Liferock's elders mad during the Scourge, Feld'a'sar felt a call to become a new elder of the Greenstone Liferock, a position he has held for many years.

The obsidian is something of a mentor to Cern Stonefriend, teaching him to listen to the earth as an obsidian does; he has



cultivated patience and wisdom in the troll chief since Cern was a boy. Feld'a'sar shares Cern's anger over the capture of the Ayodhya Liferock, all the more because he visited it once before the Scourge. He even walked the Pilgrimage Route to House Syrtis, and is saddened as well as outraged that such a sacred place has become a Theran conquest.

#### Attributes

DEX (10): 5      STR (21): 8      TOU (21): 8  
PER (16): 7      WIL (17): 7      CHA (13): 6

#### Characteristics

**Initiative:** 3      **Physical Defense:** 11  
**Physical Armor:** 10      **Spell Defense:** 11  
**Mystic Armor:** 6      **Social Defense:** 11  
**Death:** 136      **Recovery Tests:** 4  
**Unconsciousness:** 109      **Knockdown:** 8\*  
**Wound Threshold:** 16      **Movement:** 5

**Karma Points:** 27/27

\* Feld'a'sar knows the Wound Balance talent

#### Warrior Talents (Knacks)

Acrobatic Strike (9): 14  
Anticipate Blow<sup>D</sup> (9): 16  
Avoid Blow<sup>D\*</sup> (10): 15  
Crushing Blow<sup>D</sup> (9): 17  
Durability [9/7] (10): 10  
Earth Skin<sup>D</sup> (9): 17  
Karma Ritual<sup>D</sup> (9): 9  
Leadership (9): 15  
Life Check<sup>D</sup> (9): 17  
Melee Weapons<sup>D</sup> (10): 15 (Armor Beater)  
Missile Weapons (9): 14  
Resist Taunt\*\* (1): 8  
Second Attack<sup>D</sup> (9): 14  
Second Weapon (9): 14  
Steel Thought\*\*\* (10): 17  
Tactics (9): 16  
Temper Self<sup>D</sup> (9): 16  
Thread Weaving (War Weaving)<sup>D</sup> (9): 16  
Throwing Weapons (9): 14  
Tiger Spring (9): 9  
Unarmed Combat<sup>D</sup> (10): 15  
Wood Skin<sup>D</sup> (9): 17  
Wound Balance<sup>D</sup> (9): 17

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
*Italicized Talents Require Karma. (Except when also a Discipline Talent)*  
\* Modified by +1 Rank Bonus from Protective Boots  
\*\* Modified by +1 Rank Bonus from Protective Brooch  
\*\*\* Modified by +1 Rank Bonus from Protective Amulet

#### Skills

Barsaive History<sup>K</sup> (5): 12  
Brotherhood of the Greenstone Liferock Lore<sup>K</sup> (6): 13  
Eastern Delaris Mountains Geography<sup>K</sup> (5): 12  
Fishing (5): 12  
Horror Lore<sup>K</sup> (5): 12  
Hunting (5): 10  
Pilgrimage Route<sup>K</sup> (1): 8  
Read/Write Language (3): 10—(Dwarf/Throalic, Obsidiman, Troll)  
Rockhorn Trollmoot<sup>K</sup> (3): 10  
Scourge History<sup>K</sup> (5): 12  
Speak Language (3): 10—(Dwarf/Throalic, Obsidiman, Troll)  
Swift Kick (5): 10  
Weapon Rune Carving<sup>A</sup> (5): 11  
Wilderness Survival (5): 12  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Fernweave (Phys 2; Myst 3), Body Shield (Phys 5; Init 2; Deflect 4/0, Shatter 21)

#### Weapons

Thread Stone Troll Sword (Rank 4; Damage 21), Stone Broadsword (Forged +3; Damage 16), Stone Troll Dagger (Forged +2; Damage 13; Range 10–20 yards/5–10 hexes), 2 × Troll Spears (Forged +4; Damage 17; Range 10–20 yards/5–10 hexes), Medium Crossbow (Forged +4; Damage 18; Range 40–80 yards/20–40 hexes), Quiver (15 medium crossbow bolts; Forged +1)

#### Thread Items

Protective Amulet (Rank 4; SocDef +1; SpellDef +2; Steel Thought +1 Rank Bonus), Protective Boots (Rank 4; PhysDef +2; SocDef +1; Avoid Blow +1 Rank Bonus), Protective Brooch (Rank 4; PhysDef +1; SocDef +2; Resist Taunt +1 Rank Bonus)

#### Equipment

Belt Pouch, Booster Potion, Carving Tools, Fishing Kit, Healing Potion, Traveler's Garb, Water Skin

#### Loot

600 silver pieces

#### Legend Award

Ninth Circle (1 per 2 PC)

#### Notes

As an obsidiman, Feld'a'sar possesses Increased Wound Threshold and Natural Armor racial abilities.

#### Warrior Abilities

**Second Circle:** +1 Physical Defense  
**Fourth Circle:** Karma on Strength-only Tests  
**Fifth Circle:** Battle Rites  
**Sixth Circle:** Karma on Dexterity-only Tests  
**Seventh Circle:** Karma on close combat Damage Tests  
**Eighth Circle:** +1 Physical Defense  
**Ninth Circle:** Battlefield Awareness; Karma on Recovery Tests

## CURRENT ACTIVITIES

The capture of Ayodhya has enraged the normally calm and collected Rockhorn chief, who sees the seizure of the Liferock as an insult to the honor of his own people as well as to the obsidimen he loves. For five centuries, from the beginning of the Scourge to the present day, the Rockhorns have sworn to protect their rock-brothers, and though the Ayodhya Liferock lies far from Rockhorn territory, Cern Stonefriend nonetheless feels that all obsidimen have a claim to his clan's promise of aid.

## ADVENTURE HOOK

The Rockhorn moot's fury at the capture of Ayodhya offers the Liferock Rebellion an opportunity to cultivate allies in the Delaris Mountains while searching covertly for the hidden citadel of the Fellowship of Night. Omasu hopes to negotiate for—or take by force if necessary—the arcane knowledge about Liferocks that the Fellowship has collected over the years, in hopes that he can use it to contact his brothers trapped within the Ayodhya Liferock. If the player characters are members of the rebellion or trusted confidants or agents of Omasu, they may be assigned the dual task of traveling into the Delaris Mountains and forging an alliance with the Rockhorn moot and the Greenstone Brotherhood, while finding the location of the Fellowship's citadel and getting whatever useful magical knowledge they can.

Cern Stonefriend is inclined to trust the player characters, provided they show the proper respect for him and his rock-brothers. If the adepts include an obsidiman in their number, they increase their chances of a good reception among the trolls. Some members of the Rockhorn moot, however, remain deeply suspicious of all outsiders. Any unusual questions or actions on the part of the player characters could damage their chances of forging an alliance between the Rockhorns and the Liferock Rebellion. For the player characters to pull off both parts of their assignment, therefore, requires ingenuity and good role-playing.



Since the landing of the *Triumph*, Cern has become more involved in raiding Theran targets, flying aboard some Rockhorn drakkars himself and casting spells at Theran ships. Many of the Theran cargoes turned out to be purloined True elements and other materials mined from the hill of Ayodhya, and the Rockhorn raiders take great satisfaction in having deprived the Therans of these ill-gotten gains. Such activities have bolstered Cern's legend and popularity among his people, who share his fury at the fate of the Ayodhya Liferock. If he chooses, Cern might even use his current high standing to overcome his people's historic distrust of the outside world and seek an alliance with various other forces in Barsaive trying to oust the Therans. He is currently negotiating with representatives of the Liferock Rebellion, but has not yet decided to join them openly. The rebellion, for its part, has carefully avoided mentioning the Fellowship of Night for fear that the Rockhorns would turn against the Fellowship—and, by extension, against the rebellion, whose members have done nothing to stop the Fellowship's use of a Liferock for their own ends.

Cern's anger at the Therans has awakened long-dormant Warrior instincts in Feld'a'sar, prompting the old obsidiman to practice the talents of his Discipline again in earnest. Feld'a'sar knows his friend and pupil, and believes that the time will soon come to bring war to the Theran desecrators. Though he does not like the thought of his troll allies losing their lives, he knows that honorable death in battle against the Theran enemy is a fate they will gladly face—and if the Rockhorns and others can succeed in driving the Therans out of Barsaive permanently, then no sacrifice is too great.

## AIRSHIP FLEET

The Rockhorn moot possesses eight drakkars, most lightly armed, with only a catapult or a ballista each. Within the past few months, however, the moot has begun acquiring weapon designs from the trollmoots of the western Twilight Peaks and outfitting their vessels for war. Rockhorn ships work well in groups and often coordinate their attacks to disable enemy vessels. The Rockhorn fleet includes the *Golden Eagle*, the *Sharpsail*, the *Rockbrother*, and the *Whisperwind*. The *Golden Eagle* is a particularly feared sight in the skies near Jerris; the richly loaded merchant airships of that city are a favorite target of the *Eagle's* captain. Much of the Rockhorns' True air supplies come from captured Jerrisian vessels.

## SKYSEEKER MOOT

The Skyseeker moot lives in the western half of the Delaris Mountains, closer to the Theran outposts of Vivane and Sky Point than any other trollmoot in Barsaive. Unlike most other crystal raider moots, the Skyseekers have no particular hatred for the Therans; to them, the Theran Empire and its representatives in Sky Point and Vivane are simply potential trading partners whose wealth should be exploited for the moot's benefit rather than disdained. Some Skyseekers even admire the Therans' military strength, though they find the slick, urbane ways of Theran Vivane puzzling and occasionally offensive. The Therans' depredations against the trollmoots of the Twilight Peaks do not much concern the Skyseekers; as they see it, their fellow trollmoots never

had much use for them except as raiding targets, and so they find it difficult to shed tears over a misfortune that the other moots brought on themselves by failing to defend their homes against a mightier enemy.

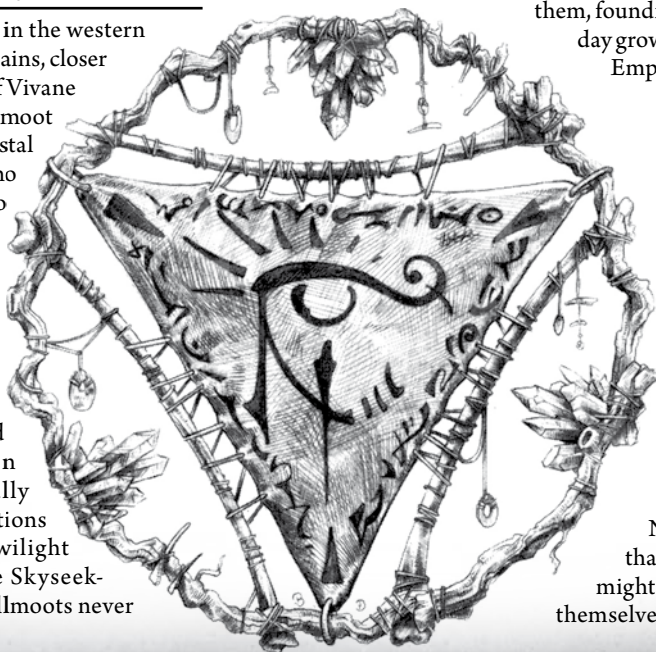
Some among the Skyseekers, however, regard the Therans with a more jaundiced eye. The Theran tendency to treat all Barsaivian trolls as dimwitted savages is not lost on the moot, and some Skyseekers believe that the empire will eventually turn its military might against them as it did against the moots of the Twilight Peaks. All the Therans need, they say, is an excuse. Some see this argument as all the more reason to remain completely neutral in the looming conflict between Thera and Throal; others say that the Therans will lump the Skyseeker moot with Barsaive's other trolls and attack them regardless, so why not join their fellow Barsaivians against the empire? With the Theran presence in Barsaive growing and war on the horizon, the Skyseeker moot may swing to either side, depending on which voices gain the upper hand—and also on the workings of an ancient curse still affecting the moot.

## HISTORY

The Skyseeker trollmoot, founded long ago in the forgotten mists of time, eked out a precarious existence for years from their mountain homeland through hunting, a little farming, and occasional trade with lowland villages. The knowledge of airship construction reached the Skyseekers relatively late in their history; coupled with their small numbers, the delay ensured that they never became a significant force for raiding in Barsaive. Far more often, they ended up as targets of raids by other trollmoots. Much of what little wealth they could claim came from trade with Vivane, a relatively prosperous city even before the Therans conquered it in the early centuries of the empire.

The turning point in the moot's history came when Queen Failla of Wyrn Wood exiled Elianar Messias—known in legend as the Martyr Scholar—from the Elven Court. Messias traveled to a small monastery inhabited by questors of the Passion, Mynbruje, in the foothills of the Delaris Mountains. There he planned to retire from the world and spend his life in contemplation. Soon after his arrival, however, Messias discovered the *Books of Harrow*, ancient tomes that told of the Horrors and the coming Scourge. The knowledge contained in the books drove Messias to take his own life; six other brethren of the monastery died the same night. Messias' student, Kearos Navarim, took the *Books of Harrow* to an island in the Selestrean Sea and continued to study them, founding the community that would one day grow to become the heart of the Theran Empire.

The Skyseeker moot often traded with the monks at this same monastery and so learned of the *Books of Harrow* long before the Therans began to barter their knowledge of the Scourge for the fealty of Barsaive's people. Though the Skyseekers did not know everything that the books contained, they knew that Messias had found lore of importance to everyone in the world, and saw his followers use that knowledge to make themselves powerful beyond most Namegivers' dreams. Reasoning that where one ancient tome lay, others might be found, the Skyseekers devoted themselves to discovering other such books





and artifacts in the Delaris Mountains. They dug caves and mines and overturned rocks in their search for any sign of ruins, lost artifacts, and other scraps of lore that could expand on the *Books of Harrow*. But though they searched for many generations, they found nothing.

In desperation, the Skyseekers turned their attentions to the monastery where the Martyr Scholar had once lived, looting the place and attacking the questors there. The final surviving questor, dying in the monastery ruins, cursed the Skyseeker moot to forever seek what they could not find. He also prophesied that their quest would lead them to disaster.

At first, it seemed that the curse was meaningless. The Skyseeker moot found its fortunes no worse, and the Orichalcum Wars seemed to bring a turn for the better. The Skyseekers had continued to trade with Vivane after the Theran takeover, and so chose to take orichalcum and True elements from parties other than the Therans and trade their hauls to Theran merchants in Vivane for rich rewards. Consequently, when the Therans struck back against the crystal raiders, they spared the moots of the Delaris Mountains. As the Scourge approached, the Skyseeker moot built its kaers with the *Rites of Protection and Passage* while their cousins in the Twilight Peaks were frantically attempting to find shelter in mines and crystal caves.

Since the end of the Scourge, however, the Skyseeker moot has not fared well. They have continued to seek lost artifacts in the Delaris Mountains and have found occasional treasures from before the Scourge, but nothing as substantial or ancient as the *Books of Harrow*. During the centuries underground, they forgot the location of the ancient monastery, a blow to their hopes of making the brilliant discovery that nearly all of their chieftains have craved. Worse, the Skyseekers could not renew their ancient ties with the Therans of Vivane after the Theran War; still smarting from their defeat, Vivane and Sky Point's current inhabitants largely refuse to engage in commerce with "a lot of ignorant, unwashed louts who only understand breaking heads." For most of the past sixty years, the Skyseekers have languished, making the current clan chiefs all the more determined to find some lost treasure that will turn their moot's fortunes around.

The one bright spot in all this misery is the Fellowship of Night, a Nethermantic order with a citadel on the border between Skyseeker and Rockhorn territory. The Nethermancers aid the trolls in their quest for mystical artifacts and lore in return for trade, as well as for the trolls' protection against outsiders who might stumble onto the citadel.

## IMPORTANT CHARACTERS

The Skyseeker moot is made up of thirteen clans. The most influential Namegivers among them include moot chief, Cho'arras Brightstone Skyseeker; and Tana Lunnar, the leader of the Fellowship of Night.

### CHO'ARRAS BRIGHTSTONE SKYSEEKER

The chief of the Skyseeker moot, Cho'arras Brightstone is an intelligent and sharp-witted questor of Mynbruje. Like other chiefs before him, he continues to search for ancient mystical artifacts, unaware that he and his people were cursed to seek fruitlessly forever by a questor of Mynbruje who died at the hands of the moot long ago. The curse ensures that Cho'arras and his people will never find what they look for, whatever it might be. If the Skyseekers look for an alliance with the Therans, circumstances will intervene to ensure that it fails. If they seek an alliance with Throal, circumstances will turn the other way. If they seek ancient lore, they will find only tantalizing tidbits, and so on.

Cho'arras cares deeply about his moot; with profitable trade sparse and Skyseeker raids unusually prone to failure, he knows that some dramatic find may soon be his moot's only hope for survival. He is a Seventh Circle Sky Raider and a Rank 5 questor of Mynbruje.

#### Attributes

DEX (14): 6 STR (21): 8 TOU (19): 8  
PER (16): 7 WIL (15): 6 CHA (17): 7

#### Characteristics

Initiative: 5 Physical Defense: 9  
Physical Armor: 14 Spell Defense: 9  
Mystic Armor: 11 Social Defense: 9  
Death: 99 Recovery Tests: 3  
Unconsciousness: 77 Knockdown: 8\*  
Wound Threshold: 12 Movement: 7

#### Karma Points: 21/21

\* Cho'arras knows the Wound Balance talent

#### Sky Raider Talents (Knacks)

Air Sailing <sup>D</sup> (8): 14 (Boarding Action)  
Battle Bellow <sup>D</sup> (7): 14  
Battle Shout <sup>D</sup> (7): 14  
Durability [8/6] (7): 7  
Fireblood <sup>D</sup> (7): 15 (Flaming Wounds)  
Great Leap <sup>D</sup> (7): 13  
Karma Ritual <sup>D</sup> (7): 7  
Leadership (7): 14  
Melee Weapons <sup>D</sup> (8): 14  
Momentum Attack <sup>D</sup> (7): 13  
Questor of Mynbruje (5): 5  
—Ease Suffering, Perceive Emotion (5): 12  
—Increase Perception (5): 11  
Parry (7): 13  
Shield Charge <sup>D</sup> (7): 15  
Steely Stare <sup>D</sup> (7): 14  
Tactics (6): 13  
Thread Weaving (Sky Weaving) <sup>D</sup> (7): 14 (Talent Linking)  
Throwing Weapons (7): 13  
Unarmed Combat (7): 13

#### Windcatcher (8): 14

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

*Italicized Talents Require Karma. (Except when also a Discipline Talent)*

#### Skills

Ancient Artifacts <sup>K</sup> (4): 11  
Conversation (3): 10  
Engaging Banter (3): 10  
Etiquette (3): 10  
First Impression (3): 10  
Haggle (4): 11  
Heartening Laugh (4): 11  
Legends and Heroes <sup>K</sup> (4): 11  
Passion Lore <sup>K</sup> (3): 10  
Read/Write Language (1): 8—(Dwarf/Throalic)  
Robe Embroidery <sup>A</sup> (4): 11  
Research (4): 11  
Search (4): 11  
Skyseeker Clan History <sup>K</sup> (4): 11  
Skyseeker Trollmoot <sup>K</sup> (4): 11  
Speak Language (3): 10—(Dwarf/Throalic, Human, Troll)  
Swift Kick (4): 10  
Theran History <sup>K</sup> (2): 9  
Western Delaris Mountains Geography <sup>K</sup> (4): 11  
Wilderness Survival (4): 11  
Wood Carving <sup>A</sup> (4): 11  
Wound Balance (4): 12  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Thread Hide Armor (Rank 4; Phys 9; Myst 4; Init 1), Thread Crystal Raider Shield (Rank 4; Phys 5; Myst 5; PhysDef +1; Deflect 3/3; Shatter 18)

#### Weapons

Troll Sword (Forged +3; Damage 17), Troll Dagger (Forged +2; Damage 13; Range 10–20 yards/5–10 hexes), 2 × Troll Bolas (Damage 12; Range 12–24 yards/6–12 hexes)



#### Equipment

Belt Pouch, Carving Tools, Embroidered Robe, Embroidery Tools, Healing Potion, Navigation Charts in Map/Scroll Case, Symbol of Mynbruje, Traveler's Garb

#### Loot

310 silver pieces

#### Legend Award

Seventh Circle

#### Notes

As a troll, Cho'arras possesses the Heat Sight racial ability. Cho'arras has 1,000 Devotion Points to Mynbruje.

#### Sky Raider Abilities

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Toughness-only Tests

**Fifth Circle:** Strike Without Warning

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** Karma on melee weapon Damage Tests

## TANA LUNNAR

The leader of the Fellowship of Night, Tana Lunnar is a human woman of mature years and considerable wisdom in the arts of Nethermancy. Like the rest of her order, Tana was raised in the village protected by the Fellowship throughout the Scourge. This village arose around an ancient Liferock that had been corrupted by a Horror before the Nethermancer, Sovik Nightwalker, founder of the Fellowship of Night, discovered it. Sovik destroyed the Horror and then created a community to study the Liferock and learn the

secrets of the elemental spirit inhabiting it. Over time, Sovik's fellowship learned to tap the powers of the Liferock and make it a focus for their mystic arts.

A Thirteenth Circle Nethermancer, Tana is always protected by two Black Guards (see p. 122 of the **Creatures** chapter), undead obsidimen animated by Nethermantic magic.

Tana knows that the Theran Empire is interested in the Fellowship's arcane knowledge, so is on guard against outsiders. After finding two Theran scouts virtually on the doorstep of the Fellowship's citadel recently, Tana questioned them and discovered where they had come from. She then had them killed and left their bodies in a distant region of the mountains.

In addition to keeping the citadel's whereabouts hidden, Tana is doing her utmost to find the Fellowship's lost grimoire, the *Chain of Skulls*. The *Chain* contains many of the order's Nethermantic secrets and is being sought by Therans as well as agents of the Liferock Rebellion. Tana is attempting to get the Skyseekers to look for it, without telling them precisely what it is or why it is so valuable to the order. Regarding the brewing conflict between Throal and Thera, Tana prefers not to involve her people. Though she would consider allying with the Liferock Rebellion in order to regain the *Chain of Skulls*, she will do so only if she has no other choice. All her concern is for the Fellowship; what happens in the rest of Barsaive does not matter to her. Alliance with the Therans is out of the question, however; she fears that her order would ultimately be absorbed into the empire rather than left alone to conduct its magical research in peace. More than anything, she wants to keep secret the existence and location of her order. As far as Tana is concerned, the more Namegivers who learn about the Fellowship, the greater risk her people face.

#### Attributes

DEX (14): 6

PER (21): 8

STR (11): 5

WIL (18): 7

TOU (11): 5

CHA (10): 5

#### Characteristics

Initiative: 6 Physical Defense: 13

Physical Armor: 12 Spell Defense: 17

Mystic Armor: 5 Social Defense: 12

**Death:** 86\* **Recovery Tests:** 3

**Unconsciousness:** 64\* **Knockdown:** 5

**Wound Threshold:** 8 **Movement:** 6

**Karma Points:** 65/65 **Karma Step:** 5

\* Adjusted by Blood Magic

#### Nethermancer Talents (Knacks)

Armored Matrix (13): 13

Armored Matrix (13): 13

Astral Pocket (13): 21

Astral Sight<sup>D</sup> (13): 21

Avoid Blow\* (8): 14

Bargain with Summoned Creature<sup>D</sup> (13): 18

Battle Shout<sup>V</sup> (7): 12

Bone Compass<sup>D</sup> (13): 21

Climbing<sup>V</sup> (7): 13

Durability [4/3] (14): 14

Enhanced Matrix (13): 13

Enhanced Matrix (13): 13

Frighten<sup>D</sup> (13): 20

Karma Ritual<sup>D</sup> (13): 13

Lifesight<sup>D</sup> (13): 21 (Deathsight)

Lion Heart<sup>V</sup> (7): 14

Matrix Strike (13): 20

Netherwalk<sup>D</sup> (13): 20

Orbiting Spy<sup>D</sup> (13): 21 (Astral Spy, Orbiting Watcher)

Poison Resistance<sup>V</sup> (7): 12

Read/Write Magic<sup>D</sup> (13): 21

Resist Taunt\*\* (8): 15

Shared Matrix (13): 13

Spellcasting<sup>D</sup> (14): 22 (Anchored Spell, Spell Stacking)

Spell Crystal Lock<sup>D</sup> (13): 21

Spell Matrix<sup>D</sup> (13): 13



Spell Matrix (13): 13  
 Spell Matrix (13): 13  
 Spell Matrix (13): 13  
 Spirit Dodge <sup>D</sup> (13): 21  
 Spirit Hold <sup>D</sup> (13): 20  
 Spirit Talk <sup>D</sup> (13): 21  
 Steel Thought\*\*\* (14): 21  
 Summon (Ally Spirits) <sup>D</sup> (13): 20 (Bind Spirit)  
 Summoning Circle <sup>D</sup> (13): 20  
 Thread Weaving (Nethermancy) <sup>D</sup> (14): 22 (Create Spell Matrix Object, Create Thread Item, Ghost Master Ritual, Talent Pattern, Talent Linking)  
 Versatility (6): 6  
 Willforce (13): 20

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
<sup>E</sup> Italized Talents Require Karma. (Except when also a Discipline Talent)  
<sup>V</sup> Talent learned through Versatility  
<sup>\*</sup> Modified by +1 Rank Bonus from Protective Boots  
<sup>\*\*</sup> Modified by +1 Rank Bonus from Protective Cloak  
<sup>\*\*\*</sup> Modified by +1 Rank Bonus from Protective Ring

## ADVENTURE HOOK

In order to escape from the curse laid on it, the Skyseeker moot must find and rebuild the lost monastery where Elianar Messias studied the Books of Harrow (see p.6 of the *Gamemaster's Guide*). Because the curse guarantees that the Skyseekers never find what they are looking for, they cannot find the monastery without outside help.

Player characters can become involved in the quest for the lost monastery in various ways. They may be emissaries of Throal seeking an alliance with the Skyseeker moot, and the troll chief asks for their aid in exchange. Or they may be working to prevent an alliance between the Skyseeker moot and another power, or may wish to find the lost monastery for their own reasons. A questor of Mynbruje among the adepts might receive visions indicating that the player characters should help the Skyseekers atone for the crimes of their ancestors.

Locating the monastery takes the adepts on a hazardous quest into the Delaris Mountains, where they face various creatures and other dangers. The adepts must also brave the border between Skyseeker and Rockhorn territory and may run afoul of the Fellowship of Night. In addition, the Therans certainly take interest in any effort to locate the place where Elianar Messias unearthed the tomes on which their empire was founded. An item from the ruins of the monastery might even prove to be a pattern item for the Theran Empire—something the Therans could not allow to fall into Barsaivian hands.

The ruins themselves are well hidden, nestled in a narrow valley in the foothills of the central Delaris Mountains. Little remains of the monastery save for crumbling foundations, though some underground portions of it remain intact and may be inhabited by native creatures or even a Horror. The spirit of the last surviving monk is there as well, and has become a spectral dancer (see p.283 of the *Gamemaster's Guide*), bound to the place of his death by the power of his last curse. The adepts must overcome the spectral dancer and the other hazards in the monastery before anyone can begin to rebuild it.

Finding the lost monastery could cement an alliance with the Skyseeker moot, but could also bring Theran forces to the Delaris Mountains to secure the ancient site they consider their empire's birthplace.

### Skills

Alchemy (7): 15  
 Alchemy and Potions <sup>K</sup> (7): 15  
 Blood Magic <sup>K</sup> (7): 15  
 Fellowship of the Night Group <sup>K</sup> (7): 15  
 Horror Lore <sup>K</sup> (7): 15  
 Liferock Lore <sup>K</sup> (7): 15  
 Obsidian Culture <sup>K</sup> (4): 12  
 Read/Write Language (4): 12—(Dwarf/Throalic, Human, Obsidian, Troll)  
 Research (7): 15  
 Robe Embroidery <sup>A</sup> (7): 12  
 Scourge History <sup>K</sup> (7): 15  
 Search (7): 15  
 Skyseeker Trollmoot <sup>K</sup> (4): 12  
 Speak Language (4): 12—(Dwarf/Throalic, Human, Obsidian, Troll)  
 Throwing Weapons (3): 9  
 Undead Lore <sup>K</sup> (7): 15  
 Western Delaris Mountains Geography <sup>K</sup> (7): 15

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Nethermancy Spells

Alter Life, Animate Dead <sup>M</sup>, Animate Skeleton <sup>A</sup>, Arrow of Night, Astral Horror, Astral Flare, Astral Spear <sup>E</sup>, Blessed Light, Blood Servitor, Bone Circle, Bone Dance <sup>S</sup>, Bone Pudding <sup>A</sup>, Bone Puppet, Bone Shatter <sup>E</sup>, Bone Walker, Control Being, Create Life, Dark Sword, Detect Undead <sup>S</sup>, Erase Horror Mark, Eternal Youth, Ethereal Darkness, Fog of Fear <sup>S</sup>, Friendly Darkness <sup>M</sup>, Gateway, Grave Message <sup>M</sup>, Life Circle of One <sup>S</sup>, Nightflyer's Cloak, Restrained Entity, Restrained Horror, Sculpt Darkness, Shadow Hunter, Shadow Meld, Silent Darkness, Spirit Dart <sup>S</sup>, Spirit Grip <sup>S</sup>, Spirit Portal <sup>M</sup>, Step Through Shadow, Summon Bone Ghost <sup>S</sup>, Undead Struggle <sup>S</sup>, Unnatural Life, Void Wave <sup>M</sup>, Walking Dead, Wall of Bones, Wall of Darkness, Whisper Through the Night

<sup>M</sup> Denotes spell in spell matrix. Note that Tana has 5 Spell Matrices with the one additional Spell Matrix in the Lifeshard

<sup>E</sup> Denotes spell in enchanted matrix

<sup>A</sup> Denotes spell in armored matrix

<sup>S</sup> Denotes spell in shared matrix (Two Third Circle spells, One Second Circle spell, Five First Circle spells)

### Armor

Thread Wyvern—Skin Robe (Rank 4; Phys 12; Myst 2; Init 1; PhysDef +1)

### Weapons

Dagger (Forged+1; Damage 8; Range 10–20 yards/5–10 hexes)

### Thread Items

Lifeshard (Rank 13; Can communicate with any possessor of a Lifeshard; 1/day: 4 Strain to add a +13 bonus to a single Spellcasting or Willforce Test; Substitutes for bone circle requirement to cast the Grave Message or Spirit Portal spell; Can be used as a Rank 13 Spell Matrix Object), Protective Boots (Rank 4; PhysDef +2; SocDef +1; Avoid Blow +1 Rank Bonus), Protective Cloak (Rank 4; PhysDef +1; SocDef +2; Resist Taunt +1 Rank Bonus), Protective Ring (Rank 4; SocDef +1; SpellDef +2; Steel Thought +1 Rank Bonus)

### Equipment

Adventurer's Kit, Climbing Kit, Cloaksense Brooch, Embroidered Robe, Embroidery Tools, Grimoire, 2 × Healing Potions, Kelia's Antidote, Keli's Poultice, Orichalcum Pledge Coin (3 Blood Magic Damage), Quiet Pouch, Wealthy Traveler's Garb, Writing Kit

### Loot

377 gold pieces

### Legend Award

Thirteenth Circle

### Notes

As a human, Tana possesses the Versatility racial ability. Tana has 2 Permanent Damage from bonding with her Black Guards. Tana has used the Versatility talent to learn the Avoid Blow, Battle Shout, Climbing, Lion Heart, Poison Resistance, and Resist Taunt talents.

### Nethermancer Abilities

Second Circle: +1 Spell Defense

Fourth Circle: Karma on Perception-only Tests

Fifth Circle: Decay and Renewal

Sixth Circle: Karma on Willpower-only Tests

Seventh Circle: Karma on spell Effect Tests

Eighth Circle: +1 Spell Defense

Ninth Circle: Karma on Recovery Tests; Otherworldly Control

Tenth Circle: Karma on controlled creature or spirit Action Tests; +1 Spell Defense

Eleventh Circle: +1 Initiative Step; +1 Physical and Social Defense

Twelfth Circle: +1 Recovery Test/day; +1 Spell Defense

Thirteenth Circle: Astral Face; +1 Karma Step; +1 Social Defense



## CURRENT ACTIVITIES

The Skyseeker moot generally raids to the North of the Delaris Mountains, toward Jerris and the surrounding area. Most of their raids have not gone well, however, and the moot is suffering because of it. Skyseeker captains have begun flying their ships farther and farther afield in search of prime raiding territory, which is bringing them into conflict with other moots including the Rockhorns, the Firescales, and the Bloodlores.

Concerned about the failing fortunes of his moot, Cho'arras Brightstone has begun asking Mynbruje for guidance. The Passion's replies, however, have been couched in strange visions and riddles which Cho'arras is trying to unravel. To undo the curse, the moot must find the lost monastery destroyed by their ancestors and make reparations to the long-dead monks by rebuilding it as a center of learning devoted to Mynbruje. But because the curse makes it impossible for the Skyseekers to find anything they look for, the moot is highly unlikely to lift the curse without outside aid.

## AIRSHIP FLEET

The Skyseeker moot owns seven drakkars, most lightly armed with single ballistae or catapults stolen in raids. The Skyseekers rely heavily on boarding tactics and are ill suited for ship-to-ship combat. If faced with a clearly superior opponent, they are likely to evade a fight and wait for a better day. The Skyseekers' most famous ship is the *Seeker*, which Cho'arras Brightstone uses as his personal vessel; other Skyseeker drakkars include the *Passion's Claim*, the *Wind Arrow*, and the *Falcon*.





**T**his chapter contains information for gamemasters who want to run adventures and campaigns involving the crystal raiders and their mountain homes. Player characters in such campaigns and adventures may be members of a trollmoot, exiles, *newots*, or even Air Sailors shipwrecked in crystal raider territory, to name just a few of the possibilities. Each type of adventure or campaign has its own quirks and dynamics, some of which are described below.

## TROLLMOOT CAMPAIGNS

**G**amemasters can use the information in this book to build an entire **Earthdawn** campaign based around the crystal raiders. The players can take the roles of troll raiders, *no'a'g'ral* (crystal raiders of other Namegiver races adopted into a troll clan), or *newots* captured by the raiders and looking to earn their freedom. The player characters might all be from a single trollmoot or from many moots in the Twilight Peaks and elsewhere, working together despite their differences. Some of the player characters might be from outside the other characters' trollmoot, either potential allies or captured *newots*. The gamemaster can use the various characters presented in this book as gamemaster characters and inspiration for adventures and storylines. Some possibilities for a crystal raider campaign are described in the following paragraphs; the gamemaster is free to invent as many more as he wishes.

### RAIDERS

In a raider campaign, the player characters are all members of a single crystal raider moot, going on raids or even fighting a war alongside their moot brothers and sisters. Raider characters are most likely troll Sky Raiders, though some may be Warriors, Weaponsmiths, or followers of other Disciplines. Depending on the trollmoot to which the characters belong, some may even be magicians. Player characters in this type of adventure or campaign need not all be trolls; some may be other Namegivers adopted by the trollmoot, such as the dwarfs of the Rocktapper clan (see **Stoneclaws Moot** on p. 75).

The gamemaster must make sure that the player characters in a raider campaign are not carbon copies of each other. One way to

accomplish this is to stress the unique skills, goals, and personality quirks of each character, along with his clan membership and individual history.

Raider characters can get involved in all types of raids and airship combat described in **Of Ships and Raiding** (see p. 36). They may also become entangled in their moot's internal politics and conflicts, or in rivalries between their trollmoot and a neighboring one. As characters gain in power and their legends grow, they may take on greater responsibilities in their moot, perhaps even becoming clan or moot chiefs.

### SEEKERS

In this type of campaign, the player characters are all members of the same trollmoot, but with interests more diverse than raiding. They may be followers of Disciplines ill suited to serving aboard a drakkar, such as Troubadours or certain magician Disciplines. In this case, the adepts may devote their time to investigating one of the many mysteries among the trollmoots. For example, characters from the Skyseeker moot might be seeking the lost monastery or trying to lift the questor's curse from their people (see **Skyseeker Moot** on p. 98). Members of the Ironmonger moot may be secretly exploring the ruins of Ustrect, discovering treasures and dangers that lie hidden beneath the woodland that covers them (see **Ironmonger Moot** on p. 70). Blackfang characters might run afoul of the schemes of Illim Blackfang and fight to save their moot (and possibly the rest of the Twilight Peaks) from the spectral Nethermancer's vengeance (see **Blackfang Moot** on p. 61).

The gamemaster may also combine a seekers campaign or adventure with another type of campaign, in which some player characters are Sky Raiders and others follow less combative Disciplines.

### TROLL ALLIANCE

Gamemasters may base this type of campaign around the possibility of an alliance between one or more of the crystal raider moots and Barsaive's lowland nations or kingdoms. Players can take the roles of characters in the trollmoots instrumental in creating or preventing such an alliance. The former works particularly well if the current leadership of the characters' moot opposes an alliance,



## RACES AND DISCIPLINES IN A TROLLMOOT CAMPAIGN

The options of playing *newots* and *no'a'g'ral* members of trollmoots, as well as the trolls' close connection with obsidimen, should provide sufficient opportunities to introduce non-troll player characters into a campaign originating in a trollmoot. Finding a place for Disciplines other than Sky Raiders may be a more difficult task, especially if the gamemaster wants to focus his campaign on airships and raiding. The following overview gives players hints as to what types of characters are useful and authentic in such a setting and provides the gamemaster with tips on how to grant each character an equal share of the action.

**Air Sailors** seem out of place in a world dominated by their Sky Raider counterparts at first glance, but are in fact very likely to be taken as *newots* due to the raiders' attacks on Barsaivian airships. They are team players, and while the raiders' quest for personal glory and one-on-one conflict seems to contradict this approach to life, the trolls' habit of forming interconnected communities of line marriages, clans, and moots is exactly the thing some Air Sailors may be looking for.

Trolls can be powerful **Archers** due to their enormous strength, and Archers can fire all sorts of missile weapons, including those mounted on airships. Archers are often responsible for manning and maintaining an airship's ranged weaponry, and while the raiders do not normally have very powerful ship weapons, they have to make every shot count as they close in quickly. Archers also play an important role in defending ships and settlements from flying creatures.

**Beastmasters and Cavalrymen** have limited options from which to choose their animal companions and mounts in the high peaks, but if they can bond with flying creatures and mounts, they are of great use even to an airship crew. Airborne animal companions or Cavalrymen on flying mounts can serve as advanced scouts in the fissured Twilight Peaks or when a ship is hiding in the clouds, or as skirmishers harassing enemy crews. As the mountains themselves are full of mighty and dangerous animals, these Disciplines' command over animals also protects and serves the moots on the ground.

Members of the only common magician Discipline among the moots, **Elementalists** are valued members of raider clans. Not only do they weave True air into ships' hulls to enable flight in the first place, but various spells of theirs can support an ongoing raid. They can repair ships, create food, heal the sick and wounded, and even enlist Air Spirits to help.

**Illusionists, Nethermancers, and Wizards** have a much harder time than their Elementalist colleagues. While some moots are more magically inclined, most don't care for these Disciplines, or maybe just not hold them in high regard. While the trolls might accept the Nethermancer as a connection to honored ancestors, the Wizard is often seen as a Discipline of theory that does not believe in anything a troll can grasp with his hands. And the Illusionist, well, he's just a liar. Illusionist and Wizard players will have to find their personal niche within the moots, based more on the character's personality than Discipline choice.

**Scouts** are rare among the moots, as the trolls are more about expressing themselves than taking in an impression of their surroundings, but the *newot* or *no'a'g'ral* Scouts living with the raiders are highly valued for their ability to spot potential targets for raids, either as lookouts on airships or as operatives in the lowlands, signaling airships toward their targets.

**Swordmasters and Warriors** are as formidable as Sky Raiders on any battlefield; only on a ship's planks do Sky Raiders have an advantage. When serving on a ship, both Swordmasters and Warriors can fill niche roles in a boarding fight, however, and are often the raiders' only defense in such fights. In some clans and moots, Swordmasters or Warriors might be considered specialists at some task of custom important to the moot. Warriors for example might be revered and highly respected for their skills at unarmed combat among clans that have a tradition of holding wrestling contests, while Swordmasters might be honored if they specialize in a weapon important to the raiders, such as a crystal sword.

**Thieves** usually have a hard time among the trolls, at least if their worldview dictates theft and covert activities. Armed robbery on the other hand is quite close to the crystal raider heart. While it can be interesting to play a sneaky Thief who tries to hide his true nature, for example by pretending to be of another discipline, some players may rather want to gel in better. Some of the Thief Specialists from *Kratas: City of Thieves* may come in handy here.

As storytellers, **Troubadours** are important figures in trollmoots, keeping troll history alive. They can also use their abilities to inspire raiders to great feats in a fight or when manning the oars. Among clans that are not so shy about trading with the outside world, Troubadours often represent their clans.

**Weaponsmiths** hold positions similar to Elementalists in the moots, producing the other part of the tools the raiders need for their trade. They also produce the items for which the crystal raiders were Named, and regularly work with materials either sacred to or valued among the clans. While they are unlikely to raid everyday, they might be part of a ship's crew on special missions, maintaining the ship's and raiders' weapons and armor.



as is the case with most trollmoots aside from the Stoneclaws. Even if the moot chief is in favor of an alliance, the player characters must still support it against opposing factions who seek to destroy it before it can get off the ground. In addition to being representatives of the trollmoots, player characters may be agents of the lowland kingdoms seeking the alliance. A mixed party of Stoneclaws raiders and Throalic adepts, for example, could provide some interesting character combinations.

An alliance campaign might culminate in a war between two or more opposing alliances that decides the fate of the crystal raiders and of Barsaive.

## EXILES

An exile campaign allows the gamemaster to immediately tie together a disparate group of player characters, making them exiles sent into the hostile wilderness of the Southern Face (see p. 56). The characters could be troll outcasts from their clan or moot, escaped *newots*, shipwrecked pirates or Air Sailors, or any combination of the above. Whatever their origin, they must work together to survive in the barren and hazardous region while dealing with the various other exiles living on the Southern Face. Different living legend cults in the area may try to recruit the player characters, or the characters may discover something that places them at odds with one or more of the cults. Perhaps the characters re-enact the Journey of Nemar Firewalker (see p. 14) and discover some of the Southern Face's legendary ruins. Can the player characters use such a discovery to regain their honor in the eyes of their fellow crystal raiders? Do they want to, or do they seek only a means to escape from the Southern Face and start a new life elsewhere?

## NEWOTS

An interesting way to start a crystal raider campaign is for all of the player characters to begin as *newots* owned by a trollmoot. This allows characters to be of almost any race or background. Some of them may have been in service to their troll masters for months or even years, while others may be newly captured. The player characters may have been traveling together when the trolls seized them all, or they may have been captured at different times and places and now serve the same trollmoot. The characters in a *newot* campaign must work together to find a way to win their freedom from the trolls. They may choose to serve as best they can and thereby earn the respect of the crystal raiders, eventually becoming full-fledged members of the trollmoot (and allowing the campaign to become one of the types previously described). Alternatively, they may wish to escape, and may end up in the Southern Face (setting up an exiles campaign). As another option, rebellious *newot* characters might well draw the attention of the Broken Chain cult (see p. 85ff), who might be willing to help them escape.

## CAMPAIGN THEMES

**T**here are several aspects to raider life that the gamemaster can use to make his adventures and campaigns among the crystal raiders and other troll clans and moots livelier. If he runs a campaign modeled after the **Trollmoot Campaigns** above, these themes should find a notable place in the campaign's background and setting and can be used to create more authentic characters. If the trollmoots are only organizations for the characters to deal with and the high mountain peaks only an area through which they travel, and not one they live in—for example if they act on diplomatic missions for Throal—the themes described below should be used to underline cultural differences and the situation in which the crystal raiders live.

## JASPREE'S GIFT AND THE SCOURGE

While Jaspree's Gift has made the Twilight Peaks a difficult place in which to live, the Scourge blighted most of the mountain ranges in Barsaive. The crystal raider moots of the Twilight Peaks suffer the most from the harsh environments they live in, but all throughout Barsaive, wherever a moot or clan has to rely on raiding, a clan would not be able to sustain itself by farming, herding, and gathering.

When running a campaign where the characters are members of a moot, the gamemaster can use the harsh environments as the base of the first few adventures, where the characters have to deal with problems of everyday life. The gamemaster could even set the first adventure in the time before the characters become adepts, detailing each character's *ro'ona* (see **The Rite of Passage** on p. 28) as a struggle of survival in the peaks, without the benefits of being an adept. In a running campaign, the gamemaster should remind the characters of the lack of resources from time to time, such as by limiting the equipment available to them. On the other hand, the characters' wish to raid for the purpose of gaining access to such equipment can be the source of adventures. When the characters are away from the mountains for the first few times, the gamemaster





may want to describe the sheer unbelievable abundance of life, both plant and animal, to the players.

The reverse is true when the characters are just visiting the Twilight Peaks or if a *newot* campaign is chosen. Describing the bleak peaks to the players is an important part of giving them a grasp of the trolls' reasons to raid in this case.

## HONOR AND PRIVACY

As explained throughout the previous chapters, the three forms of honor are an important aspect of crystal raider culture. When dedicating larger parts of a campaign to the raiders, gamemasters need to be familiar with the concepts of personal, clan, and racial honor as explained in this book and *Namegivers of Barsaive*. If the players have created characters that are part of a clan or moot, they should familiarize themselves with the concepts of honor too. It is important that honor is not worn out too quickly as an element of roleplaying, though. Not every decision needs to be checked against the three types of troll honor. The crystal raiders and other Namegivers dealing with them have even invented customs or techniques that allow them to bypass the question of honor by allowing the troll to save face.

An often-ignored element of honor is privacy, which extends to more than just a 'do not disturb' sign on the drakkar's cabin door in the case of highland trolls. Asking questions pertaining to a subject the trolls regard as a private matter—art being the prime example, but also family matters, wardrobe, services to the Passions, and many more—is often seen as questioning or criticizing the troll's actions, beliefs, ideas, or values. Granting others privacy has also become customary among the trolls, and not granting it is thus interpreted as a sign of disrespect—another violation of honor, both personal and either clan or racial honor in this case, depending on what the matter is associated with.

While it can be fun to get a group of lowlanders into trouble over troll honor, it requires a slightly unusual style of play for highland character groups. Some of the conversation usually going on between characters might have to bow to holding up each others' honor, and the game can become one of few well-considered words. Gamemasters and players need to find a level of incorporating troll honor with which they are comfortable. Nothing is served by following the customs of trolls to the letter as presented in the sourcebooks, if in doing so the fun is taken out of your campaign.

## RAIDING

The devastation the Scourge brought to the Twilight Peaks' plant and animal life led to the current situation in which there are fewer crystal raiders and raider airships than before the Battle of Sky Point, but they have to raid more frequently to survive, and thus are perceived a greater threat than during the Orichalcum Wars, when they had more drakkars and the manpower to command them.

The raiders are perceived as a very real threat throughout Barsaive, especially in the southern plains and among people involved with air shipping. It is not uncommon for a Throalic merchant who does not sell to anyone outside of Oshane to be worried about a wave of Swiftwind raids way to the South, because his supplies from Travar or the Dinganni plains are in danger of never making it to Throal. Non-raider player characters will often deal with merchants such as this, as well as government officials and captains of ships they travel on. Despite the crystal raiders' help during the Theran War and their recent tendency to attack the Therans more often than Throalic targets, hardly anyone has a good word to say about the raiders. The majority of Namegivers in Barsaive does not understand or acknowledge the raiders' way of life and sees them as anarchists at best.

If the player characters are part of a trollmoot, this general attitude is what they have to face when they have contact with outsiders. Because most of these outsiders will not risk challenging the characters' honor, though, they do not tell them directly. Instead, this attitude broods under the surface in any conversation, and the characters find they are met with hostility and caution more often than in other types of campaigns, even if they show no sign of hostility.

Players and gamemasters need to find a way to incorporate raiding into the campaign with which the whole group is comfortable. After all, the actions the crystal raiders typically take are considered serious crimes not only in the world of *Earthdawn*, and they are not typically associated with the feats of heroes. A middle ground can be to design a troll clan that sees lethal attacks on its victims as honorless because it prevents the victims from taking their belongings back from them another day, which is equivalent to turning down that future challenge.

## THE THERA'IN

While any Barsaivian loathes and despises the Therans for the practice of slavery and the constant threat to Barsaivian freedom and sovereignty they pose, the crystal raiders hate the Therans to the extent that the hate is a part of their culture. When the Therans attacked the trolls in the Battle of Sky Point, they went beyond war and enslavement. The crystal raiders felt targeted as a people and realized that the Therans wanted to destroy them, denying them their lifestyle and existence. Even though centuries have passed since, the crystal raiders still see the Theran attack as an offense against their racial honor and the honor of the clans of the Twilight Peaks.

Because of this, the crystal raiders hate the Therans more than most Barsaivian societies. While a Liberator, a questor of Lochost, or a freed slave might hate the Therans on a personal level, hate of the Therans is deeply rooted in the trolls' culture, even to the extent that it is a dogma that threatens to consume them, as fits of rage have driven many a raider into ill-considered attacks on Therans. Some of the moots are not far from suffering the same fate if certain voices among them are heard.

Crystal raider children are raised with stories of the Therans' wrongdoings and the message that these need to be avenged if honor is to be restored. This hate goes deep enough to produce more questors of Raggok among the crystal raider clans and to circumvent other traditions such as taking *newots*—Therans are usually not given that chance, no matter how well they fight.

Gamemasters may find it hard to incorporate someone's hate for the Therans even more in their campaign, especially if they have already detailed their most despicable practices and established them as the main adversary. If the crystal raiders are simply a people with whom the Thera-hating characters have to deal, the gamemaster can simply describe them as a group of people that mirrors the characters' hate. If hate for Thera has not been overly used as a motive, however, the gamemaster can come up with an array of customs and traditions for the trollmoots—both in case the characters play members of a moot or if they are just visiting—that underline this hate. For example, the trolls might end each toast with "and death to the Thera'in," The characters might come across an old troll telling a group of children all sorts of bad (and probably some hardly believable) things about the Therans. Or the characters may witness a raiding group displaying their merciless behavior in battle against the Therans.

## TROLL SLAVERY

While the crystal raiders despise the Therans' practice of slavery, they themselves take *newots*, which most Barsaivians and a minority among the trollmoots consider slavery just the same. The main reason the crystal raiders have not had the pleasure of frequent



visits from Liberators and questors of Lochost is that the trolls treat their *newots* better than the Therans treat their slaves, and so the *newots* are not in as immediate a danger as a Theran slave who is likely to row himself to death on a mining vedette. Whether this will change with the recent formation of Cara Fahd and subsequent move of Liberators to the ork nation—just on the trolls’ doorstep—remains to be seen.

The taking of *newots* can be a major complication should the characters act as ambassadors to the crystal raiders, especially if there are questors of Lochost or Liberators among them. There is an immense potential for conflict of interests in which characters have to weigh the freedom of *newots* up against the freedom of all Barsaivians, should the Therans be beaten back with the help of the crystal raiders—a conflict of interest that can lead to choosing the lesser of two evils or acting on one’s principles and condemning the raiders. Of course, honor is involved.

For the trolls, taking *newots* is simply a tradition, so if player or gamemaster characters have a problem with the practice in a trollmoot campaign, they are rebels or progressive elements rather than outsiders wanting to tell the trolls what to do and how to live. Still, they have to face opposition, and even if they succeed in banning the taking of *newots* for their clan or moot, there still are

other moots who might see them as unworthy of being trolls, much like the Bloodlores see the Stoneclaws just for wearing Throalic clothing. As it is possible that some of the characters are *newots*, former *newots*, or descendants of *newots* in a trollmoot campaign, though, the gamemaster need not bring special attention to the issue and should let the players have their characters deal with it in their own way.

## USING CHARACTERS TO CREATE ADVENTURES

**A**ny story, whether a novel or a movie or even part of a roleplaying session, is about characters. The most important characters in gaming are the player characters, of course, but an interesting supporting cast can make or break an adventure. This book is packed with brief character sketches in the source material and in adventure ideas. Whenever you are at a loss for a plot development or the premise for an adventure, refer to the **Character Index** on p. 139. This table lists all of the characters in this book, including a brief description of the character and page references for finding additional material.

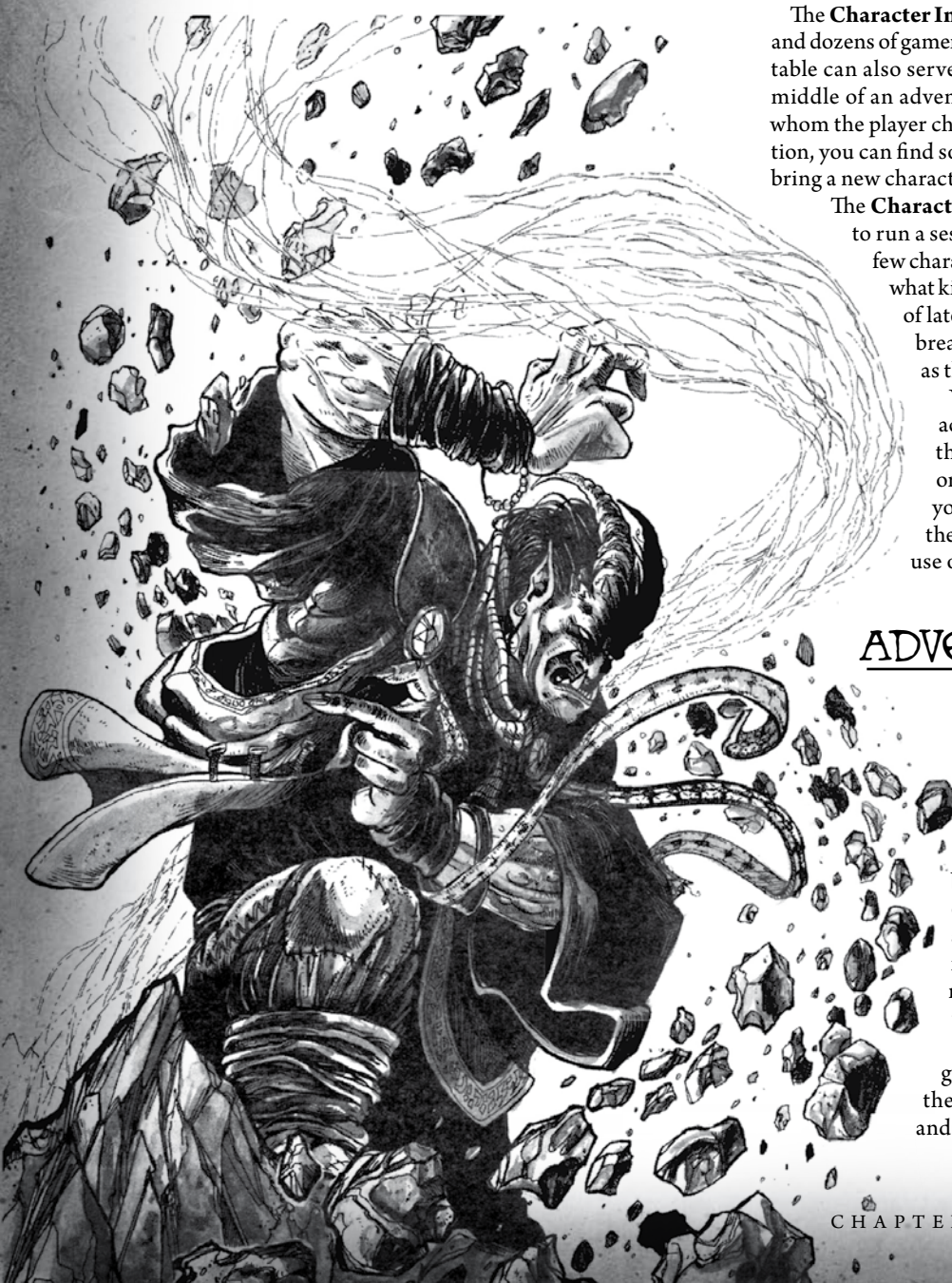
The **Character Index** serves as a helpful reminder of the dozens and dozens of gamemaster characters mentioned in this book. This table can also serve as an instant reference tool if you are in the middle of an adventure and need a gamemaster character with whom the player characters can interact. Depending on the situation, you can find someone the player characters already know or bring a new character on stage.

The **Character Index** also comes in handy if you are about to run a session and need a premise to get started. Pick a few characters from the table at random, then figure out what kind of story might involve all of them. This kind of lateral thinking can kick-start your imagination, breaking you out of habitual patterns. Think of it as the storytelling equivalent of connect-the-dots.

You can also use lower-level gamemaster characters to represent the powerful people listed on the table. For example, if you choose a chieftain or moot to be part of your story but do not want your player characters consorting directly with the crystal raiders’ movers and shakers, you can use one of their lieutenants instead.

## ADVENTURE FRAMEWORKS

**T**he following adventures are presented in an adventure framework format. Adventure frameworks serve as blueprints that outline the basic events of a story line, which the gamemaster can flesh out according to his own tastes. The framework is a middle step between the brief adventure ideas presented elsewhere in this book and fully dramatized adventures like *Ardanyan’s Revenge* or *Burning Desires*. If you like lots of dialogue and narration prepared in advance, you can create your own detailed notes to supplement the adventure framework. If you prefer to run your game by the seat of your pants, simply glance at these outlines, get the adventurers into trouble, and enjoy the fun.





## ADVENTURE FRAMEWORK FORMAT

No two gamemasters design adventures in the same way. Some prefer to plan for every possibility they can foresee in advance, leaving as little as possible to chance. Others prefer a looser style, where they plan the most significant events in the adventure and improvise the rest. To aid gamemasters in preparing adventures, we have devised the adventure framework format. Gamemasters can use this format to plan out the events of an adventure while maintaining as much flexibility as they like. The four parts of the adventure framework are the **Setup**, **Events**, **Climax**, and **Sequels**.

### Setup

The **Setup** describes how the adventure begins and how the characters become involved in the story. This section may also include events that have led to the adventure and background on other ideas touched on in it.

### Events

Each **Event** describes encounters and events that occur during the course of the adventure. These may include situations that pose problems for the characters, actions by the adventure's antagonists, creature encounters, locations, or simply unexpected occurrences. Events are the obstacles or problems the player characters must overcome to complete the adventure successfully. This section is often the longest and most detailed in the framework.

### Climax

The **Climax** is the conclusion or resolution of the adventure. It describes the most likely resolution based on actions that the gamemaster expects the players to take, and so it may differ considerably from the way the adventure actually ends. Because player groups often take unexpected actions, we suggest that the gamemaster plan for more than one possible climax.

### Sequels

**Sequels** are stories that might happen after or as a result of the adventure. Sequels may be adventures that feature the same gamemaster characters or include a magical item discovered in the first adventure and help to create a sense of continuity in a campaign.

See **Adventures and Campaigns**, starting on p. 99 of the *Gamemaster's Guide*, for more information about creating **Earthdawn** campaigns and maintaining campaign continuity.

## THE SPOILS

While working with a raiding party in the Twilight Peaks, the characters claim a lone Theran vedette that has blown too far from home in recent storms. Inside they find copies of plans for a dangerous new airship design to be developed at Sky Point. The characters must decide how best to use these plans while keeping them safe from the Therans who will go to extreme lengths to retrieve them.

### Setup

The characters have allied with one of the Twilight Peak trollmoots, having earned their trust and a position on one of the raiding teams that routinely scour the skies for enemies of the clans. The characters have had routine contact with several trollmoots at this point, and it is perhaps best if the group has differences of opinion in regards to which trollmoots are most worthy of trust and alliance. In recent days, a series of terrible storms have swept

the region, creating relatively few opportunities to raid and leading to pent up hostility among the crystal raiders.

### Event One

Following a particularly heavy storm, the characters sweep out on a routine flight in the drakkar to which they have been assigned. While out, they stumble across a damaged but still sky worthy Theran vedette. After engaging in a fierce battle with the ship and its evenly-matched crew, the characters emerge victorious to claim the vessel and its cargo hold as the spoils of war. Inside they find design schematics for an elegant, highly maneuverable airship that shows a great deal more firepower than other models in its size class are traditionally capable of.

### Event Two

The characters are able to conceal their findings from most of the crew of the drakkar, but once they return to the Twilight Peaks they must determine what to do with the plans. Some might believe it is important to turn them over to the trollmoot's leadership, while others might wish to use the plans to secure an alliance between several moots. Still another option might be to get the plans to Throal, while someone may even make the suggestion of ransoming the plans back to the Therans. The argument about what to do with the plans will last at least overnight when one of the crew members that is aware of the plans suggests that they all sleep on the matter.

### Event Three

A trio of highly skilled Theran assassins sneak into the characters' village in the night. They successfully kill the crew members who know of the plans, but precautions put into place by the characters alert them to the assassins' presence just in time to defend themselves. The assassins will fight to the death to retrieve the plans, poisoning themselves if it appears that they will be taken alive. One of the assassins, a Wizard, will cast a Wizard Mark upon at least one of the characters—branding the character's pattern to let all those who come in future nights who has taken the plans.

### Climax

The characters must now act with great haste to come to a consensus and turn the plans over to someone else. Whatever is decided, whoever receives the plans will be both powerfully positioned to master this new style of airship design but will also become the target of future retrieval efforts from the Theran Empire. As the characters turn the designs over to whoever it is they decide to trust with the designs, the character under the effects of the Wizard Mark will suddenly be assaulted by a pair of powerful air elementals that materialize and attempt to destroy everyone near the plans. In the battle that erupts, one of the elementals uses its elemental spear power to destroy the plans, depriving the enemies of the Empire from the techniques promised within.

### Sequels

Whatever information the characters are able to recall, memorize, or reconstruct about the plans may prove an excellent start for new airship designs undertaken by the craftsmen of the Twilight Peaks. One of the characters may have noticed a maker's mark on the plans that will lead the characters on a quest to track down the designer and convince him to develop airships for the enemies of Thera. The parties that were not selected to be the recipients of the plans may grow angry that they were kept in the dark of these developments, insisting that had they been the chosen party they would have been able to keep the plans safe.



## STAR OF THE WEST

A powerful merchant operating out of Travar has hired the characters to acquire a relic long believed to be in the possession of the Swiftwind troll moot. The merchant believes that this necklace can be used to bring more allies to Barsaive's side as conflict with Thera escalates, but complications arise when the relic turns out to have a tremendous symbolic significance to the Swiftwind moot.

### Setup

An elven merchant Named Hyandrieth has been spreading word far and wide that he has a lucrative business proposition for a group of adventurers that are not afraid of a challenge. He is offering an extraordinary amount of silver, and word of his proposal reaches the characters when they are most in need of silver. Hyandrieth is a welcoming and friendly elf well past his prime, and he expresses concerns that the task he lays before the characters may be his last in this life—which is why it is so important to him that it be done. A collector of pre-Scourge artifacts from lost nations, Hyandrieth muses about his collection of weapons from Ustrect, treatises from Landis, and even occasional relics from the long-lost Western Kingdoms of the elves. He shows the characters a painting of a gleaming necklace of crystal and gold, telling them the story of how this treasure once belonged to an elven princess of the Western Kingdoms. Long ago this necklace fell into the possession of the Swiftwind trollmoot of the Twilight Peaks, and it has languished as simple ornamentation on a statue in front of the Swiftwind *alheim*, forgotten, ever since. Hyandrieth swears that this necklace, of great sentimental value to descendants of the princess that now live in the distant and politically neutral land of Shosara, could be used as leverage to bring Barsaive new allies in the war with Thera.

Hyandrieth offers to arrange transportation and a cover story for the characters, and he provides them with the perfect opportunity to investigate the Swiftwind clans—he has an invitation to a grand festival intended to help the Swiftwind chief, Ner'ral, choose a wife. The characters will deliver gifts to the young chieftain on behalf of several prominent merchants in Travar and, when they find the necklace, retrieve it by any means necessary.

### Event One

The initial journey to the Twilight Peaks is relatively uneventful until the caravan to which the characters have been attached gets caught up in the traffic approaching the Swiftwind territories. Gifts and envoys are coming from every great and minor political power in the region, each hoping to court the support of the Swiftwind moot's master ship builders in the growing struggles of Barsaive. This gathering poses too tempting a target for the Ironmonger trolls, however, and a raiding party strikes at the gathered guests before they can reach the safety of Swiftwind territory. The characters must drive off the Ironmonger raid, with the help of the other caravan guards. If they should lose the gifts they have brought to use as a cover story, they will never be able to gain access to the necklace.

### Event Two

Having proven their valor and driven back a small raid by the enemies of the Swiftwind trolls, the characters are warmly welcomed by the Swiftwinds. All of the gift-givers are swept into a great lodge to await the evening's celebrations, but heavily armed guards stand watch to make sure that no one wanders off and gets into trouble. The best chance that the characters have of getting out to explore the grounds is to get on the good side of F'dral, the advisor to the chief who has taken it upon himself to supervise the guests. F'dral is a veteran of many conflicts and loves to speak of his past glories, but he is no fool. Gaining his trust will be no easy task.

### Event Three

If the characters get permission to wander the festival grounds or escape from their vigilant guards, they can explore the celebration square. Various areas for competition and feasting are arrayed throughout the open square, with a great platform at the center the obvious location of the chief and his prospective brides. Many trolls are working at setting up contests, games, and tributes to the honor and glory of the Swiftwind moot. At the outer edge of the gathering grounds is the *alheim* of the Swiftwind moot and a great statue of F'wella Swiftwind—a great hero of the moot. No necklace hangs from the statue's neck.

### Event Four

There is not enough time to investigate the feast hall properly before the celebration ends, so the characters have no choice but to mingle as the festivities begin and keep their eyes open for the necklace. As the night draws on, much food and drink is circulated, and the chief appears at long last. He is followed to the central platform by four different troll women of impressive beauty and physical prowess. It is then that Chief Ner'ral's mother, N'lor, emerges from the with a small stone box. She presents the box to her son, telling all gathered the story of how her ancestor started the Orichalcum Wars in the distant past. As Ner'ral opens the box, his mother speaks of the great trophy of their first victory over the Therans, and the chief lifts from the box a crystal and gold necklace that gleams mightily in the light. It has become the tradition of the Swiftwind moot that the chief bestows this cherished treasure to his first wife upon their betrothal. Before Ner'ral can make a decision, a great horn rings out as massive balls of flame shoot through the air, crashing into the festival grounds.

### Climax

The Ironmongers are making a dangerous play to destabilize the Swiftwinds through a strike without warning at the Swiftwind





moothome—and as their small but ferocious force surges into the festival grounds by foot and by air, chaos arises that may present the characters the chance to get their hands on the necklace. The battle will be fierce, but escaping from the field of battle should not be too difficult. Somewhere in the chaos one of the characters may well notice one of the raiders using an ornate troll sword that looks sickeningly familiar and, perhaps, start to see to what ends Hyandriith is willing to go to attain this necklace.

## Sequels

The Swiftwind moot will not rest easily while the necklace is out of their possession, but they may well blame the Ironmongers for this, depending on how the battle at the festival grounds ends. The characters will have made an ally of Hyandriith, if such an alliance is of interest to them. Time will tell if Hyandriith is truly willing to leverage the necklace as a political ploy to gain Barsaive new alliances or if he is merely interested in expanding his collection of artifacts from lost civilizations. Of course, the exact nature of the necklace—and any magical properties it may possess—could also be the start of a new quest.

## A PRIZE TOO GREAT

When a beautiful young woman is claimed as a *newot* by the Skyseeker trollmoot, it starts a series of bloody conflicts that arise without rhyme or reason. The characters are drawn into these conflicts through their affiliation with one of the other clans or moots, and they quickly learn that the startling *newot* is a prize worth having at any cost. Can they discover the truth about the *newot* before her beauty reduces the crystal raiders to ruin?

## Setup

A recent raid by the Skyseeker trollmoot into the lowlands surrounding their territory ended in yet another failure. The trolls had heard tales that the lowland village had unearthed a storehouse of ancient secrets, and such knowledge has long been of great interest to the Skyseekers. Sadly, they found no such treasures when they struck at the village's impressive defenses. Not willing to consider the raid a total loss, the leader of the raiding party, Gor'lew Broadstep, claimed a handful of villagers as *newots*. While three of the four captives were human males well-suited to the work required of a *newot*, one was a young woman of exceeding beauty. Gor'lew was instantly taken with her and claimed her as his prize even though he was already wed to a fearsome troll warrior at home.

That's when the trouble started. The woman, Named Kamella, was of such beauty that the warriors in Gor'lew's raiding party turned upon their leader, bringing arms to bear against him in an effort to claim Kamella for themselves. Gor'lew drove his men off, declaring them outcast from the clan. Scattering far and wide, these trolls have found sympathetic ears in trollmoots throughout Barsaive. It has been a month since Gor'lew claimed Kamella as his *newot* and in places where trolls gather both high and low, she is spoken of often and in hushed whispers coupled with wild-eyed lust.

The characters are approached by a troll associate who speaks to them of his overwhelming love for the maiden Kamella. Their ally begs them to accompany him to her home in the Delaris Mountains. Depending on how far the journey requires the characters to travel, there will likely be some travelling encounters. As the group travels to the Delaris range, their ally will avoid direct questions about how he fell in love with Kamella—in truth he has merely heard her described and it was this short conversation that sparked this passion in him.

## Event One

Nearing the traditional territories of the Skyseeker trollmoot, the characters will find that the narrow passes that grant access to the village where Gor'lew's clan lives have been heavily fortified with traps. Several avalanches have claimed lives of other trolls, their bodies in various states of decay rotting in the open air. At this point, the characters' troll ally will show absolutely no interest in any form of delay—he will not even tolerate stopping to properly care for the dead without a ferocious surge of irritable anger.

## Event Two

The characters are not the only brave souls to survive the traps littering the passage to Kamella's village, but those that have made it this far lurk in jealous ambush to eliminate rivals for their beloved's hand. Total strangers from far across Barsaive will lie awaiting the characters and strike with rabid ferocity. Many show signs of having not eaten or slept in days. At this point the love-struck troll accompanying the characters will break from the party and race forward, paying no heed to the dangers all around him and caring little for any troubles that set upon the characters.

## Event Three

The characters reach the village just as their associate rushes into the sole standing structure of the village. Little remains of Gor'lew's clan village—only this one building still stands and the others are burnt-out husks. Bodies are everywhere, including women and children. Overhead a small flock of sentinel hawks circles constantly, warning of terrible corruption within the simple lodge that stands alone amid the ruins of the village. The sentinel hawks will lash out at the characters in an effort to keep them from entering the lodge, and they raise a terrible raucous call if anyone from within the lodge attempts to communicate with those outside.

## Climax

Kamella, pretty but not unnaturally so, sits comfortably in the lodge with a look of absolute terror permanently imprinted upon her features. She is guarded by Gor'lew, who is armed to the teeth and possessed of a horrific madness. The characters intervene just as Gor'lew moves to strike down the character's troll friend, and they find him a powerful match for their efforts to stop him. While the characters struggle to best Gor'lew, Kamella will apologize profusely. Any trolls in the party will find her words mesmerizing—for in truth she exudes an uncontrollable—unstoppable—version of the Instil Love power found in Questors of Astendar. When Gor'lew is stopped—and the characters' troll friend is restrained to keep him from running off with the overwhelmed Kamella—it is only then that the true nature of what is happening reveals itself. Attached to Kamella's lower spine is a fiendish horror: a Faithbreaker. If discovered it will attempt to defend itself, but it is not a physically powerful creature. It draws sustenance by perverting the devotion of Questors, and Kamella is just such a target.

## Sequels

The Faithbreaker may be just one of a small litter of the creatures seeding destruction and mistrust across the region. The greater leadership of the Skyseeker trollmoot will grieve the loss of Gor'lew's clan, possibly even blaming others for the treachery that caused Gor'lew to slay his family. If Gor'lew survived the encounter with the characters, his remorse once freed from the influence of Kamella and the Faithbreaker will drive him to take up the path of the Outcast Warrior, but perhaps his destiny is not yet fully written.



**T**his chapter offers the gamemaster tools to flesh out campaigns and adventures dealing with Barsaive's crystal raiders, including optional rules for player characters and gamemaster characters as well as environmental hazards found throughout this far corner of Barsaive.

## HONOR

**L**ike *gahad*, troll honor is an element of the world of **Earthdawn** that is neither served by lurking in a character's background only, nor as a feature dominating the actions of a character or serving as an excuse to substitute combat for interaction or diplomacy. This section provides players and gamemasters with ideas of how to incorporate troll honor into their games and use it as an element in their story rather than a rules feature.

### ASPECTS OF TROLL HONOR

Honor is not something a troll claims only for himself (or his clan and race), but also a quality other Namegivers might possess. This is especially true for other trolls, but any individual might value his personal honor and defend it. More than being on guard to defend his own honor, a troll will try not to commit a slight against someone else's honor in any applicable situation, such as in a conversation. This is a question of mutual respect, and if you do not respect someone else, you do not deserve respect yourself.

A troll will only judge another Namegiver as honorless because of that Namegiver's actions; he will never approach another Namegiver suspecting a lack of honor and will never actively search for a lack of honor. Again, this is a matter of respect.

Gamemasters may want to encourage their players to work out example situations and slights for their troll characters, similar to the orks' *gahad* triggers (*Player's Guide*, p. 22). This helps to quickly decide whether honor is a matter in any given situation during play, and also helps to create unique troll characters—a player should not simply take the illustrations of troll honor presented in this book or *Namegivers of Barsaive* as rules, but rather as general guidelines and examples of how different trolls see their own honor. Honor is always a personal matter, even if it involves the clan or whole race.

### HONOR AS A STORY ELEMENT

As described for adventuring in the Twilight Peaks (see **Campaign Themes** on p. 105), troll honor is an important element in a game involving the trollmoots of Barsaive. Of course, it is also important if a character just hails from one of the moots or clans of Barsaive, but the game does not involve him directly. Below are some examples that detail how troll honor can be used in adventures, whether it is the characters' honor or that of gamemaster characters.

- In a tavern, an obsidiman Purifier tells the group of his recent troubles with the inhabitants of a nearby village. The villagers harvest too much wood from a nearby forest, and the entire forest is in danger should they continue. A troll player character decides the Purifier needs the group's help, as obsidimen are trolls' rock brothers, and troll racial honor dictates to lend them a hand when necessary—even if the troll could care less about some small forest in the hinterlands.
- The characters receive a letter from a troll offering them a job and moderate payment. While the offer sounds interesting, the characters decide the employer would have to pay them more for it. Before entering negotiations, the characters are told that, while their employer is a lowland troll, he has a strong sense of personal honor. This severely limits their negotiation possibilities, as simply asking for more money might imply the troll did not intend to pay them fairly, probably even cheating them out of typical payment. They cannot simply ask for more, but have to present good reasons why the employer should pay more, all without touching a subject or even phrase that might interfere with the troll's personal honor.
- In an encounter with trolls from the Ironmonger moot, the player characters are far too defensive for the gamemaster's taste, turning what was intended as a combat event into a lengthy conversation. The gamemaster decides that, to advance the plot, he needs to create more tension. He lets one of the Ironmongers drop the comment "you would understand this better if you were a highlander" towards the troll character in the group, which is a slight against his clan honor, implying that the troll's clan was no no equal of the Ironmongers.

## CLANNISH TROLL CHARACTERS

**W**hile the different orks tribes of neighboring Cara Fahd at least try to work together to build their new nation and defend it against the Therans and other threats, the trolls of Barsaive's different moots are rivals, even though the average Barsaivian sees them all as the same bunch of bandits. The sections below are short summaries of the major moots of Barsaive (further information can be found in the **Trollmoots of the Twilight Peaks** chapter, p. 61), this time focusing on character creation—what do players and gamemaster have to consider when creating a troll from any one of these moots?

The **Raider Rules** sidebar presents optional rules that underline each moot's specialty. Even if not used, they can give hints as to items, skills, and talent knacks favored by the different moots.



The characteristics and special rules for each trollmoot only really come into play in making characters more unique if the gamemaster devises a campaign that mixes characters from these moots, for example in an outcast campaign (whether a *kava* campaign or one where trolls under self-imposed exile meet), a campaign that has united the moots to fight the Therans, or one where characters from different moots belong to the same secret society (that, for example, has the aim of dealing damage to the Therans even if the moots don't want to make outright war on them yet).

## BLACKFANG

Hailing from the least hospitable region of the Twilight Peaks and having recently lost much of their ability to raid Cara Fahd, the Blackfangs do not prosper. They are known for their small fleet of stone drakkars, the creation of which is a feat no other trollmoot has achieved. The Blackfangs boast the best magicians among the trollmoots, which somewhat helps them hold their own against the other moots.

Player character magicians are respected among the Blackfang moot, and other Blackfang characters have easier access to magical equipment than those of other moots because of the greater number of magicians in their moot. They will know, however, that their moot is relatively weak compared to the other moots in the Twilight Peaks, and thus they should be more eager to defend it and the honor of its clans. The Blackfang moot makes an interesting choice for players that want to have the chance to rise to prominence as the underdog, providing new hope for a moot that hit hard times.

## BLOODLORE

The Bloodlores are self-proclaimed guardians of the real way of the troll raider, despising any change, especially change towards the way the Stoneclaws follow. They are the most aggressive and savage moot, never allying themselves with anyone and raiding everyone equally—except for the Therans, who are hated by the Bloodlores more than by any other clan. Aside from their brutality, the Bloodlores are known for their fine blood charms and other alchemical produce, as well as their fine stone and crystal weapons and armor—and more Theran plunder than any other of the trollmoots.

Player characters from the Bloodlores make good candidates for either very savage and aggressive trolls, or trolls that have left their moot for more civilized occupations. Either way, they are more likely to get their hands on stone and crystal items, as well as Theran items if they take part in raids (although these are often fitted for smaller Namegivers).

## FIRESCALE

The Firescale moot is the only trollmoot in northern Barsaive and can raid the area without interference from competitors. Because no larger cities are located within reach of the Firescales, they are less feared by the common Barsaivian, but only because their tales have not traveled as far as those of other moots. The Firescales are allied with the Denairastas, and most powers in Barsaive recognize them as a danger. The Firescale moot is also the only moot to boast cavalry raiders.

Player characters from the Firescales will usually be outcasts or exiles, as Firescales do not normally travel Barsaive. Like so many of the allies Iopos seeks out, loyalty is of grave importance within the Firescale moot.

## IRONMONGER

The Ironmongers are a young moot, formed mostly after the Scourge, with many influences from ancient Ustrect. Valuing metalwork above everything else and striving to perfect metalworking skills, they have isolated themselves from the



larger political and military conflicts to pursue their crafts. Their metalwork is so famed, however, that they are subject to raids by their fellow trolls because of it—a troll-sized metal weapon is a prized possession in the Twilight Peaks.

Player characters from the Ironmongers are a good choice for players who do not want to become involved in the countless rivalries between the moots. They also have easy access to metal equipment, in contrast to characters from other moots.

## ROCKHORN

The Rockhorn moot dwells in the Delaris Mountains, and, like the Blackfangs, raided Cara Fahd during the past, but also the whole western portion of Barsaive up to the city of Jerris. The Rockhorns are little known past the Liaj Jungle, though. After the Therans' landing near Lake Ban, the Rockhorns have stocked up on weapons and slowly prepared for war, should they be able somehow to help the obsidimen trapped below *Triumph*, or even just to avenge them.

Player characters from the Rockhorns will likely find good friends in obsidimen, and will also be free from the more severe customs of the Twilight Peak moots or the rivalries among the moots there. The Rockhorns are relatively calm by raider standards, the moot as well as the individual, and less likely to start a fight with a lowlander because of matters of honor.

## SKYSEEKER

The western neighbor of the Rockhorn moot, the Skyseeker moot shares much of its hunting ground with the Rockhorns. The Skyseekers have not done well for a long time, and seem to the outside world to be consumed with internal matters. They have the weakest navy and least hate for the Therans among all the trollmoots.

Player characters from the Skyseeker moot can be unusual trolls, because, while the moot would surely try to be aggressive and lead successful raids against anyone in its reach, the curse placed



upon it prevents it. A Skyseeker troll can be a tragic figure and fun to play, but gamemaster and player are advised to work out the details of the tragedy that can go from being a comic relief to playing a character that will never truly achieve his most valued goals. Alternatively, the curse offers the player character a good option to leave the moot behind to escape it.

## STONECLAWS

Having been spared in the Battle of Sky Point and weathered the Scourge well, the Stoneclaws are a strong moot. They are, however, quite unusual because they follow certain Throalic customs and especially fashion. As not every troll in the moot agrees, the coming years might prove decisive, either leading to the Stoneclaws marching further into Throal's camp in more than questions of common goals, or splitting up over the matter. Crystal raider tradition still runs strong in many Stoneclaws.

Player characters from the Stoneclaws moot can go either way, being progressive and Throal-friendly (Throalic clothing is non-mandatory) or a traditional raider, trying to influence their moot either way. Both groups hate the Therans just the same, though. Stoneclaws characters profit from the moot's connections with Throal and the large amount of trade the Stoneclaws conduct, unlike most other moots.

## SWIFTWIND

The Swiftwinds are famed shipwrights, building the best drakkars in all of Barsaive (although any trollmoot would claim that). They are at relative peace with both of their neighbors and can focus entirely on shipbuilding and raiding the lowlands, although relations with the Ironmongers might worsen at any time. The Swiftwinds are also known for their Crystalsmiths, directly descended from the legendary Nemar Firewalker. Up until now, the Swiftwinds have remained carefully neutral, not committing to Throal's cause.

Player characters from the Swiftwind moot have the best chance to rise to office on airships, as the Swiftwinds have the largest fleet among the moots. They also have good chances of getting their hands onto one of the prized crystal weapons or even armor, although the best items are still awarded after exceptional achievement.

## THUNDERSKY

Surrounded by other moots and Death's Sea, and the successor of the legendary Skytoucher moot, the Thundersky moot is very traditional, but not as fanatic about it as the Bloodlores. The Thunderskies raid other moots more often than usual, as they consider these targets the most worthy. They do trade, however, realizing they must grow stronger to reach the old might of the Skytouchers that were almost wiped out by the Therans. Their territory is rich in natural resources, but located on the highest peaks.

Player characters from the Thundersky moot have a proud heritage, but much to do to achieve the former glory of the Skytoucher moot. They are, however, well respected among other moots and less feared in the lowlands today than before the Scourge as they are less known as raiders there.

## CRYSTAL HEIRLOOMS

**W**hile the trollmoots of the Twilight Peaks have the best sources of living crystal at their hands, large crystal items such as full-sized crystal weapons or heavy suits of crystal armor are still rare. Newly produced items may be rewards for exceptional achievements, but crystal items are also passed down inside of line marriages and clans. The gamemaster

## RAIDER RULES

**Optional Rule:** In a themed campaign focusing on the trollmoots, the gamemaster can use the following rules modifications for player and gamemaster characters hailing from the trollmoots of Barsaive to represent the moot's specialties.

As this optional rule assumes all characters are from one of the moots, there is no "downside" to these benefits, as all characters are assumed to get a benefit. If this is not the case, the benefits below can serve as hints and guidelines for creation of a character from one of those moots.

**Blackfang** characters start the game with a minor magical item of the gamemaster's discretion, such as a firestarter. The gamemaster can also grant an amount of silver that can only be spent on such items.

**Bloodlore** characters start the game with a blood charm, healing aid, small crystal weapon, or large stone weapon of the gamemaster's discretion. The gamemaster can also grant an amount of silver that can only be spent on such items.

**Firescale** Cavalrymen can choose the firescale as their mounts, and other characters from that moot might start the game with a minor magical item unusual for the trollmoots (or even the rest of Barsaive) that came as gifts from Iopos, and later have access to more unusual items. If the character left his moot, however, he is instead in possession of knowledge that the Throalites may make worth telling.

**Ironmonger** Weaponsmiths specialize in modifying arms and armor to troll size. If they do so, making an item only takes a quarter of the usual time, but it uses the Ironmonger Alternate Crafting Style (p.118). If an Ironmonger Weaponsmith specializes in a material other than metal at character creation (see **Alternative Crafting Materials** on p. 237 of *Namegivers of Barsaive*) they are also always considered trained in modifying metal items in addition. Non-Weaponsmith characters from the Ironmonger moot have improved access to these items and can buy them at normal price, but only at character creation.

**Rockhorn** characters have a wider access to regular equipment than those of other moots because their more fertile domain does not require them to raid for food as often, leaving them more time to raid for other things. Rockhorn characters receive an additional 100 silver pieces during character creation, which must be spent on equipment and do not carry over into real coin. The equipment cannot be troll-sized.

**Skyseeker** characters are immune to any curses other than the one placed on their entire moot. They have to suffer from the latter, though.

**Stoneclaws** characters have wide access to trade goods from the moot's relations with Throal and its allies. They receive an additional 50 silver pieces to spend on Throalic items during character creation, which do not carry over into coin.

**Swiftwind** characters can either gain a small crystal weapon of the gamemaster's discretion in place of their free Size 2 weapon during character creation, or learn the Craftsman (Woodworker) skill at Rank 1 for free during character creation.

**Thundersky** characters gain a +1 bonus to Interaction Tests against members of other trollmoots if the target knows the character is a Thundersky.



can include these heirlooms into his campaign in a number of ways and with different characteristics.

## RECEIVING A BEQUEST

While inheritance of an item seems easy compared to the arduous task of proving oneself to be worthy of it, a young troll would err if he thought he had the right to an item belonging to his parent. Troll line marriages produce many children, and any one of them is as good a candidate as the character. There is no way around proving one's worth. However, heirlooms are often ancient, and their use in countless raids might have granted them magical abilities.

An item might be associated with either the clan or the line marriage in which it is passed down. Items that are passed down inside the clan are often passed from one captain of a ship to the next where a clan is responsible for manning a ship, or might be passed from the clan's chief or leading questor of Thystonius to his successor. Items associated with a line marriage are always passed inside the line marriage, although they can become important to the clan if the heir gains a leading position. Only rarely is an item associated with the whole moot.

## NON-MAGIC ITEMS

Even if a bequeathed item is just a plain crystal item, it is prestigious to receive it. Such an item conveys a +1 bonus to Interaction Tests against members of the clan or line marriage, respectively. It is a breach of honor to ever give this item to an outsider.

## PATTERN ITEMS

An heirloom may well be a pattern item for a clan or line marriage. In addition to the +1 bonus to Interaction Tests, the item is treated as a minor pattern item for both all members of the clan or line marriage, respectively, as well as for the clan's or line marriage's *alheim* (see **Weaving Threads to Pattern Items** on p. 117 of the *Player's Guide*).

## THREADED ITEMS

The oldest heirlooms are often threaded items. Bearers of these items also gain the +1 bonus to Interaction Tests, and can weave threads to the items as they can with any other threaded item. Typically, the character receiving a threaded item in this way is told the Name of the item, which is the first Key Knowledge required for the character to weave a thread to the item.

## NEW TRAPS



The Twilight Peaks sport some environmental hazards that are handled as traps. The following entries use the rules described on p. 110 of the *Gamemaster's Guide*.

### ASH PIT

An ash pit is a hole filled with fine, quicksand-like volcanic ash. Ash pits are found on the Southern Face of the Twilight Peaks (see **The Southern Face** on p. 56 of the *The Twilight Peaks* chapter) and are hard to discern as they blend into the area, the whole of which is covered in ash. Often, hostile creatures live in these pits (see the **Pit Lizard** on p. 123 of the *Creatures* chapter).

**Detection Difficulty:** 16

**Disarm Difficulty:** NA

**Trap Initiative:** 12

**Trigger Condition:** Stepping onto the pit

**Trap Effect:** When stepping onto the pit, the character sinks into the ash. He will completely sink after 10 rounds and begin to asphyxiate; this is treated as if he were drowning. A character can try to free himself by pulling himself out of the pit; for this he has to succeed at a Strength (7) Test. However, for every failed test he sinks in deeper, reducing the number of rounds taken to sink completely by 1. The same is true for any other form of pronounced movement, such as actively defending against a creature living in the pit. Other characters can try to help by pulling the trapped character out, also needing to succeed at Strength (7) Test, but in this case failure does not cause the trapped character to sink in further.

## FOOL'S HANDHOLDS

While most parts of the Twilight Peaks are only a moderate climbing challenge, an unforgiving environmental effect can send a traveler down a slope more often than he would like. On the northern walls of the Twilight Peaks, water often lingers in small moss-filled holes that would otherwise make ideal hand- and footholds (see **Mountain Travel** on p. 25 of the *Life Among the Raiders* chapter). If one of these holes, called fool's handholds by the raiders, is used to support a climber's weight, the climber will slip, falling wherever is appropriate, clawing down on a small patch of moss...

**Detection Difficulty:** 7

**Disarm Difficulty:** NA

**Trap Initiative:** 10

**Trigger Condition:** Using hole as hand- or foothold

**Trap Effect:** Once the trap triggers, the character slips and takes falling damage as determined by the gamemaster. Note that fool's handholds are often located on steep slopes rather than on vertical cliffs.

The trap can be spotted using an appropriate Knowledge skill pertaining to nature before the climb. If it is spotted, it can easily be cleared from the moss or other plants, without requiring a test.

## NEW CREATURE POWERS



This section lists new powers available to the creatures introduced in the *Creatures* chapter (p. 122). They follow the rules and guidelines presented under **Creature Powers** in the *Gamemaster's Guide*, p. 149.

### CRYSTAL SPIKES

**Step:** Rank

**Action:** Standard

**Type:** Magical



Crystal Spikes are crystalline spikes that form on the front pair of legs of the construct, granting a +Rank bonus to Damage Tests (+4). They take 1 round to form and last for Step 10 rounds (the construct's Willpower Step). They have a Dispel Difficulty Number of 12.

### CRYSTAL WEB

**Step:** Rank+WIL

**Action:** Standard

**Type:** Magical



Crystal Web is a defensive effect that allows a construct to form a crystalline maze around its prey. The construct makes a Crystal Web Test against the highest Spell Defense among all the target characters within a 10 yards/5 hexes radius. If the test suc-



ceeds, a 6-yards/3 hexes high maze is created, consisting of eight independent paths that lead to the maze's center. The web maze extends for 10 yards/5 hexes around the construct, closing over the top of the maze walls. The Crystal Web isolates each character, placing him on a separate path from his fellow travelers. If a group has more than eight characters, the Crystal Web distributes them as evenly as possible. The paths lead only to the center of the maze, and do not intersect. Characters moving faster than a slow walk (4 yards/2 hexes per round) must make a successful Dexterity (7) Test in order to safely move through the maze. A Poor result inflicts Step 7 damage on the character as the web's crystal barbs tear at him. Physical Armor protects against this damage. A Pathetic result means the character also trips and is Knocked Down unless he makes a successful Knockdown (7) Test. The web lasts for Step 10 rounds (the construct's Willpower step) or until dispelled. Dispelling a single path has a Dispel Difficulty equal to the construct's step number (14); the entire web has a Dispel Difficulty equal to the construct's step number +9 (23).

Rather than wait in the center, the construct usually scurries down a path either to escape or to attack a character. If it wishes, the construct can make a Spellcasting Test to dispel its own Crystal Web, either a single path or the entire web.

**Fragile Body:** Because their bodies are crystalline, these constructs can be shattered by a sufficiently powerful blow. Lower the result level required to inflict an Armor-Defeating Hit on these constructs by one level (from Excellent to Good, for example) if the attack was made with a blunt weapon, such as a mace or hammer. Other weapons inflict Armor-Defeating Hits normally.

## STEAL BREATH

**Step:** Rank+WIL

**Action:** Simple

**Type:** Magical

**A**s a simple action once per round, the wind hag can select any one target within 10 yards/5 hexes and steal its breath. In order to do so, the wind hag rolls its Steal Breath power against the target's Spell Defense. If successful, the wind hag takes in a long, deep breath, literally stealing the breath from the target's lungs. If performed over a number of consecutive rounds equal to the target's Toughness step against the same target, the victim begins to suffocate (see *Gamemasters Guide* p.119).

## NEW QUESTOR POWER

**T**his section lists a new questor power available to N'rela Hardeyes Firescale (p. 92). It follows the rules and guidelines presented under **Questor Powers** in the *Player's Companion*, p. 175.

## INSPIRE ENDURANCE

**Step:** Rank+CHA

**Action:** Sustained

**Duration:** 1 round

**Passion:** Thystonius

**T**his power allows a questor to inspire the wounded in a battle to fight on regardless of their injuries. The questor speaks to the injured characters for 3 rounds, then makes an Inspire Endurance Test, comparing the result against the Social Defense of each character spoken to. If the test succeeds, the character is healed of a number of Damage Points equal to the questor's Questor rank. This power does not affect Wounds. The questor may inspire a maximum number of wounded characters equal to his Questor Rank.





**T**his chapter describes new goods and services that characters might encounter while adventuring—or spending some free time shopping—in or near the Twilight Peaks.

## MONEY AND TRADE

**E**veryday life in the Twilight Peaks is more hand-to-mouth than in most other areas of Barsaive. Unlike in Throal, a character cannot simply go to a store to buy a new saddle battle axe raider shield and know he will find one. In the Twilight Peaks and other mountains ranges inhabited by raiders, there are not even any stores in the normal sense, and the trolls might not be willing to trade with an outsider at all (although they might develop a sudden interest in raiding the “merchant”).

## SHOPPING IN THE PEAKS

Among the crystal raider clans, there are only very few or merchants. Indeed, one is lucky enough to meet a clan or moot that is open to trade in the first place, as many of the more traditional moots and clans find it to be against their honor. While in neighboring Cara Fahd it is difficult to find a regular merchant; in the peaks one can’t find merchants at all. One has to find an individual who just so happens to have the desired merchandise without needing it himself. Luckily, the moots generally throw their “earnings” together, and often the chiefs of moots or clans, or the eldest wives in the line marriages, barter for their whole clan or family. But some of the more specialized items may only be available from those Namegivers who possess or craft them, and their willingness to part with the items is subject to the offers they receive. And the trolls do not usually accept coin...

In general, the raiders trade off the spoils of their raids for which they have no use. This never includes food, but often includes items too fragile for a troll to use, such as t’skrang glassware, or those deemed impractical, such as fine but frail fabrics. They also trade off their stone weapons and leather armors. The Ironmonger moot trades its metalwork, but only if the Ironmonger trader can strike a good bargain, such as a heap of smaller metal weapons. Only rarely do the trolls trade items containing True elements or airship equipment; these items are only available to characters that earn the trolls’ respect.

Items containing living crystal are almost never traded, except for some blood charms containing only small amounts. Even some of the clans that are open for business deem the crystal too significant to trade with: a gift of the mountain that cannot change hands by bartering. The same is true for items of personal significance, such as art or jewelry. These items are also often heirlooms, and heirlooms are likewise never traded, which is one of the reasons why the raiders would never consider selling a ship—it’s a bequest from their ancestors.

The items the trolls are most interested in are primarily food (preferably livestock), wood and wooden items, metal and metal items, and healing aids. These goods are hard to come by in the mountains and many clans lack the ability to produce them due to lack of knowledge and training. Equipment for smaller Namegivers, especially, allows for good deals with non-troll members of the moots.

The demands of the moots vary with their access to certain goods through raiding, and sometimes also with the luck they have on raids against certain targets. Remote moots such as the those of the Blackfangs and Bloodlores have little luck getting their hands on items from the North and East of Barsaive these days, while they are not that interested in items from the Cara Fahd or Vivane areas.

## MAKING THE DEAL

In crystal raider territory, player characters might find themselves needing to negotiate a deal without being able to pay in coin, and without the relative ease that measuring goods’ worth by a number of silver pieces brings with it. In an environment where coin actually means anything, the parties involved simply estimate the worth of the respective items and come to a conclusion. But when in a place where the only things of any value are those that you can eat, wear, or use to defend against your Theran neighbors, other methods of measurement apply.

To compare the values of two goods, the gamemaster determines their relative values for the two parties involved, which does not necessarily mean comparing their list prices. The gamemaster needs to determine each item’s worth outside of a regular shop located in one of Barsaive’s large cities. To keep things simple, he reduces the value of an item that can be produced locally and is widely available by an appropriate percentage. This can go as far as reducing it to half its value; the usual production costs, if any, are applicable. The value of the imported item is increased depending on the rarity, danger of transport, and an estimated demand. This





often means increasing the value by 50% in a major moot home, and 100% in remote locations of the Twilight Peaks, for an item out of Travar, for example. Items from farther away or those that are very rare in the marketplace can increase even more.

When two items being traded are of very different relative values but both traders would like to make the deal anyway the trader whose item is worth less can offer, or be asked for, another item or items to offset the difference. These are often small items with ornamental or utilitarian value, such as handmade jewels or arrowheads. Many orks among the tribes have a vast collection of these, and at least arrowheads are common among the crystal raiders. They do not constitute currency, because you cannot buy a trained war horse anywhere for 2,000 arrowheads, but offer some incentive to conclude a deal.

The gamemaster can resolve such negotiations by simply roleplaying the encounter without falling back to skill or talent tests, which is probably the most interesting way to reflect that the Twilight Peaks are very much unlike other places in Barsaive, at least for the first few times a character wants to buy something from a hinterlander. These negotiations are most suited when exchanging two goods that are of approximately the same value. When the stakes are higher, the values differ too much, or these negotiations have been roleplayed often enough, the gamemaster can resolve the situation by having both parties make an opposed Haggle Test. If the trader whose item is of lower worth comes out ahead in the test, he convinces the other that the item is worth enough. If the trader whose item is worth more has the higher result, he convinces the other to add something to the stack. Note that this is a simplified way to conclude the deal with the help of skills or talents, which is appropriate because there is no real way to measure the items' worth in that place at that time, and there typically is not another appropriate trader just next door.

## ALTERNATIVE CRAFTING MATERIALS AND STYLES

The following materials supplement those presented in the **Alternative Crafting Materials** section on p. 237 and the **Alternative Crafting Styles** section on p. 241 of *Namegivers of Barsaive*.

### FIRE CRYSTAL

Living crystal that is only found near volcanoes, fire crystal has a reddish tint of varying degree and allegedly was created by blood spilt on living crystal by the trolls fighting over territory and resources on the volcanoes' slopes. It is a subset of the normal crystal Alternative Material. The largest source for fire crystal is Mount An'grak. Most Elementalists say that fire crystal is living crystal infused with minute amounts of True fire.

Fire crystal is mainly used to craft blood charms and crystal shields, as the volatile nature of the volcanoes seems to crush the fire crystal into pieces. Armor and shields made from fire crystal convey an additional

Mystic Armor bonus of +1 against magical attacks based on fire. There is no such thing as fire crystal plate armor, except in the fever dreams of highland crystal Smiths.

From time to time, however, a sizeable chunk of fire crystal is uncovered and crafted into a weapon of fearsome beauty. Such a weapon handles like other crystal weapons, but its fires seem to ignite a spark in the wielder. He gains a +1 bonus to Interaction Tests, or +2 if the target is a member of a Twilight Peak trollmoot.

### FIRESCALE HORNS

The horns of the firescale, the huge, fire-breathing beast the Firescale moot tames and rides into battle, can be made into small bone weapons by bonesmiths (firescale horn is a subset of the bone Alternative Material). However, the Firescale moot views these items in a similar fashion as the moots of the Twilight Peaks view their crystal weapons and armor: only the rider of a firescale that died in battle or of old age is worthy of wielding such a weapon, and the life of anyone who hunts a firescale just for its horn is forfeit. The Firescale moot usually crafts these horns into daggers, but the horns of smaller firescales are sometimes used for spear tips.

Weapons made from firescale horn do not break on a Pathetic result on an Attack Test against hard armors; they only break on a result of all-ones. Because of their conical shape, firescale horns cannot be crafted into any form desired, but have to remain close to the original form of the horn.

### GRAY WOOD

Gray Wood is the wood the crystal raiders of the Twilight Peaks harvest from the Gray Forest to build their airships. It is a subset of the wood Alternative Material. The wood is a bit more resistant towards fire than other types of wood, making the moots' drakkars hard to burn with fire cannons, and so it can be hardened more thoroughly, making it suitable to be used for wooden weapons. The raiders do not value woodsmiths as highly as they do stone- and crystal Smiths, and so the significance of Gray Wood for producing weapons has largely passed them by, with the possible exception of the magically gifted Blackfang moot, who use the wood for many purposes. Gray Wood allows the crystal raiders to make their flame-based weapons such as firesheathes so effective with the relatively crude techniques known to them.

Gray Wood is more easily enchanted with fire magic than other types of wood, and so the Difficulty Number to weave True fire into

ARMOR CONVERSION TABLE

Armor	Physical Armor	Mystic Armor	Initiative Penalty	Cost	Weight	Availability*
Fire Crystal	-2	Equals Physical	+1	800%**	150%	+2 Ratings
Gray Wood	—	—	—	200%	100%	+2 Ratings
Ironmonger	—	—	+1	300%	125%	+3 Ratings

\* The maximum Availability Rating is Very Rare, the minimum Everyday.

\*\* Fire Crystal Armor costs a minimum of 100 silver pieces.

WEAPON CONVERSION TABLE

Weapon	Damage Step	STR Min.	Size	Cost	Weight	Availability*
Fire Crystal	—	+2	—	800%**	150%	+2 Ratings
Firescale Horn	-1	-3	max. 3***	150%	75%	+2 Ratings
Gray Wood	—	-1	—	150%	80%	+1 Rating
Ironmonger	+1	+5	+1	300%	150%	+3 Ratings

\* The maximum Availability Rating is Very Rare, the minimum Everyday.

\*\* Fire Crystal Weapons cost a minimum of 50 Silver pieces

\*\*\* Applies only to the part of the weapon actually made from bone.



### HIGHLANDER MELEE WEAPONS TABLE

Weapon	Damage Step	STR Min.	Size	Cost	Weight	Availability
Crystal Battle-Axe	7	15	5	175	9	Rare
Crystal Broadsword	5	14	3	125	6	Rare
Crystal Dagger	2	6	1	25	1	Rare
Crystal Troll Battle-Axe	8	19	6	225	12	Very Rare
Crystal Troll Dagger*	3	9	2	25	3	Very Rare
Crystal Troll Sword	6	15	4	250	9	Rare
Stone Battle-Axe	7	15	4	25	12	Unusual
Stone Broadsword	5	14	3	20	8	Unusual
Stone Mace	4	16	3	10	10	Average
Stone Troll Battle-Axe	7	20	6	35	16	Rare
Stone Troll Dagger*	3	9	2	5 cp	4	Rare
Stone Troll Mace	5	19	4	12	14	Unusual
Stone Troll Sword	6	15	4	25	12	Unusual
Stone Troll Warhammer	8	21	6	30	20	Rare
Stone Warhammer	7	18	5	45	16	Unusual

\* Can also be used as a throwing weapon by trolls and obsidimen, Ranges are as listed for the namesake weapons.

**Availability:** The Availability assigned here is the typical Availability throughout Barsaive. Reduce it by 1 or 2 degrees for highland areas inhabited by trolls.

Note that trolls do not usually sell crystal weapons to outsiders.

**Crystal:** These weapons follow the rules for crystal weapons (*Namegivers of Barsaive*, p. 240).

**Troll:** These weapons are larger versions of the typical weapons in addition to being made from stone or crystal (refer to **Troll Weapons** on p. 242 of *Namegivers of Barsaive*).

**Stone:** These weapons follow the rules for stone weapons (*Namegivers of Barsaive*, p. 240).

### HIGHLANDER THROWING WEAPONS TABLE

Weapon	Damage Step	STR Min.	Size	Short Range in yards (hexes)	Long Range in yards (hexes)	Cost	Weight	Availability
Crystal Troll Throwing Axe	4	12	4	2-12 (1-6)	13-24 (7-12)	150	4	Rare
Stone Troll Throwing Axe	4	12	4	2-12 (1-6)	13-24 (7-12)	20	6	Unusual
Troll Bola	4	9*	3	2-12 (1-6)	13-24 (7-12)	13	3	Unusual
Troll Spear	5	12	4	2-10 (1-5)	11-20 (6-10)	12	4	Unusual
Troll Throwing Axe	4	10	4	2-12 (1-6)	13-24 (7-12)	30	3	Unusual

\* A minimum Dexterity Value of 9 is required to use a bola.

**Availability:** The Availability assigned here is the typical Availability throughout Barsaive. Reduce it by 1 or 2 degrees for highland areas inhabited by trolls.

Note that trolls do not usually sell crystal weapons to outsiders.

**Crystal:** These weapons follow the rules for crystal weapons (*Namegivers of Barsaive*, p. 240).

**Troll:** These weapons are larger versions of the typical weapons in addition to being made from stone or crystal (refer to **Troll Weapons** on p. 242 of *Namegivers of Barsaive*).

**Stone:** These weapons follow the rules for stone weapons (*Namegivers of Barsaive*, p. 240).

it is only 7, and Spellcasting Tests that cast fire-based Elementalism spells onto Gray Wood, such as the Flameweapon spell, receive a +2 bonus.

When used to craft melee weapons or armor, Gray Wood can be made as hard as metal by a seasoned woodsmith.

## IRONMONGER METALS

The Ironmongers are the only moot of the Twilight Peaks with substantial experience in Metalsmithing, though even they predominantly re-forged weapons gained from raiding the lowlanders. This process transforms a normal-sized weapon into a Troll Weapon (*Namegivers of Barsaive* p. 242), but negatively affects its balance. Still, the Ironmongers won't normally sell them or even trade them for regular Troll Weapons. They do consider them worth even more than normal Troll Weapons when trading among themselves, though.

The small implements they can forge from the little metal they manage to refine from local sources are likewise prized. As original creations, these are treated as normal Troll Weapons, and an Ironmonger wielder (or non-Ironmonger upon whom it was bestowed as an honor) gains a +1 bonus to Interaction Tests against Ironmongers. Typically, only Troll knives and daggers are available, but the moot's smiths are trying their hands on short blades and small axes too. At the gamemaster's discretion, they may eventually succeed, spurned by the Theran threat, and such weapons may have enhanced benefits.

Lastly, the Ironmongers are also experimenting in re-shaping metal armor, combining smaller suits into one to fit a troll. Like their re-forged weapons, these suits are prized—and usually the only metal armor available—but are far from perfect.



## NEW ARMOR TABLE

Armor	Physical Armor	Mystic Armor	Initiative Penalty	EDN	Cost	Weight	Availability
Brithan Hide	6	2	2	-	75	30	Rare
Skytoucher Armor	4	2	0	16 <sup>A</sup>	400	5	Very Rare
Sorcerer's Bane	6	8	4	19	5,000	70	Very Rare
Stone Lion Hide	9	2	5	-	2,000	50	Very Rare
Stone Shield	3	0	2	-	20	25	Very Rare

**Availability:** The Availability assigned here is the typical Availability throughout Barsaive. Reduce it by 1 or 2 degrees for highland areas inhabited by trolls. Note that trolls do not usually sell crystal weapons to outsiders.

**EDN:** The armor's Enchanting Difficulty Number (see the *Player's Companion*, p. 153). If the item requires True elements to be woven into it separately, the type of element is noted in superscript (A = True air; E = True earth; F = True fire; W = True water; Wd = True wood). See **Weaving True Elements Into Patterns** in the *Enchanting* chapter of the *Player's Companion*, p. 153).

\* The second Initiative Penalty is used when the cloak is worn over other types of armor (see text).

## HIGHLANDER WEAPONS

The Twilight Peaks boast a variety of weapons that are rarely used throughout the rest of Barsaive, although some of them are occasionally available from lowland trolls and obsidimen smiths. Some are just troll-sized versions of commonly available weapons. But given that the trolls of the Peaks lack enough fuel to power proper forges, many of their weapons are carved from stone or crystal. An in-depth description of stone and crystal weapons can be found in *Namegivers of Barsaive*. To the trolls, these weapons are just what they got, and what they use. To the rest of Barsaive, they are "highlander weapons." Most of them are similar in size to the troll weapons crafted by lowland trolls (see *Namegivers of Barsaive*, p. 236), but even heavier due to the materials involved. Some highlander weapons, though, are made for non-troll members of the moots and are of appropriate size for humans, elves, and those of other races to use.

Highlander weapons are presented on the **Highlander Melee Weapons Table** and **Highlander Throwing Weapons Table**, they follow the rules for stone weapons or crystal weapons as applicable (see *Namegivers of Barsaive*, p. 237).

## NEW ARMOR

The following new types of armor are found among the crystal raider moots and clans. Other common armors in the highlands besides the leather armors found in the *Player's Guide* include the stone armors found in *Namegivers of Barsaive*.

### BRITHAN HIDE

Among some of the crystal raider moots, it is a common rite of initiation to go out and fight a brithan. Upon the young troll's return, a suit of hide armor is fashioned from the creature's skin, including the skull as a helmet. Sometimes, brithans are confronted by trolls who have passed their rite already, for the purpose of winning their skins, but never by hunting parties, and always in close-quarters fights. Brithan hide armor has gained some popularity throughout Barsaive in the past years, though, and non-trolls do not consider honorably challenging the brithan all that important.

### SKYTOUCHER ARMOR

Though it does not exist any more, Skytoucher moot left its marks on today's Twilight Peaks moots in many ways. One of them is Skytoucher armor, a simple magical armor based on True air. Skytoucher armor is made by weaving True air into greaves and vambraces made in the fashion of leather or hide armor, though

sometimes jewelry-like rings are used. The enchanting process then often utilizes the Air Armor spell to give the True air its form. The result is an armor that is a barely visible sheet of air surrounding the target, slowing incoming attacks, but not hindering the wearer in any way. A Perception (9) Test is necessary to spot the armor, and tests made against the armor, such as Spot Armor Flaw Tests, usually require that the armor is seen. Skytoucher Armor is most common among Thundersky moot.

### SORCERER'S BANE

**Living Armor.** A heavy variant of crystal ring or chain armor, this suit found among high-ranking raiders of the eastern peaks places more focus on mystical protection than physical, so as to better fight the *Thera'in* and all their magic. As this armor can only be produced in a limited fashion, it is often given to raiders who have proved resilient to magical attacks or who have proven adept at killing Theran magicians, and these raiders are tasked to take out the Elementalists and other magicians present on Theran vedettes at all costs. Renewing the armor's enchantment costs 800 silver pieces.

### STONE LION HIDE

Stone lions are, like brithans, often hunted during rites of passage of young members of trollmoots. However, while more dangerous than brithans, stone lions do not receive the same respect from the trolls, as the lions hunt by stalking. Nevertheless, their elementally enriched skins make excellent, albeit cumbersome, armor, which the trolls' stonemiths prefer over any other form of hide because it resembles their chosen material.

### STONE SHIELD

While troll stone weapons can be as terrible in combat as their metal counterparts, and while stone armor offers adequate protection even while hindering movement, stone shields are clearly inferior to their wood, metal, or crystal counterparts. This does not discourage Stonemiths of the Peaks from trying, and it does not discourage the trolls from actually using them, for it is a great show of strength to both carry such a cumbersome shield into battle and profess one's faith in the mountain and Stonemith's ability to protect oneself.

Stone shields have the size of footman's shields, a Deflection Bonus of +2/+0, but shatter easier at a Shatter Threshold of 12. On the other hand, wielding such an object might bestow a +1 bonus to Interaction Test when proving one's strength at the gamemaster's discretion, and if a Minimum Strength of 18 is met, provide a +1 bonus to Shield Charge Damage Tests due to the huge momentum.



## BLOODLORE CHARMS

**B**loodlore moot (p.65) is known for its strong use of blood charms, and it is said even that their Weaponsmiths have learned to create them, leading scholars to speculate the Bloodlores see these charms as weapons rather than common magical items. While the following charms are more or less unique to the trolls and have been dubbed bloodlore charms by the lowlanders, it is likely some of them originated with the Bloodlores' Blackfang neighbors, who are known for their magical prowess.

See p. 257 of the **Player's Guide** for details on how blood charms work.

### FIRES OF AN'GRAK

The trolls are said to have learned the Fireblood talent from observing the fires of Mount An'grak. This charm provides an effect very similar to the Fireblood talent, but leads scholars to speculate that it was the charm that was developed before the talent, inspiring Sky Raiders to develop the talents. They cite the fact that even today each charm is made with fire crystal from Mount An'grak as proof of that. The principal use of the fire of an'grak is to allow raiders who do not possess the Fireblood talent to heal in combat in order to recharge any other blood charms they have already used. When implanting the charm, the wearer takes 2 Blood Magic Damage. Once a day, he can use it like the Fireblood talent, making a Toughness Test in place of the Fireblood Test.

### MOUNTAIN'S FIST

Mountain's fist charms are very similar to blood pebble armor and work in a similar, if improved manner. Once the many tiny pebbles have been implanted into an appendage, often an arm, and the wearer has taken 3 Blood Magic Damage, he can use Parry against an attack without being considered unarmed. Taking 3 Strain, the wearer can further draw on the power of the mountain, gaining a +2 bonus to Damage Tests with that limb in unarmed combat and bestowing a +2/+0 Deflection Bonus upon it, for 6 rounds.

Mountain's fist charms work well with blood pebble armor, and it is often the Weaponsmiths of the peaks who craft the charms, backed by mystic knowledge of stone weapons. If this is the case and both armor and charm are made by a crystal raider smith, the charm only causes 2 Blood Magic Damage.

### RAIDER'S FURY

This small charm is made of crystal and brass and commonly adorned with sigils of Thystonius (though scholars say in the days before the Scourge, it was dedicated to Raggok sometimes). Attaching the charm causes 2 Blood Magic Damage. Upon activation, which takes 1 Strain, the charm channels the wearer's anger and fury, allowing improved Aggressive Attacks: The wearer

does not take any Strain from using the Aggressive Attack combat options. This lasts for a number of combat rounds equal to the wearer's Toughness Step.

### SCAR GLORY

This small stud of precious metals is implanted near a vivid scar the wearer already has acquired, which causes 1 Blood Magic Damage. The wearer may then take 1 Strain to magically enhance the scar's image, gaining a +2 bonus to an Interaction Test where possessing such a scar would prove helpful. The eastern moots derisively tell the tale how Bloodlore raiders would inflict scars upon themselves to make better use of this charm, though it is dangerous to tell this to a Bloodlore's face. Scars, after all, are to be earned. Eastern-ranger weaklings would know nothing of that...

### SHIELD BOND

*Susceptible to Stress Depatterning.* This large disk of living crystal is implanted into the wearer's shield arm, causing 3 Blood Magic Damage. The charm's size and placement make it vulnerable to attack, as long as the wearer does not cover it with a shield. Once activated, which causes 1 Strain, the charm forms a link between the wearer and his shield, provided the shield is magically active in some way (for example provides Mystic Armor, is a threaded item, has an EDN, etc.). For 4 rounds, the wearer enjoys improved use of his shield by virtue of the link to his mind and magical pattern. He is treated as if his Initiative Result was +5 higher to oppose the Going Inside a Shield combat option, he adds his natural Wound Threshold to the shield's Shatter Threshold, and increases the shield's Deflection Bonuses by +2 each.

## PROVENDER

**T**he trolls of the Twilight Peaks enjoy many unique foods and beverages. The following types of food and drink expand the types of provender described in the **Goods and Services** chapter of the **Player's Guide**.

### AY'LAK

A root vegetable only found above the tree line, ay'lak has untold uses from being eaten cooked as a porridge, roasted over fire, dried for storing and even ground into flour, to being fermented to brew ales. Of course, part of the versatility of the root comes from the necessity to develop good use for the few plants that grow in the high peaks. Ay'lak has a sweet taste, with a bitter undertone for some methods of preparation. It is favored by non-trolls among the moots who cannot stomach an all-meat diet or find a sweet meal desirable from time to time.

### HEIM BREAD

Grain and vegetables are not really a staple of highland cuisine, given the barren mountainsides the trolls live in. The moots do, however, take grain on raids, and thus have developed their own style of bread. Heim bread is Named such because it is usually baked in large quantities at the *alheim*. The trolls lack the facilities to store grain for prolonged periods, and lack firewood (and, lowlander bakers say, the basic knowledge of and tools for baking bread in the first place). Once they get a large fire going to heat the stones upon which the heim bread is made, they won't waste any heat. Heim bread are rough and quite dry flatbreads commonly eaten as a side dish with meat. When fresh, the trolls sometimes make rolls. When old, they might dip heim bread into or even crumble it over meat stew.

**BLOOD LORE CHARMS TABLE**

Charm	DR	EDN	Cost	Weight	Availability
Fires of An'grak	0	16	300	1	Rare
Mountain's Fist	2	15	300	2	Very Rare
Raider's Fury	1	17	500	1	Very Rare
Scar Glory	0	15	250	Neg.	Very Rare
Shield Bond	1	19	450	2	Very Rare

**Availability:** The Availability assigned here is the typical Availability throughout Barsaive. Reduce it by 1 or 2 degrees for the western Twilight Peaks. Note that these items are not usually sold to outsiders there.

**DR:** The value added to the character's Depatterning Rating (see the **Player's Guide**, p. 258).

**EDN:** The item's Enchanting Difficulty Number (see the **Player's Companion**, p. 153).



### PROVENDER TABLE

Charm	Cost	Weight	Availability
Ay'lak Ale	1	1	Very Rare
Ay'lak Porrdige	Scp	2	Very Rare
Heim Bread	1	4	Rare
Mountain Hardsage	NA	NA	Very Rare
Raid Rations	15	14	Rare
Tra'ual	2	1	Very Rare

### MOUNTAIN HARDSAGE EXTRACT

Typically consumed by a male troll while a female troll gives birth to his child, and usually shared with all the males in the line marriage, mountain hardsage extract has a strong but pleasant taste. It does have very unpleasant side effects, however, acting similarly to a poison and causing severe stomach cramps and pain. Contrary to popular belief, it does not cause death in non-trolls, except perhaps in the weakest of individuals.

When ingesting mountain hardsage extract, the character makes a Toughness (7) Test. He receives a -7 penalty to all Action Tests for 3 hours, but each result level on the Toughness Test, starting with Average, alleviates a -1 penalty. Characters with a penalty of -6 or -7 are immobilized for the first hour. Characters with a penalty of -4 or -5 are treated as if Stunned for the first 30 minutes after ingestion.

### RAID RATIONS

Troll raid rations are a variation of, but not all too different from, typical trail rations. They are made for use on airships, where the crews can't normally enhance their rations by hunting or gathering, and where weather is tougher on man and materiel alike. As such, they provide a higher calorie content and are more savory than regular rations. A better resistance to weather effects, especially rain, is mostly due to the item's clever packaging, a method that even some lowland troll communities have preserved for themselves. The provided characteristics are for a troll's ration.

### TRA'UALS

Similarly to adopting Throalic style clothing, the Stoneclaws found another aspect of Throalic culture to their liking: sausages. After many attempts, Tra'ual Swiftstirr Stoneclaw found a recipe combining goat, chamois, or both with herbs and spices native to the Peaks to create sausages with a similar texture and juiciness as those sold hot from the booths at the Grand Bazaar. But, of course, with a somewhat stronger, gamier aroma. Visiting Throalites approved. Ever since Tra'ual fell to her death, Stoneclaw cooks have tried to re-create what they began to call "tra'uals." None gets them quite right, but they were superb to begin with.





**T**he valleys and peaks of the Twilight Peaks and other mountain ranges of Barsaive are home to a wide variety of unique plant and animal species. This section describes a number of them that commonly encountered in the Twilight Peaks, and includes game statistics and other information for these different species.

For explanations of the statistics used in this chapter, see *Gamemaster's Guide* p.145.

## BLACK GUARD

### Attributes

DEX: 7 STR: 9 TOU: 10  
PER: 4 WIL: 6 CHA: 4

### Characteristics

Initiative: 3 Physical Defense: 9  
Actions: 1 (4) Spell Defense: 9  
Attack (5): 12 Social Defense: 15  
Damage: Physical Armor: 12  
Two-Handed Sword (8): 17 Mystic Armor: 6  
Death: 90 Recovery Tests: 5  
Unconsciousness: NA Knockdown: 9  
Wound Threshold: 18 Movement: 5

### Powers

Durability (6), Locate Target (6): 10

### Armor

Plate mail (Phys 9; Init 4)

### Weapons

Two-Handed Sword (Damage 17)

### Loot

Gilded armor plates worth 1D6 ×10 silver pieces (worth Legend Points).

### Legend Award

Fifth Circle

### Commentary

Undead created by the Fellowship of Night, the black guards are reanimated obsidimen once part of the Liferock the mysterious order of Nethermancers is studying. Each member of the order is always accompanied by at least one black guard, and it is rumored among the few who actually know of the order that there is a blood magic bond between a Nethermancer and his black guard.

### Rules

Black guards easily become enraged, even more so than other cadaver men. Like other cadaver men, they explode into a manic fury if they experience any significant pain, such as being subjected to the Pain spell or receiving a Wound. In addition, if the black guard's master takes 1 Damage Point or more from an opponent's attacks, the blood bond between the black guard and master activates, causing the black guard a sensation of shared pain, and the black guard flies into a protective rage, making a beeline for the opponent who last harmed his master.

**Locate Target:** The black guard's Locate Target power is active when its master has been hurt, and allows the black guard to track the target that last struck its master.

**Rage:** An enraged black guard makes 4 attacks per round until it has killed the source of the pain to itself or whoever caused pain to its master, or 10 rounds have passed, whichever comes first. If the black guard cannot determine who is causing it pain, it lashes out at the nearest living creature excluding its master, who the black guard will not target under any circumstance. When enraged, the black guard usually uses the Aggressive Attack combat option (see the **Combat** chapter on p. 222 of the *Player's Guide*) and always uses it when its master is attacked. The effect of the rage overcomes any penalties the black guard may suffer from the pain itself; the black guard ignores Wound penalties or any Harried or Knocked Down penalties caused by pain.

## HALF DEAD BERSERKER

### Attributes

DEX: 7 STR: 8 TOU: 8  
PER: 5 WIL: 9 CHA: 4

### Characteristics

Initiative: 7 Physical Defense: 9  
Actions: 1 (4; see Rules) Spell Defense: 6  
Attack (2): 9 Social Defense: 5  
Damage: Physical Armor: 0  
Claws (3): 11 Mystic Armor: 4  
Death: 56 Recovery Tests: 4  
Unconsciousness: NA Knockdown: 8  
Wound Threshold: 13 Movement: 7

### Powers

Durability (2)

### Loot

Broken Death Cheat Charm

### Legend Award

Fourth Circle

### Commentary

Magic is far from an exact science. This is especially true for Blood Magic. Even a trinket so simple and readily available as a Death Cheat Charm can be the cause of a phenomenon that few understand. The Half Dead Troll Berserker is glaring proof of this. Although they are extremely rare, there are accounts of Trolls who have been grievously injured in battle returning from the dead moments later as enraged Berserkers destroying all in their path. Dwarf scholars who have studied this phenomenon have found that in each of these recorded cases the common factors were Death Cheat Charms and trolls. It is conceivable that this phenomenon can occur with all Namegivers but thus far has only been seen among trolls. Some speculate that the fighting spirit of the troll is powerful enough for a troll adept to inadvertently infuse these charms with enough of their life-force to bring them back from wounds they should never have survived. When this occurs, the troll is overwhelmed by pain so intense that all sanity is lost. The Berserker will sometimes seek out familiar places but can no longer discern between friend and foe. Most will attack them on sight believing them to be undead. Those who realize what they truly are may have compassion on them and even attempt to help them, but this is highly unadvisable.

The Half Dead Berserker can sometimes be found wandering among a sea of bodies after a violent battle or fighting through the wreckage of a crashed airship. They are always in



extreme pain making communication with them all but impossible. These Berserkers usually attack other Namegivers on sight.

#### Rules

Despite their mangled appearance they are fast, strong and notoriously hard to kill. Because they are not actually undead, they are not susceptible to any spells that target undead.

**Berserker Rage:** If the Berserker suffers any additional wounds it will fly into a rage similar to that of the Cadaver Men gaining up to 4 attacks per round until it has killed the person who caused the wound or 10 rounds have passed, whichever comes first.

**Unnatural Return:** The Death Cheat Charm is, as part of the unnatural magic at hand, a part of the creature and still active. If the troll is slain, the charm activates, reviving it. Each time, though, the bonus the charm conveys is reduced by 1. Only once it is reduced to 0 will the charm stop working, and the troll be put to a final rest. Observant characters may notice the charm and try to destroy it.

#### Adventure Hook

After an epic battle in the skies against Troll Sky Raiders, two airships crash on the mountainside. The injured player characters pull themselves from the rubble convinced that they are the only survivors. They discover that they are only partially correct as a deceased troll companion springs back to life as a Half Dead Berserker who doesn't know that the battle has ended.

#### Scaling

Add troll-sized weapons and armor and increase the Durability Rank by 1 to Rank 3 (DR 62) for more of a challenge to characters of Fifth Circle.

## PIT LIZARD

#### Attributes

DEX: 5	STR: 6	TOU: 7
PER: 5	WIL: 4	CHA: 5

#### Characteristics

Initiative: 5 (9)	Physical Defense: 7
Actions: 1	Spell Defense: 6
Attack (3): 8	Social Defense: 6
Damage:	Physical Armor: 3
Claws (3): 9	Mystic Armor: 0
Death: 40	Recovery Tests: 3
Unconsciousness: 32	Knockdown: 7
Wound Threshold: 11	Movement: 7/3*

\* Burrowing Movement Rate

#### Powers

Climbing <sup>S</sup> (2): 7, Durability (2), Endure Heat (S): 12, Locate Target (4): 9, Surprise Attack (4)

#### Loot

Blood enriched with True fire worth 4D6 × 50 silver pieces.

#### Legend Award

Second Circle

#### Commentary

Pit lizards live in the Ashen Hills on the Southern Face of the Twilight Peaks. There they often hide in the ash-filled pits so feared by travelers (see p. 114 of the **Game Information** chapter), turning holes filled with a quicksand-like ash into their lairs and increasing the danger these pits pose. While pit lizards are creatures of fire, they do not dwell in Death's Sea and can even bear temperate climates for prolonged periods.

The outcasts on the Southern Face hunt pit lizards for food, but precaution has to be taken to not touch their blood during preparation (or worse, ingest it), as pit lizard blood is enriched with True fire.

Though rare, it has been observed that pit lizards also lair in small caves or crevices.

#### Rules

While hiding in its hole, the pit lizard will be on the lookout for targets with its Locate Target power. If a target falls into the ash pit, the pit lizard attacks from concealment in the ash. Under these circumstances, the lizard receives a +4 bonus to all of its defenses from cover. If a target only passes near the lizard's pit, however, and does not fall in, the pit lizard jumps out of its pit and use its Surprise Attack power, but does not gain any bonus to defense. Draining a pit lizard's blood requires a Hunting (7) Test or a similar test at the gamemaster's discretion. If the test fails, the character draining the blood is sprayed with it, suffering burns. These cause Step 12 damage, with any Wounds treated as Burns (see p. 122 of the **Gamemaster's Guide**), taking twice as long as normal Wounds to heal. Mystic Armor protects against this damage.

**Endure Heat:** The Endure Heat power allows the pit lizard to withstand the extremes of temperature caused by fire or heat. Apart from this difference, Endure Heat works exactly as described in the **Endure Cold** talent description on p. 106 of the *Player's Guide*.

## SNOW LEOPARD

Traditionally at home in the highest regions of the Delaris Mountains, but since the Scourge also sighted in the Twilight Peaks, the snow leopard is a silent hunter. Befitting its serene place of origin, it never roars, and its enlarged paws make it a stealthy beast.

Snow leopards are smaller than many other predatory cats, which makes them less dangerous to trolls than to other Namegivers, as the leopards seldom attack a creature that much larger than themselves.

Because of the snow leopard's beautiful fur and because its bones are sought after by alchemists, many Namegivers have tried their luck hunting the cats in the Delaris Mountains, where they are most populous. Because the leopard's keen sense of smell more than makes up for the silence in the mountains, many of these hunters have met their end at the leopard's claws. The trolls of the Delaris Mountains only rarely hunt the snow leopard, and never to trade its fur or bones. Skyseeker and Rockhorn Beastmasters are frequently accompanied by these cats.

For statistics use the Leopard entry (see the **Creatures** chapter on p. 183 of the *Gamemaster's Guide*), except replace **Loot:** None with **Loot:** Bones worth 2D6 × 10 silver pieces and fur worth 1D6 × 20 silver pieces.

## WIND HAG

#### Attributes

DEX: 9	STR: 6	TOU: 8
PER: 8	WIL: 8	CHA: 3

#### Characteristics

Initiative: 9	Physical Defense: 17
Actions: 2	Spell Defense: 11
Attack (3): 12	Social Defense: 14
Damage:	Physical Armor: 0
Claws (3): 12	Mystic Armor: 4
Death: 61	Recovery Tests: 3
Unconsciousness: NA	Knockdown: 6
Wound Threshold: 12	Movement: 8*

**Karma Points:** 24/24

**Karma Step:** 6

\* Flying Movement Rate

#### Powers

Chilling Touch (3): 11, Durability (3), Endure Cold <sup>T</sup> (3): 11, Ice Shackles (3): 11, Spellcasting (3): 11, Steal Breath (3): 11, Thread Weaving <sup>T</sup> [Elementalism] (3): 11

#### Spells

Air Armor, Air Blast 17, Blizzard Sphere 16, Fingers of Wind 8, Winds of Deflection 14

#### Legend Award

Fourth Circle (Group)

#### Commentary

A wind hag appears as an ethereal adult elfen female composed of dense swirling wind. Wind hags live in cold, windy places, preferring the high mountaintops of the Twilight Peaks where the warm blooded seldom venture. When they dare to do so, the wind hag attacks on sight, for wind hags hate any creature that possesses a beating heart.

#### Rules

The wind hag prefers to attack from a distance using its Steal Breath power (see p. 115) and spells. It targets the strongest member of a group (or at least whoever appears strongest) with its Steal Breath power.

#### Adventure Hook

Adventurous mountain climbers have long tried to best the tall, windy, snowy peak of Mount Ventarus in the eastern Twilight Peaks to plant their flags—a feat the Stoneclaws moot (see **Trollmoots of the Twilight Peaks**, p. 75) not only encourages but also participates in. Over the last few months, there has been a great influx of mountain climbers as the goal to become the first to reach the top has gained in popularity, inspiring huge expeditions funded by rich and powerful patrons from across Barsaive. Most who venture up do not return. A wealthy patron hires the player characters, hoping they will be the first to plant their flag in his Name. Unfortunately for the contestants, the long climb—treacherous enough as it is—is also populated by dozens of wind hags.



## THE CALLING TREE

### Attributes

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

### Characteristics

Initiative: 5      Physical Defense: 4  
Actions: 1      Spell Defense: 7  
Attack: NA      Social Defense: NA  
Damage: NA      Physical Armor: 4  
Mystic Armor: 3  
Death: 43      Recovery Tests: 3  
Unconsciousness: 35      Knockdown: Immune  
Wound Threshold: 12      Movement: NA

### Powers

Spellcasting (2): 8, Thought Worm (2): 8

### Legend Award

First Circle

### Commentary

Found in the lower altitudes of the Twilight Peaks, the so-called Calling Tree is not a tree at all. What viewers perceive to be a tree is actually the tail of a massively bloated reptilian creature known as a Gorger. The Gorger resembles a giant stone colored toad, bloated to sometimes 15ft in diameter, with a mouth that can open several times larger than its' entire body. It spends most of the year in hibernation underground, becoming active during the warmer months. It is then that the tree blooms multi-colored, luminescent "fruit" from its' tender branches. When consumed by Namegivers, the fruit produces a powerful sense of euphoria and intoxication. So great is this effect that some become hopelessly addicted and will go to great lengths to obtain more of it. Scholars who have sampled the fruit describe a sort of spiritual awakening and a longing to travel great distances in search of the tree that produced it. They felt as if they were being called, hence the name given to the tree. Mages who have studied the fruit were the first to unravel its' true purpose. The Gorger is in fact a Horror and its' fruit is a means to use its' Thought Worm power and subsequently Horror Mark the victim without the burden of being physically present. The Gorger then sends mental images across seemingly impossible distances, beckoning the Namegiver to travel to its' location to again partake of the fruit. Those who cannot resist the call have made mock pilgrimages to the Twilight Peaks never to be seen again. Fortunately this Horror is not found in many regions of Barsaive and those native to the Twilight Peaks know far better than to partake of the fruit. In recent years many cities in Barsaive have outlawed the fruit and imposed stiff penalties on all who violate this decree. Ironically, this has created a type of sub-culture of Namegivers who revere the fruit and continue to actively seek it out.

### Rules

The characteristics presented here represent only the "tree," the Horror's tail located above ground. If the Calling Tree is damaged or even destroyed this does no harm to the Gorger who would later regenerate its' tail. But in the meantime, it is an easy picking for adepts if its body is dug out, because, true to its name, the Gorger has Gorged itself on its victims for so long that it is no longer capable of physical movement. Because its means of defense are limited—for a Horror at least—it will usually keep a number of addicted followers at hand, often adepts. These adepts are kept in a constant state of euphoria and will fight to the death to defend the Horror.

**Calling Fruit:** Upon consuming fruit from the Calling Tree the Horror makes a Spellcasting Test against the Namegiver's Spell Defense. If successful, the target is overcome by euphoria, and receives a +1 bonus to his Strength, Toughness, and Dexterity and a -2 penalty to his Charisma, Perception, and Willpower Attribute Steps for 20 minutes. During this time, the character is Immune to Unconsciousness. The Gorger can then use its' Thought Worm power against the target across any distance. If the Thought Worm Test is successful the

character may subsequently become Horror Marked. Namegivers who are affected by the Thought Worm become hopelessly addicted to the Calling Tree's fruit. The pain experienced from resisting the Thought Worm is often misinterpreted as a type of withdrawal symptom.

### Adventure Hook

With the true nature of the Horror revealed, a group of adepts travel to the Twilight Peaks in search of a "Calling Tree". It is their hope that slaying the beast will release those who are currently enthralled by its' power. Upon finding the tree they are attacked by a small caravan of Horror-marked Namegivers who would give their life to protect the tree.

## VIOLET-EYED RAVEN

### Attributes

DEX: 6      STR: 2      TOU: 3  
PER: 7      WIL: 6      CHA: 5

### Characteristics

Initiative: 6      Physical Defense: 9  
Actions: 1      Spell Defense: 9  
Attack (3): 9      Social Defense: 7  
Damage:      Physical Armor: 0  
Bite (3): 5      Mystic Armor: 2  
Death: 23      Recovery Tests: 1  
Unconsciousness: 14      Knockdown: 2  
Wound Threshold: 5      Movement: 2/8\*

### Powers

Mimic Voice <sup>T</sup> (3): 10, Spellcasting (3): 10

### Legend Award

First Circle

### Commentary

Native to the Twilight Peaks, the Violet-Eyed Raven resembles a normal raven in every way except the obvious. Although it is not unusual for a Raven to sometimes imitate the speech of Namegivers the Violet-Eyed Raven goes far beyond this. These creatures have the mystical ability to duplicate any voice or sound that they hear with perfect clarity. This ability makes them prized possessions of wealthy merchants attempting to send messages across great distances or spies glean information from unsuspecting victims. There are even tales of Air Sailors who have used trained Ravens to discover plans of mutiny onboard their ships. Violet-Eyed Ravens are extremely rare and all attempts to breed them have failed. This reinforces the theory that their abilities are the results of the random whims of magic and not passed on by heredity.

### Rules

The Violet-Eyed Raven must be trained before its abilities can be used at command. Player characters can decide what cue is given that will prompt the bird to activate its' Spellcasting ability. The player character must also have a cue that will prompt the bird to recite its message.

**Repeat Conversation:** Upon being prompted, the Raven makes a Spellcasting Test against the Spell Defense, comparing the result to the Spell Defense of any target within a 15-yard radius. Any target with a Spell Defense no higher is "recorded" by the creature (which can lead to gaps in a conversation when, for example, a question is recorded, but not the answer). On a Good Result, the speaker's voice can be identified. The raven can record up to 10 minutes of conversation, at the end of which it may make a Spellcasting (10) Test to keep recording. Violet-Eyed Ravens cannot hold multiple messages. Any new message will permanently erase the previous from its memory. Reciting a recording takes no test.

### Adventure Hook

An aged Air Sailor uses his raven to record the location of his greatest treasures just before his death. The player characters must discover the secret cue that will cause the bird to reveal its message, all while evading vicious pirates who have learned of the bird's existence.





**T**his chapter contains general treasure related to the crystal raiders of Barsaive, often produced by their best enchanters for those worthy of them. It also contains some of the unique legendary treasures that are the subjects of countless tales and legends told throughout Barsaive.

## GENERAL TREASURES

**T**his section describes general treasure found throughout the crystal raiders' territories. None of these items is unique, but general treasure is not as common as Thread Items. Rules for general treasures can be found in the **Magical Treasures** chapter (see *Gamemaster's Guide* p.130).

### BEACON

**Maximum Threads:** 6      **Spell Defense:** 18  
**Legend Point Cost:** Warden

A beacon is a metal rod about 4 to 5 inches thick and 4 yards long, woven with True air to reduce the weight to make it barely portable by two Namegivers. Iopan inventions, up to now unheard of in the rest of Barsaive, two of these items were a personal gift from Uhl Denairastas to the Firescale moot. Beacons are ship weapons scaled to a size at which they can be handled by one or two Namegivers, and enchanted to a degree where a single Beacon develops a Firepower Rating equal to that of a small military vessel. A beacon requires a thread to be woven to it to be of any use.

#### Thread Rank One

**Key Knowledge:** The wielder must learn the Name of the weapon.

**Effect:** The beacon is used like the Firepower Rating of a ship (see *Gamemaster's Companion* p.62). It has an Attack Step equal to the wielder's Willpower Step, a Damage Step of 10, Short Range 2–200 yards, and Long Range of 201–500 yards. To load the weapon, the wielder takes a number of Strain equal to his Wound Threshold, causing a Wound. This process takes 1 ship combat round. If the weapon is mounted on a ship, it can either be fired separately from the ship's weapons or adds its Damage Step (but not Attack Step) to them. When fired, the weapon releases a ray of colored light towards its target. It seems incapable of harming anything but ships or fortifications.

#### Thread Rank Two

**Effect:** The Thread Rank woven to the weapon is added to the weapon's Damage Step.

#### Thread Rank Three

**Effect:** The weapon now requires the lower of 10 or the wielder's Wound Threshold Strain in order to be loaded. This does not cause a Wound.

#### Thread Rank Four

**Effect:** The Thread Rank woven to the weapon is added to the wielder's Willpower Step for the purpose of making Attack Tests with the weapon.

#### Thread Rank Five

**Deed:** The wearer must swear an oath to protect Iopos and the Denairastas clan from their enemies.

**Effect:** The weapon now requires the lower of 7 or the wielder's Wound Threshold Strain to be loaded. If the weapon is mounted on a ship, the wielder may now also add his Willpower Step to the Attack Step of the ship's weapons (but not the bonus from thread ranks) if he is in command of the ship's weapons or the whole ship.

### CAPTAIN'S BALDRIC

**Maximum Threads:** 2      **Spell Defense:** 17  
**Legend Point Cost:** Warden

The trollmoot captains' baldrics are typically plain compared to those found in other navies or armies. It is not intended to be part of a uniform, considering troll raiders don't dress in uniform. Rather, its origin and design lie closer with its original function to hold a weapon or, quite common in case of the troll captains, small drum to lay in a beat. It is disputed whether these items are actually the result of intentional enchantment or if they developed as a result of legendary deeds. The latter would classify them as unique legendary treasure, but as their powers seem to be identical, scholars classify them as general treasure. They suspect the baldrics originated in one moot, likely Skytoucher moot, and were scattered after the Battle of Sky Point, or maybe taken in inter-moot raids. The moots do not have enough baldrics for all of their captains by far. Indeed, a moot counts itself lucky if it has more than one of these items.

#### Thread Rank One

**Key Knowledge:** The wielder must learn the Name of the item.

**Effect:** The wearer gains a +1 bonus to tests made to increase an Attribute of a ship he commands as described under **Using Talents in Ship Combat** on p. 67 of the *Gamemaster's Companion*.



### Thread Rank Two

**Effect:** Aboard a ship he commands, the wearer adds +1 to his Reputation.

### Thread Rank Three

**Key Knowledge:** The wearer must know the original function of the baldric.

**Effect:** The wearer gains a +2 bonus to tests made to increase an Attribute of his ship.

### Thread Rank Four

**Effect:** Aboard the ship he commands, the wearer gains a +2 bonus to any Charisma-based test he makes to command the ship or crew.

### Thread Rank Five

**Key Knowledge:** The wearer must learn the Name of the baldric's first owner.

**Effect:** The wearer gains a +3 bonus to tests made to increase an Attribute of his ship.

### Thread Rank Six

**Deed:** The wearer must imitate one of the original owner's legendary deeds.

**Effect:** The wearer becomes a legendary captain. His Renown is reduced by 3, and any other captain has to not only convince his crew, but himself even, that it is wise to initiate ship combat with the wearer. An enemy captain must succeed at both a Willpower (5) and Charisma (6) Test before he can willingly enter into ship combat with the wearer's ship.

## THUNDERSTAFF

**Maximum Threads:** 2

**Spell Defense:** 17

**Legend Point Cost:** Warden

Used primarily by troll Elementalist, thunderstaves are tall wooden staves topped with translucent chunks of living crystal that glimmer with a ghostly inner light. Originally created by magicians of the Thundersky moot, thunderstaves were the inspiration for the thunderbolt throwers used on some crystal raider drakkars. A thunderstaff draws power from lightning and storms to allow the wielder to fire powerful bolts of lightning and create deafening claps of thunder.

### Thread Rank One

**Key Knowledge:** The wielder must learn the Name of the staff.

**Effect:** The wielder can cast the Elementalist spell, Lightning Bolt (see *Player's Guide* p.182) by aiming the staff at a target. The spell has an Effect step of Willpower+5, and uses the wielder's own Spellcasting and Willpower steps. The spell does not require a thread, but the wielder must wait one round for the power of the staff to regenerate before casting the next spell. This regeneration causes the crystal on the staff to glow brightly and automatically happens after use.

### Thread Rank Two

**Effect:** The Effect Step of the lightning bolt increases to Willpower+7.





### Thread Rank Three

**Effect:** The Effect Step of the lightning bolt increases to Willpower+9.

### Thread Rank Four

**Effect:** The wielder of the staff can cast the Elementalist spell, Thunderclap (see *Player's Guide* p.204) to deafen and stun opponents, by striking the staff against the ground. The spell does not require threads, but the wielder must wait three rounds for the power of the staff to regenerate before casting the next spell (no matter if the Thunderclap or the Lightning Bolt spell is cast next). This regeneration causes the crystal on the staff to glow brightly and happens automatically.

## TWILIGHT BRACELET

**Maximum Threads:** 1      **Spell Defense:** 14

**Legend Point Cost:** Journeyman

These silver bracelets, each plain except for a Nethermantic sigil, were given to Nethermancers from the Order of Silver Twilight (see *The Twilight Tower* on p. 52 of the *The Twilight Peaks* chapter) upon initiation into the order. They are a means to identify the initiate, allow access to the order's facilities including the Twilight Tower, and provide security and protection against the threat of the Horrors the order studies and battles. Every bracelet was custom made for each new initiate, and included the initiate's Name in its own.

### Thread Rank One

**Key Knowledge:** The wearer must learn the Name of the bracelet.

**Effect:** The bracelet allows the wearer entrance to all facilities of the Order of Silver Twilight and immunity to any trap that might be installed within. If the wearer is Horror-marked, the bracelet prevents him from attacking any character who has woven a thread to another Twilight Bracelet. If he tries, he is interrupted by the bracelets, and cannot perform any Actions until the end of the round.

### Thread Rank Two

**Effect:** The bracelet adds +3 to the wearer's Spell Defense against Horrors.

### Thread Rank Three

**Effect:** The wearer may add 1 Karma Die to any test made against a Horror.

### Thread Rank Four

**Effect:** The wearer gains the **Twilight Sense** ability. Paying 1 Strain, he may make a Perception (6) Test when inside a facility of the Order of Silver Twilight. If successful, he is aware of all beings not wearing Twilight Bracelets inside the facility.

### Thread Rank Five

**Deed:** The wearer must travel to the Twilight Tower and spend time in study there.

**Effect:** The bracelet adds +6 to the wearer's Spell Defense against Horrors and +3 to the wearer's Physical and Social Defense against Horrors.

## UNIQUE TREASURES



he following items are unique magical treasures spoken of in the legends of the trollmoots. Rules for unique treasures can be found in the *Gamemaster's Companion*, p.27.

## FOLDING DRAKKAR

**Maximum Threads:** 2

**Spell Defense:** 19

**Legend Point Cost:** Warden

The folding drakkar is the finest creation of the master troll shipbuilder, Oric Rockfall, a student of the legendary Nemar Fire-walker, who brought the first drakkar to the troll race. Oric crafted the folding drakkar as a gift to the chief of the Swiftwind moot; the chief and his heirs commanded it until it was stolen from the moot home not long before the Battle of Sky Point. The ship was not recovered until after the Scourge, when a band of adventurers discovered it in a kaer in the Badlands. From there, the drakkar found its way to Travar, where it once again vanished from sight. The Swiftwind moot would like to reclaim its long-lost property and would richly reward anyone who restores the drakkar to its rightful owner.

The folding drakkar normally appears as a carved wooden box or chest, 3 feet tall by 4 feet wide by 6 feet long. The surface is carved in a complex maze of hand-fitted pieces of wood, like a puzzle box. The pieces can be moved around to rearrange the pattern on the surface of the box. Studying the pattern is the key to unlocking the box's magic.

### Thread Rank One

**Key Knowledge:** The owner must learn the Name of the box and that it is actually an airship in box shape.

**Deed:** To figure out the first configuration of the box, the character must make a successful Perception (9) Test. Making this test takes 8 hours.

**Effect:** At the command of its owner, the box unfolds into an airboat (see *Gamemaster's Guide* p.57) with standard statistics. Any damage to the airboat can be recovered while the boat is in box form by making a Step 12 Recovery Test once every 24 hours. If the boat is rendered derelict, it must be returned to its box form and allowed to recover completely before being used again. If the boat is destroyed, the entire item is destroyed.

### Thread Rank Two

**Deed:** The owner must make a successful Perception (11) Test to figure out the next configuration of the box. Making this test takes 8 hours.

**Effect:** The box unfolds into a small drakkar (see *Gamemaster's Guide* p.57). It recovers damage as described above, but has a Recovery Step of 14.

### Thread Rank Three

**Deed:** The owner must make a successful Perception (13) Test to figure out the next configuration.

**Effect:** The box unfolds into a crystal raider drakkar. The ship recovers damage as described above, but with a Recovery Step of 16.

### Thread Rank Four

**Key Knowledge:** The owner must learn the Name of the creator of the folding drakkar.

**Deed:** The owner must make a successful Perception (15) Test to figure out the last configuration of the box.

**Effect:** In the form of the crystal raider drakkar, the folding drakkar receives a +1 bonus to its Speed and Maneuverability Ratings.



## HAMMER OF NEMAR

**Maximum Threads:** 1

**Spell Defense:** 20

**Legend Point Cost:** Warden

The legendary crystalsmith, Nemar Firewalker, used this massive iron hammer as a weapon and a tool of his smithing arts. It was not found among Nemar's possessions after his death; troll legends claim that the Passion, Upandal, took the hammer and hid it somewhere in Barsaive until a Weaponsmith worthy of Nemar's legacy should appear to wield the hammer again.

The Hammer of Nemar is a huge iron hammer with a handle as long as a human's arm, short enough for a troll to wield one-handed. Its surface is beautifully engraved, set with crystals and inlaid with orichalcum. When wielded as a weapon, this hammer has a Damage Step of 6 and a Size of 4, and requires a Minimum Strength of 16.

### Thread Rank One

**Key Knowledge:** The wielder must learn the Name of the hammer.

**Effect:** The weapon is now Damage Step 7 and grants a +1 Rank Bonus to the Forge Weapon talent.

### Thread Rank Two

**Effect:** The weapon is now Damage Step 8 and grants a +2 Rank Bonus to the Forge Weapon talent.

### Thread Rank Three

**Key Knowledge:** The wielder must learn the tale of Nemar's death, including how Upandal took his hammer and hid it.

**Effect:** The weapon grants the wielder a bonus equal to the Rank of the thread woven to it to tests made to search, gather, and mine True elements, living crystal, and orichalcum.

### Thread Rank Four

**Key Knowledge:** The wielder must learn about Nemar Firewalker's exile and the journey he took through the Southern Face of the Twilight Peaks, where he discovered the first drakkar.

**Effect:** The weapon is now Damage Step 9. On an Extraordinary Result on an Attack Test, the hammer destroys non-magical non-living armor; the affected armor crumbles to dust.

### Thread Rank Five

**Deed:** The wielder of the hammer must travel to the Southern Face of the Twilight Peaks and re-create Nemar's journey after being exiled from his clan. At the end of the journey, the Passion, Upandal, will appear to the wielder and judge whether he is truly worthy of wielding the Hammer of Nemar. If Upandal judges favorably, the character keeps the hammer. Otherwise, Upandal takes the hammer and hides it for another worthy wielder to find.

**Effect:** The weapon is now Damage Step 10 and grants a +3 Rank Bonus to the Forge Weapon talent. Once per day, at a cost of 2 Strain, the wielder can strike the hammer against the ground and cause a minor earthquake in the surrounding area. This action has the same effect as the Fourth Circle Elementalist spell, Uneven Ground (see *Player's Guide*, p.206).

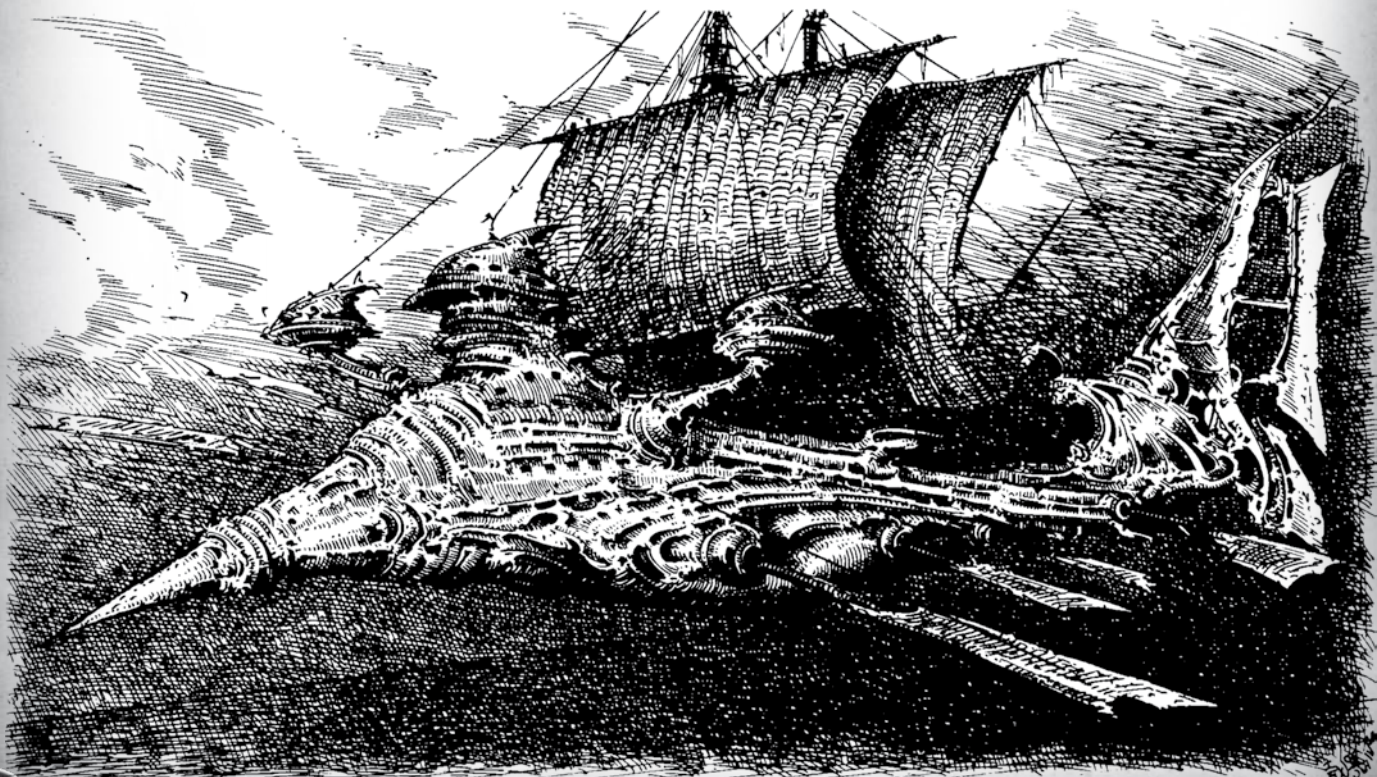
## PA'AOL'S ROCK

**Maximum Threads:** 1

**Spell Defense:** 21

**Legend Point Cost:** Master

Steering his first command, the scout drakkar *Ga'na'trep Me'e'rott* ("Scourge of them below who do not look up"), into a rockface, young Pa'aol thought his days as a raider numbered: never would the moot trust him with a drakkar after this. A sizeable rock had even crushed through the deck into the hold. Climbing down to inspect the damage, however, Pa'aol discovered the rock in fact was mostly crystal. Collecting his strength, he lifted the rock and brought it before his crew, proclaiming this was a sign from Thystonius, who demanded that Namegivers suffer to achieve greatness, and so the crew of the *Ga'na'trep Me'e'rott* had to suffer through the collision in order to be rewarded with that massive crystal. This explanation, everyone accepted. As it turned out, Pa'aol's fears for a better command turned out true. After all, the moot's elders said, Thystonius had demanded both Pa'aol and the *Ga'na'trep Me'e'rott* suffer before receiving the rock. Thus, the young troll and his ship would be bound to each other.





### Thread Rank One

**Key Knowledge:** The owner must learn the Name of the item.

**Deed:** The owner must bind himself to his airship in a blood ritual causing 1 Permanent Damage. During the ritual, he must mount Pa'aol's Rock on the ship as its crystal figurehead, the magic of the ritual will fuse the crystal to the ship. The owner may repeat the ritual to bind to another ship, but has to take additional Permanent Damage.

**Effect:** The owner adds +1 to his Physical, Social, and Spell Defense while on board his ship.

### Thread Rank Two

**Effect:** The owner receives a +1 bonus to every test he makes aboard his ship.

### Thread Rank Three

**Key Knowledge:** The owner learn what moot Pa'aol was from.

**Effect:** The owner may take 1 Strain to lend part of his power to his ship. He chooses one of his Attribute Values and reduces it by 1, increasing one of his ship's Attributes by 1 in turn. The owner chooses a Duration for this effect.

### Thread Rank Four

**Effect:** The owner adds +2 to his Physical, Social, and Spell Defense while on board his ship, and receives a +2 bonus to every test he makes aboard his ship.

### Thread Rank Five

**Deed:** The owner must travel to the rockface Pa'aol slammed his ship into and ram it with his ship.

**Effect:** When his ship suffers a Critical Hit, the wearer may decide to take damage equal to his Wound Threshold, which causes a Wound. If he does, the ship does not suffer a Critical Hit, though it still suffers damage. This decision has to be made instantly, the owner may not simply "heal" the ship's Critical hit at a later time.

### Thread Rank Six

**Deed:** The owner strengthens the bond to his ship by performing a more intense version of the initial blood ritual, taking 3 Permanent Damage. He cannot choose to bind to another ship ever again unless his ship is destroyed.

**Effect:** The owner may assign Damage Points his ship would suffer to himself instead, and vice versa, on a one to one basis. He may "heal" his ship by using his own Recovery Tests by spending a Recovery Test, making a Toughness Test, and reducing the ship's Current Damage by the result (abilities and items enhancing Recovery Tests cannot enhance these tests, but any enhancement to the owner's Toughness can). If he dies aboard his ship, he may sacrifice his ship to stay himself alive: he reduces his Current Damage and Wounds to zero, but his ship is irreparably destroyed – which means it falls out of the sky with the character on it, though. Alternatively, he can sacrifice himself to keep his ship from being destroyed: he reduces the ship's Current Damage and Critical Hits to zero and dies without a chance of being brought back from death; this counts as a Dying Act.

## SHREDDER

**Maximum Threads:** 2

**Spell Defense:** 21

**Legend Point Cost:** Warden

Shredder is a raider shield made from the famous red fire crystal found only in the Twilight Peaks, carved into nasty spikes, hooks, and barbs. Legends, however, claim that Shredder was once a bright crystal shield and only became red when it absorbed the blood of its bearer's enemies, just like the crystal found around Mount An'grak.

Shredder was made for the famous Ke'lark Stormroar Skytoucher, captain of the *Falcon's Dive*, long before the Orichalcum Wars. Ke'lark was famous for attacking merchant caravans traveling between Vivane and Travar, fiercely battling the Swordmasters the merchant companies hired to protect their cargo, enjoying the fight more than the spoils, and claiming these Swormasters were the only opponents worthy of a crystal raider. As a reward for his many successful raids, the moot chief had this shield made for Ke'lark, and it was a companion to him like no other weapon or shield was to any Skytoucher thereafter. Ke'lark learned to handle his shield spectacularly, giving it Name and legend, and his crew wondered if his axe was merely a tool to balance the shield's weight when Ke'lark used it exclusively in battle.

Without a thread attached, Shredder is treated as a normal crystal raider shield, except that it conveys an additional +1 Mystic Armor against magical attacks based on fire, due to the use of fire crystals in its creation (see p. 117 of the **Goods and Services** chapter).

### Thread Rank One

**Key Knowledge:** The wielder must learn the Name of the shield.

**Effect:** The Physical Armor Rating is now 5 and the Mystic Armor Rating is now 5 (6 vs. magical fire). When the wielder uses his Fireblood talent for the first time during a fight, the shield's spikes and hooks grant a +1 bonus to Damage Tests made with the Shield Charge talent or skill, which lasts for the rest of combat.

### Thread Rank Two

**Effect:** The Initiative Penalty is now 1.

### Thread Rank Three

**Key Knowledge:** The wielder must learn the origin of the living crystal used to make the shield.

**Effect:** The bonus to Mystic Armor against fire-based attacks is now +3. Mystic Armor Rating is now 6 (9 vs. magical fire).

### Thread Rank Four

**Effect:** The Initiative Penalty is now 0.

### Thread Rank Five

**Key Knowledge:** The wielder must learn the Name of the shield's creator.

**Effect:** The bonus to the Shield Charge Damage Test from the hooks and spikes is now +3.

### Thread Rank Six

**Effect:** The wielder's attacks with the shield now require a Result Level 1 higher to be riposted, including the riposting attack (the opponent needs a Good Result on his Riposte Test against the wielder's Attack Test result to avoid being hit and an Excellent Result to hit the wielder in return).

### Thread Rank Seven

**Key Knowledge:** The wielder must learn the legend of the shield's famous first bearer.

**Deed:** The wielder must be victorious in a duel against a Swordmaster who is at least his equal in martial prowess.

**Effect:** The shield's spikes and hooks can tear an opponent's armor apart. After using Fireblood in combat, whenever the wielder makes an attack with the shield that achieves an Excellent Result on the Attack Test, the target's armor is damaged; reduce the Physical Armor rating by 1. Once the target's Physical Armor rating is reduced below half its original rating, the armor does not take any more damage. Any subsequent attack with the shield that achieves an Excellent Result or higher now causes 2 Wounds to the target when it would cause 1.



## STORMLANCE

**Maximum Threads:** 2 **Spell Defense:** 19

**Legend Point Cost:** Warden

Stormlance is a crystal troll spear used by the chief of the Thundersky moot, who fought at the Battle of Sky Point. This spear is traditionally handed down to the next chieftain of the Thundersky moot after the chief's death. It is currently in the possession of the current chief, Drovka Steelthought Thundersky. Without a thread attached, Stormlance has the same characteristics as a normal crystal troll spear.

### Thread Rank One

**Key Knowledge:** The wielder must learn the Name of the spear.

**Effect:** The weapon is now Damage Step 9.

### Thread Rank Two

**Key Knowledge:** The wielder must learn the Name of the spear's creator.

**Effect:** The weapon is now Damage Step 10.

### Thread Rank Three

**Key Knowledge:** The wielder must learn the Name of the troll Sky Raider for whom the spear was created (the spear's first owner).

**Effect:** The weapon's thrown Range increases to Short: 2—14 yards (1—7 hexes); Long: 15—28 yards (8—14 hexes).

### Thread Rank Four

**Effect:** The wielder adds a +1 bonus to his Initiative Step.

### Thread Rank Five

**Key Knowledge:** The wielder must learn the Name of the first Theran killed by the spear in the Battle of Sky Point.

**Effect:** For 2 Strain, the wielder can make a bolt of lightning erupt from the spear. *Air—Electric*. The spear glows bright yellow and an arc of lightning erupts from it towards the target. The wielder makes a Throwing Weapons Test versus the target's Physical Defense using the spear's thrown ranges. If this test is successful, the wielder makes a Willpower +5 Effect Test to determine how much damage is inflicted on the target. Non-metal Physical Armor protects against this damage.

### Thread Rank Six

**Key Knowledge:** The wielder must learn the Name of the Theran who slew the first owner of the spear.

**Effect:** For 4 Strain, the wielder can charge the spear with electricity using the **Lightning Spear** ability. *Air—Electric*. This ability imbues the spear with crackling lightning for 5 minutes. The wielder adds a D6 Bonus Die to the energized spear's Damage Tests. The spear's energy is contained in the tip usually. However, whenever the Bonus Die generates a result higher than 6, the wielder takes 1 Strain from a stray arc of energy zapping him. The crystal spear core glows pale violet while the **Lightning Spear** ability is in effect.

### Thread Rank Seven

**Deed:** The wielder must command an airship in an attack on a Theran airship. The wielder must invoke the Names of the creator of the spear, the first owner, and the Thundersky moot, and make a Blood Oath vowing revenge on the Theran airship at any cost, taking 2 Permanent Damage instead of Blood Magic Damage. The wielder must then lead his men to victory over the Theran airship.

**Effect:** For 6 Strain, the wielder can summon a storm that hinders the movements of other airships. This storm adds +3 to the Hazard Modifier and +3 to the Pursuit Modifier for the airship captains of

other airships in the area. The storm does not hinder the airship that the wielder is aboard in any way. This storm lasts for eight hours. If the wielder knows the **Lightning Song** ability, he may use the ability as normal, except that after one hour the storm summoned by the wielder may channel the ability if the wielder chooses. The skies darken immediately, the storm intensifies, and both lightning and gusts strike other airships as normal. When the storm summoned by the wielder ends, the **Lightning Song** effect also ends in this case. The spear glows pale blue while this power is in effect.

## THE WINDFURY'S BALLISTA

**Maximum Threads:** 2

**Spell Defense:** 17

**Legend Point Cost:** Warden

Salvaged from the wreck of the *Windfury*, which had performed admirably on many a raid against the Therans during the Orichalcum Wars, this ballista has been the ship weapon of choice of many a gunnery officer. It is said that battles have been fought over its possession even though the trolls prefer boarding over fire-fights; the weapon is said to bring good fortune to any ship that counts it among its battery. Even when it was mounted on other ships, it was always referred to as *The Windfury's Ballista*, calling it by any other Name or proclaiming ownership of it aloud is said to bring bad luck.

The *Windfury's Ballista* must be mounted on a ship to bestow its benefits. Without a thread attached to it, it conveys a +5 bonus to Morale, but otherwise counts as a normal ballista.

### Thread Rank One

**Key Knowledge:** The owner must learn the Name of the item.

**Effect:** The ship receives a +10 bonus to Morale.

### Thread Rank Two

**Effect:** The ship receives a +3 bonus to Armor against attacks made with fire cannons.

### Thread Rank Three

**Key Knowledge:** The owner must learn the Name of the first ship shot down by the ballista.

**Effect:** The ship's Firepower increases by +2/+2.

### Thread Rank Four

**Effect:** The ship receives a +3 bonus to Armor against ramming attacks made by stone ships.

### Thread Rank Five

**Deed:** The owner must learn what fate befell the *Windfury*.

**Effect:** The ship gains use of Karma, 1 Karma Point can be spent on any test made for a ship Attribute. The ship's Karma Step is 4, it has a maximum of 10 Karma Points, and regains 1 Karma Point per day. The ship's Firepower increases by +4/+4.

## WYRMSFANG

**Maximum Threads:** 2

**Spell Defense:** 23

**Legend Point Cost:** Master

Wyrmsfang is a magical sword carved from the tooth of a great dragon who is rumored to lair in the Scol Mountains. The sword is four feet long and slightly curved. The blade is black, etched with orichalcum-lined runes on both sides, and clearly resembles a large tooth. Wyrmsfang is currently wielded by Mar'tok Man-Slayer Firescale, chieftain of the Firescale moot, who has woven a Rank 5 thread to it. Without a thread attached, the sword is treated like a normal troll sword.



### Thread Rank One

**Key Knowledge:** The wielder must learn the Name of the sword.

**Effect:** The sword is now Damage Step 10.

### Thread Rank Two

**Effect:** The sword is now Damage Step 11, and adds +1 to the wielder's Physical Defense.

### Thread Rank Three

**Key Knowledge:** The legendary Weaponsmith, Tormokk Firescale, forged the sword centuries before the Scourge, for the chief of the Firescale moot. The wielder must learn the Name of the Weaponsmith who forged the weapon.

**Effect:** The sword is now Damage Step 12, and adds +1 to the wielder's Spell Defense.

### Thread Rank Four

**Effect:** The sword is now Damage Step 13, and adds +2 to the wielder's Physical and Spell Defense.

### Thread Rank Five

**Key Knowledge:** An ancestor of Mar'tok obtained the tooth from which Wyrmsfang is carved after confronting a great dragon rumored to live in the Scol Mountains. The wielder must learn the Name of the hero who obtained the tooth from which Wyrmsfang was carved.

**Effect:** The sword is now Damage Step 14. *Fire.* The wielder may take 3 Strain to shoot a bolt of flame from the tip of the sword at a target no farther than 40 yards/20 hexes away. He makes a Melee Weapons Test against the target's Physical Defense. If successful, the flame causes damage equal to the Damage Step of the sword (at Thread Rank Five: Step 14). Mystic Armor protects against this damage.

### Thread Rank Six

**Effect:** The sword is now Damage Step 15, and adds +3 to the wielder's Physical and Spell Defense.

### Thread Rank Seven

**Key Knowledge:** No one knows whether the tooth from which Wyrmsfang was carved was taken from the dragon, or if the dragon gave it up willingly. The wielder must learn the Name of the dragon from which the tooth came.

**Deed:** The wielder must seek out the dragon and discover how the tooth was obtained.

**Effect:** The sword is now Damage Step 16. The wielder may take a number of Strain equal to his Wound Threshold, which causes a Wound, to let dragon venom ooze from the sword for 7 rounds. If the wielder causes damage to a target with the blade during this time, the target must succeed at a Toughness (12) Test or take Step 12 Damage from poison each round as long as poison oozes from the weapon. Any target affected by this venom may make this test once per round.





**T**his chapter includes descriptions of several different types of airships; from famed Blackfang stone drakkars to Firescale Raiders. Rules for ships and ship combat can be found in the **Airships and Riverboats** chapter, starting on p. 57 of the *Gamemaster's Companion*. This chapter also provides game statistics for additional ship types and new or alternate rules on ship weapons and combat.

## AIRSHIP PROFILES

**T**he following profiles provide descriptions and game statistics for the most common types of airships used by the crystal raiders of Barsaive.

Note that while these ships represent average vessels of the particular moot, they are of superior craftsmanship already when compared to normal airships. In rules terms, this counts as modifications like those found under **Customizing Ships** on p. 68 of the *Gamemaster's Companion*. All of them have the Military Vessel modification and it cannot be applied again. In addition, no other modification may be applied more than once (instead of twice), no matter the difference between the characteristic of the ship presented here and the comparable typical vessel, and if it is, the price in coin and cargo space is doubled. This represents how crystal raider drakkars have been worked on and optimized over decades or even centuries (and in some cases represents a moot's weakness where a characteristic is lower than normal). For a newly built crystal raider drakkar, the gamemaster can default to the Clan Raider (p.133) or even the drakkar in the *Gamemaster's Companion*. Over time, this ship will be improved to match a typical drakkar for its home moot.

Almost all crystal raider ships also carry a crystal figurehead enchanted to grant a +1 to one of the ships Steps, this is not figured into the characteristics presented below and has to be chosen for each individual ship. In most cases, the bonus goes to the lower of Speed or Maneuverability.

## BLACKFANG STONE DRAKKAR

The statistics given below are typical of the three stone drakkars owned by the Blackfang trollmoot (see **Trollmoots of the Twilight Peaks** on p. 61). The knowledge of building these ships has been lost, and they are not all operational.

In addition to the statistics, each airship has a Strength 2 air spirit bound into it by Blackfang shipbuilders. The captain of the ship can draw upon the spirit's powers by making a successful Contest of Wills (assume the standard Sky Raider captain has a Willpower step of 5). The air spirits have the following powers: Aid Summoner, Astral Sight, Detect True Element, Engulf, Enrage

## SHIPS AS NAMED PLACES

Ships are Named places (*Player's Guide*, p. 106) for the purpose of thread magic, and, with time, ships regularly develop pattern items. As their legends truly stem from the deeds of their crews, ships rarely develop Core Pattern Items, although a few ships that have been around for a couple of centuries or more (not counting the Scourge, during which they did not operate) have Major Pattern Items. This is especially true for ships that have been modified or bear the marks of battle still on them. The more unique a ship is, the more likely is it to develop a more powerful pattern item.

It is often very desirable for a captain to command an old ship that has a history and, as a result, pattern items. This is especially true for the crystal raiders, but is also common in the Theran navy. The trolls tend to enhance their ships with thread magic, while in the Theran Navy, captains tend to enhance their own characteristics.

Because ships operate on a different scale to Namegivers where their steps and other characteristics are concerned, special rules apply to increasing a ship's traits with thread magic:

When increasing a ship's **Speed**, **Maneuverability**, or **Armor** Rating, only the third thread rank woven increases the rating by 1 step, and every two ranks thereafter increase it by an additional 1 step (+1 at rank 3, +2 at rank 5, +3 at rank 7, +4 at rank 9, and so on, depending on the category of pattern item). Intermediate ranks offer no benefits. If the ship's armor is increased, it also increases the ship's damage characteristics as described under the **Customizing Ships** rules on p. 68 of the *Gamemaster's Companion*.

When increasing a ship's **Firepower**, every rank counts, but the ranks increase the separate Attack and Damage Ratings alternately. For example, a rank 5 thread woven would increase the Firepower by either +3/+2 or +2/+3, the player or gamemaster chooses which rating benefits from the first rank, and subsequently which profits from the second rank and the ranks thereafter.

The ship's **Ramming** rating is increased by 1 for each rank woven.

Other Attributes and characteristics than those laid out above cannot be raised with thread magic, as they are expressions of the ship as a physical object or of its crew.



Element, Manifest, Manipulate Element, Share Knowledge, and Spear. (For more information on air spirits and their powers, see p. 210 of the **Gamemaster's Guide**.)

**Speed:** 11  
**Maneuverability:** 11      **Firepower:** 15/15

Hull	
Armor: 18	Ramming: 25
Cargo: 80	

Damage	
Derelict: 77	Critical: 23
Destroyed: 84	

Crew	
Captain: 7	Crew Size: 40
Morale: 70	Crew Rating: 20

**Special Rules**  
The captain must succeed in a contest of will with the spirit in order to take command of the ship. A Fire Sheath with at least 5 kernels fuel each is woven into the bow of every stone drakkar. This drakkar can carry fire cannons.

## BLACKFANG RAIDER

Not as tough as their stone drakkars, the regular raider is still the mainstay of the Blackfang fleet. The moot being adept at Elementalism, they usually carry an Elementalist on board, and use magic to further enhance their drakkars' overall performance. Blackfang drakkars do not seem to excel at anything, though, except for their elemental weaponry. They usually carry spear throwers or dragon's breath.

**Speed:** 12  
**Maneuverability:** 11      **Firepower:** 13/13

Hull	
Armor: 16	Ramming: 24
Cargo: 80	

Damage	
Derelict: 69	Critical: 22
Destroyed: 76	

Crew	
Captain: 5	Crew Size: 35
Morale: 67	Crew Rating: 18

**Special Rules**  
A Fire Sheath with at least 3 kernels fuel each is woven into the bow of every ship.

## BLOODLORE RAIDER

The bloodlores' stance on ranged ship-to-ship combat reflects in their fleet, which is armed more lightly than that of other moots. This does not take away from the vigor of the crew, quite the opposite. A blackfang drakkar usually announces itself with only a couple of shots from a catapult or a salvo of ballistae bolts, and then closes in to ram its powerful spar into the enemy and board it.

**Speed:** 13  
**Maneuverability:** 12      **Firepower:** 10/10

Hull	
Armor: 15	Ramming: 26
Cargo: 80	

Damage	
Derelict: 65	Critical: 21
Destroyed: 72	

## RAIDER PRICING

None of the ships in this book have a Base Price assigned, as they cannot be bought anywhere. In theory, the Base Price of a Twilight Scout would be about 25,000 silver pieces, a Clan Raider would be about 65,000 silver pieces, and any of the Raider type ships of the major moots would be about 80,000 silver pieces. If one were actually to make it to the markets, though, a customer would probably have to pay double that just for owning possibly the only raider drakkar outside of a troll clan. Any of the major shipyards might go up to triple just to study the ship's secrets, of course...

Crew	
Captain: 5	Crew Size: 35
Morale: 72	Crew Rating: 20

**Special Rules**  
Mounts a ramming spar adding +3 to Ramming (already incorporated above).

## CLAN RAIDER

This drakkar represents a typical ship of any one of the smaller clans not belonging to one of the major moots. Most clans have only one or two such ships, and they cannot maintain a standard as high as the major moots, but these ships still are a dangerous opponent and of better manufacture than drakkars built in the lowlands, being more robust and easier to steer—to a degree due to superb troll discipline, however.

**Speed:** 12  
**Maneuverability:** 11      **Firepower:** 10/13

Hull	
Armor: 15	Ramming: 23
Cargo: 80	

Damage	
Derelict: 65	Critical: 21
Destroyed: 72	

Crew	
Captain: 5	Crew Size: 30
Morale: 65	Crew Rating: 18

## FIRESCALE RAIDER

The Firescales' ships differ from those used by the moots of southern Barsaive, probably because of the distance between them and the moots' different courses of development over the centuries. Recently, the Firescales have begun to outfit and modify their ships with methods so far unheard of from crystal raider vessels, most prominently reinforcing some portions with hammered metal and metal struts, and using more nails in shipbuilding. The rumor is that these are new Iopan developments. The resulting ships are not only more resistant to attacks, but can carry increased firepower, usually in the form of fire cannons.

**Speed:** 12  
**Maneuverability:** 11      **Firepower:** 15/15

Hull	
Armor: 17	Ramming: 24
Cargo: 60	



**Damage**

Derelict: 73      Critical: 23  
Destroyed: 80

**Crew**

Captain: 5      Crew Size: 30  
Morale: 70      Crew Rating: 19

**Special Rules**

This drakkar can carry fire cannons.

## IRONMONGER RAIDER

Some say the Ironmongers are beginning to neglect their drakkars, toying around too much with metalworks, though any that take this for granted soon begin to regret their mistake in underestimating an ironmonger raider. Their craft and crew are outfitted well with many items improved by Ironmonger smiths, and their catapults and ballistae are of higher quality than those found elsewhere in the Peaks.

Speed: 12  
Maneuverability: 11      Firepower: 12/13

**Hull**

Armor: 15      Ramming: 23  
Cargo: 100

**Damage**

Derelict: 65      Critical: 21  
Destroyed: 72

**Crew**

Captain: 5      Crew Size: 30  
Morale: 70      Crew Rating: 19

## ROCKHORN RAIDER

The Rockhorn raiders are lightly armed only, but still feared enough to have some merchants not accustomed to raids just hand over their goods. They usually operate in pairs, which also means that due to their small fleet, Rockhorn operations are limited.

Speed: 13  
Maneuverability: 12      Firepower: 10/10

**Hull**

Armor: 15      Ramming: 23  
Cargo: 100

**Damage**

Derelict: 65      Critical: 21  
Destroyed: 72

**Crew**

Captain: 5      Crew Size: 30  
Morale: 65      Crew Rating: 18

**Special Rules**

If two Rockhorn-manned ships work together and both captains exceed the required Rating of 5, one of them gets a +1 bonus to one ship test per ship combat turn, and Morale on both ships is 70.

## SKYSEEKER RAIDER

Skyseeker ships are quite similar to those of their Rockhorn neighbors, but even more lightly armed. Much like the Bloodlores, they rely on boarding actions against enemy ships, but have a harder time getting in close enough.

Speed: 12  
Maneuverability: 12      Firepower: 8/10

**Hull**

Armor: 15      Ramming: 23  
Cargo: 70

**Damage**

Derelict: 65      Critical: 21  
Destroyed: 72

**Crew**

Captain: 5      Crew Size: 40  
Morale: 70      Crew Rating: 19

## STONECLAWS RAIDER

Much to the disbelief of their more traditional Bloodlore critics, the Stoneclaws still build and maintain their ships the traditional crystal raider way, though they are beginning to rely more heavily on firepower, especially since they now have the opportunity to raid more and more Thera ships. Trade and exchange with Throal have left their mark on the trolls, but not on the ships.

Speed: 12  
Maneuverability: 12      Firepower: 11/14

**Hull**

Armor: 15      Ramming: 23  
Cargo: 70

**Damage**

Derelict: 65      Critical: 21  
Destroyed: 72

**Crew**

Captain: 5      Crew Size: 35  
Morale: 70      Crew Rating: 19

## SWIFTWIND RAIDER

Considered the best shipwrights in the Peaks, possibly all of Barsaive, Swiftwind drakkars excel over any other in performance. The Swiftwinds constantly experiment with all kinds of ship weapons, so it is hard to say what one will be up against if a Swiftwind drakkar is sighted in the distance. Not to worry, though, swiftwind raiders close in fast enough...

Speed: 14  
Maneuverability: 13      Firepower: 10/12

**Hull**

Armor: 16      Ramming: 24  
Cargo: 90

**Damage**

Derelict: 69      Critical: 22  
Destroyed: 76

## ADVENTURE HOOK

The Thunderskies long back to the day their ancestral Skytoucher moot was the most powerful and most respected. Many know but do not dare to dishonor themselves and their moot by saying aloud that their fleet has seen better days – a fact they in no small part attribute to the knowledge lost during the battle of Sky Point. A Thundersky shipwright recently learned that some of his Skytoucher predecessors had foreseen the defeat at Sky Point and recorded their knowledge, and brought it to a safe place in a distant mountain range. Unable to go there himself, he turns to the player characters for help.



Crew	
Captain: 6	Crew Size: 25
Morale: 68	Crew Rating: 19

## THE LOST FINGER

The pride (and only ship) of Cara Fahd's navy, the Lost Finger was stolen from crystal raiders. Cara Fahd is not able to fully maintain the ship, as it has no shipwrights, and so the Lost Finger does not shine as brightly as it once did when it was stolen from the trolls. Still, it is a respectable foe for any troll drakkar trying to raid over Cara Fahd, given that the crew of the only ship in the ork kingdom's navy is hand-picked indeed.

Speed: 10	
Maneuverability: 9	Firepower: 10/10

Hull	
Armor: 14	Ramming: 22
Cargo: 80	

Damage	
Derelict: 61	Critical: 20
Destroyed: 68	

Crew	
Captain: 7	Crew Size: 40
Morale: 80	Crew Rating: 22

Special Rules	
The Lost Finger carries Vuutro's Flame Cannon (p.136). The ship also carries a rystal figurehead, but the orks are unable to use it.	

## THUNDERSKY RAIDER

The Thundersky having to rebuild their strength means they had to rebuild their fleet. All of their drakkars are recent designs. They incorporate much the trolls learned about shipbuilding over the centuries—if it was not lost during the Scourge—but at the same time, lack the long history of other ships. Where other moots' drakkars are built for speed and maneuverability, Thundersky drakkars are built sturdy to withstand the winds around their moothome, and carry armament fueled by these very winds.

Speed: 11	
Maneuverability: 11	Firepower: 12/14

Hull	
Armor: 16	Ramming: 24
Cargo: 80	

Damage	
Derelict: 69	Critical: 22
Destroyed: 76	

Crew	
Captain: 6	Crew Size: 30
Morale: 65	Crew Rating: 19

Special Rules	
All Thundersky drakkars carry thunderbolt throwers that add to their firepower, the exact number depends on how many they recently had the chance to recharge.	

## TWILIGHT SCOUT

These ships, with no more than a dozen yards length smaller than even the small drakkar (*Gamemaster's Companion*, p. 71), are sometimes looked down upon by the raiders of the moots. They are deemed unfit for raiding as they cannot carry sufficient troops, but still they can navigate between the smallest gaps in the Peaks, and are easily built and maintained. Many a troll shipwright has

learned his craft constructing a twilight scout, and many a Sky Raider has made his first sailing experiences on them. For all their bad reputation, twilight scouts still serve a vital role for the moots in allowing the trolls access to remote locations and plateaus in the Peaks without the need to prepare and then navigate a drakkar for the trip. And while most troll Sky Raiders eventually leave the scout and begin service on board a drakkar, many a non-troll or non-Sky Raider has made his Legend serving on a scout.

Shipyards outside the Peaks have tried their hand on copying the design, but the model has not had much commercial success. Without the painstaking work the trolls can put into building a scout, the craft becomes quite fragile, and cannot fulfill the only niche it has in greater Barsaive as advanced fleet scout and messenger ship.

Unlike the other ships in this book, the twilight scout does **not** have the Military Vessel modification already applied. Twilight scouts not built by the troll moots of the Twilight Peaks cannot be customized except with the Military Vessel modification; they must also apply one modification with reversed effects (for example, reducing Speed to 10 and gaining Cargo 17).


Speed: 11	
Maneuverability: 10	Firepower: 6/6

Hull	
Armor: 8	Ramming: 14
Cargo: 15	

Damage	
Derelict: 36	Critical: 13
Destroyed: 44	

Crew	
Captain: 3	Crew Size: 6
Morale: 30	Crew Rating: 10

## SHIP WEAPONS

 This section presents advanced rules for some of the ship weapons found in the **Ship Weapons** section on p. 65 of the *Gamemaster's Companion*, as well as new weapons that can be used as ship weapons.

### BALLISTAE FIREBOLTS

During the War of Secrets, the orks developed a ballista spear with a hollow tip, with two tiny compartments separated by a thin layer of brass. Just before the weapon was fired, one compartment was loaded with a kernel of True air, the other True fire. The ballista was fired as the True fire began to burn through the brass. As the spear penetrated a solid surface, the tip was crushed or the fire burned through, causing an explosion similar to a fire cannon blast inside the target. As a result, the firebolt did not cause a lot of damage to a ship's external structure, but rather its internal structure, and sometimes crew.

Cara Fahd has lost the ability to produce ballistae firebolts, but Blackfang moot has preserved the knowledge of their construction which they took from captured weapons before the Scourge. Ballista firebolts can be fired from the ballista or light ballista (see below), but the two types of ballista require different sizes of bolts, and they only show a measurable effect if at least half of the ship's battery fires firebolts. When attacking a ship's hull with a salvo of ballistae firebolts and scoring an Armor-Defeating Hit, the Damage Test is made with a +5 bonus. When attacking a ship's crew, the ship's Armor Rating is not applied at all, thanks to the unusual combination of ballistic trajectory and fireball explosion.



## AIR SUPERIORITY

Many have speculated why troll raider drakkars seem to be superior to any other wooden ships of their size, even if they cannot hold up against a vedette in a fire-fight, despite the trolls' difficulties in getting their hands on some construction materials and tools. Depending on whom you ask, the answer differs accordingly. The best shipwrights of Barsaive proper, the Jerrisians, will say it is centuries, if not millennia, of experience that the rest of Barsaive still has to catch up to. Throalic sailors say it is because the trolls put everything they have towards speed, cursing the last raider that got through their clutches in just the next sentence. Travarian merchants tell that the raiders do not care for relation of time or cost invested to the final result – after all, the trolls' business sense is limited to taking from the merchants – and such, their drakkars are inefficient, and no civilized Barsaivian would consider the idea of building ships like these. Troubadours, finally, say it is the powerful Legends the ancient troll drakkars have accumulated that makes them what they are, some citing the somewhat newer and weaker Thundersky drakkars as a reference (though never to a Thundersky's face). Whatever the truth, all of them say one thing in common: It is the trolls they fear the most, not their drakkars.

### LIGHT BALLISTA

A light ballista is an oversized crossbow-like weapon, often mounted on a tripod frame braced on the ground. A smaller version of the Ballista used on most airships (see the *Gamemaster's Companion*, p. 66), it is very compact and thus most often found on scout drakkars or as artillery within armies, or as a ground defense against airships.

### NET THROWERS

Net throwers are a variant of the spear thrower (*Gamemaster's Companion*, p. 66), a quadruple spear-thrower with a net tied between the spears. They are often used by the crystal raiders to entangle a defending ship's weapons or crew, allowing the raiders to move in without being fired upon. Net throwers do not cause any noteworthy damage to a ship, despite using the same principles as the spear thrower, because propelling the quite heavy net takes away much of the spears' momentum. A salvo of net throwers

reduces the target ship's Crew Rating by –1 per Result Level achieved on the Attack Test, however, starting with an Average Result. The target Crew must succeed at a Crew Rating Test against the attacking ship's Firepower Damage Rating to free itself from the obstruction, this test counts as the ship's maneuver for the round. A Crew Rating only suffers the highest modifier if attacked multiple times, and frees itself from all modifiers on a successful test, but the modifier applies for all situations as long as it lasts, including Boarding Battles.

When still closing in on an enemy ship, instead of being targeted at the whole enemy crew, net throwers are often targeted at individual weapons in the hopes of preventing them from firing. This is called a shot against the ship as normal. If successful, the targeted weapon is entangled and cannot fire until the weapon crew manages to untangle themselves and the weapon, which requires a successful Dexterity Test against the attacker's Firepower Damage Rating. Making the test takes 1 ship combat round, and every member of the weapon crew can make the attempt. Untangling a weapon counts as the weapon crew's action for the ship combat round; a weapon cannot be untangled in the round it was fired, and it cannot be fired in the same round in which an untangling attempt is made. Whenever a weapon is out of commission, reduce the ship's Firepower Ratings by the appropriate number of Firepower Points shown on the **Ship Weapon Table** below.

### VUUTRO'S FLAME CANNONS

Vuutro's flame cannons load hollow, five-pound wooden or metal shells filled with pitch, oil, or another sticky flammable substance, and sealed with plugs that contain kernels of True fire. The cannon's firing mechanism drops and crushes three kernels of True fire in the breech of the barrel, creating a powerful blast that sends the shell flying. As the shell hits a solid target, the shell and plug rupture, splattering everything inside a 10-yard (5-hex) radius with a sticky liquid. Once the True fire burns through the plug—that hopefully has landed somewhere in the area—it ignites the flammable liquid, setting flame to the whole area for 10 rounds. It takes the True fire until the end of the next combat round to burn through the plug, leaving characters time to vacate the area. Characters inside the burning zone take Step 8 damage every round. Characters covered with the liquid catch fire and take Step 12 damage every round for 10 rounds or until they can extinguish the fire.

If at least half of a ship's battery is composed of flame cannons, the ship's attacks are modified as follows: it receives a +4 bonus to Damage Tests against wooden airships or attacks aimed only at the crew, but suffers a –4 penalty to Damage Tests against stone ships. When scoring a Critical Hit or making a called shot at the Crew Rating, any reduction in Crew Rating is increased by 1 (usually, from –1 to –2).

SHIP WEAPON TABLE

Ship Weapon	Firepower Points	Weapon Crew	Short Range	Long Range	Salvo Cost	Character Damage
Ballista	2	3	20 – 150	151 – 300	10	30
Catapult	10	6	20 – 200	201 – 400	10	40
Dragon's Breath	5	2	20 – 150	151 – 300	15	22
Fire Cannon	2	3	20 – 250	251 – 500	15	25
Light Ballista	2	2	20 – 100	101 – 200	8	20
Net Thrower	4	4	20 – 100	101 – 200	8	12
Spear Thrower	1	1	20 – 150	151 – 300	5	17
Thunderbolt Thrower	5	2	20 – 250	251 – 500	10	25
Vuutro's Flame Cannon	3	4	20 – 100	101 – 300	15	13



Vuutro's cannons and their design are currently a Cara Fahd national secret, though spies may have ferreted out this knowledge.

## COMPOSITION OF ARMAMENT

**W**hile most ships and navies use only one type of ship weapon—most often fire cannons—on any one of their ships, crystal raiders, pirates, and some merchant companies deploy a mix of weapons. The **Ship Weapon Table** gives indications of how weapons are combined on airships, how many crewmen are needed to operate them, and how many weapons a ship might actually carry. It is also used for some of the optional and expanded rules found in this chapter.

The **Firepower Points** are an abstract measure of how much a single weapon contributes to a ship's Firepower rating, and, conversely, how many weapons are needed to achieve a certain Firepower Rating. The actual placement of the weapons is more important than their number, however. A standard drakkar usually has a single catapult on a swiveling mount (the catapult comprises the drakkar's whole 10/13 Firepower Rating). Alternatively, it might have 5 ballistae on swiveling mounts on the fore and aft. Cruder constructions require more weapons: a ballista that can only fire to one side would only add to the ship's Firepower on that side, and the ship's opposite side would require another ballista. Because deck space is at a premium, especially as to seat all the rowers, most shipyards go through the hassle of installing swiveling mounts and planning the placement of the weapons. At the same time, this is the reason why one can't simply load more weapons onto a ship: their placement has to be planned during construction or the ship has to be modified to stow the guns later.

Firepower Points usually count for both Attack and Damage, and most ships have the same Attack and Damage Rating for their Firepower because of this. If they differ, the Attack rating takes priority. For example, the standard drakkar's 10/13 Firepower Rating uses up 10 Firepower Points, the additional 3 points to Damage come for free. Firepower Points are, after all, abstract.

Note that ships like kilas can use their full firepower once for each side they have, and so the actual number of weapons they carry is very high: a kila that can fire its 25/25 firepower to each of its four sides per round carries about 50 fire cannons, 12 to 13 per side.

The **Weapon Crew** characteristic indicates how many individuals are typically required to man a single weapon of that type efficiently. A weapon does not necessarily need to be manned (a ship that has one weapon facing each side can assign a single crew to both, but they can only fire to one side at any one time), and the weapon crew can serve other functions when not firing the weapon (such as when being boarded).

The **Ranges** presented for the individual weapons are intended for use with the Weapon Ranges optional rule (p.138). A ship usually carries weapons with comparable ranges, except if there is a specialized weapon such as the net thrower on board, to allow for full salvos. It is important to note that range modifiers apply to Attack Tests (but not Damage Tests) in ship combat.

The **Salvo Cost** column indicates an alternate cost per point of Firepower for the **Salvo Cost** optional rule (p.138).

The **Character Damage** column gives a suggestion of what destruction a single weapon of the respective type would do if aimed at a Namegiver or similar target. A ship weapon aimed at a Namegiver-sized target requires a called shot on the Attack Test, though some huge Horrors and Dragons would be attacked the regular way. In addition, if the weapon does not have an area effect, it requires a Result Level one higher to hit. At the same time, all ship weapons require a Result Level one lower to achieve an Armor-Defeating Hit (for example, a ballista Attack Test is made at



## BUILDING A SHIP

Whether building a ship or having one on order from a shipyard, any would-be owner has to be in it for the long run. Just building a regular wooden airship – like the ones found in the **Gamemaster's Companion** – takes considerably time and effort measured in months and years. Building a superior ship, like a Clan Raider (p.133) or a t'skrang ship propelled by fire engines, often takes twice as long. Stone ships, behemoths even? Well, maybe some obsidimen have the patience to wait for those...

Following are rough guidelines for what's necessary to construct a wooden airship or riverboat from scratch. As noted above, the trollmoots and t'skrang *aropagoi* often put much more effort into their prized craft.

**Work:** It takes a number of skilled workers equal to the ship's Crew Size one year to build the ship at a properly equipped shipyard. Up to three times this number can work on a ship (so it can be constructed in just 4 months) but the price goes up considerably as the workers have to work nightshifts (there's only so many people you can squeeze into a shipyard...), and the ship might display minor quirks due to being rushed (such as one of its characteristics being reduced by 1). The gamemaster can allow tests for abilities be made to coordinate or motivate the workers as to speed the construction process or avoid any quirks.

**Material:** A ship requires materials such as rope, wood, and sailcloth or True elements worth between a third and half its Base Price. In a ship powered predominantly by True elements, the True elements usually make up half of the total material worth, simple wood and other materials the rest.

**Professions:** Part of the workforce, the foremen or ship designers need to be sufficiently skilled at building ships or parts of ships. Depending on the type of the ship and method of propulsion, several types of general Craftsman skills are required (Shipwright, Carpenter, Roper, and Tailor the most ubiquitous), along with specialists where required, such as Elementalists to weave in True elements, but sometimes alchemists to mix up pitch and tar or questors of Upandal to build fire engines. These important individuals require a Rank no lower than the ship's Captain Rating at their relevant abilities, or else the ship will either display a quirk (if the shipwright is unskilled) or take longer to complete.

a –3 penalty, and requires a Good Result to hit, but also bypasses armor on that same Good Result). A target hit with a net thrower is entangled with an Entangling Difficulty of 15. A target hit with a thunderbolt thrower is Harried from the boom for 3 rounds. A target attacked with dragon's breath or vuutro's flame cannon may catch fire as described for the weapon. Weapons with a blast effect such as fire cannons increase the difficulty of any Knockdown Test as determined by the gamemaster.



## OPTIONAL RULES

**T**his section provides the gamemaster with several optional rules that make ship combat more detailed, but also more complicated. As always, these optional rules do not represent “advanced” or “updated” rules, but alternate rules. We do not recommend to use them before the intricacies of ship combat are well understood, as their explanation is kept short.

### WEAPON RANGES

The **Ship Weapon Table** (p.136) provides alternate Ranges for ship weapons, individualizing them. Note that while the minimum Range on ship weapons is 20 yards, the closest distance ships usually pass each other is 50 yards outside of boarding or ramming maneuvers. When splitting Firepower between different weapons, it may not be possible to fire the entire battery due to weapon Range.

### BATTERY SPLIT

When mixing weapons in a ship’s battery, the weapons have to share their Firepower Rating. Because their Attack Step is often more a matter of placement, they only share the Damage Step. For example, a ship with a 20/20 Firepower Rating and an even mix of fire cannons and light ballistae has two individual batteries: 20/10 for fire cannons and 20/10 for light ballistae. When firing the entirety of the ship’s weapons, it still fires with 20/20, but when firing the batteries separately, or when weapons have special effects, only the lower Damage applies. Weapons that base special effects on the Damage Rating, such as the net thrower (p.136), are most affected by this.

### SALVO COST

Some ship weapons from the Gamemaster’s Companion have a cost per salvo size that exceeds a certain Firepower Rating, as they consume True elements. The gamemaster may want to apply a cost to all ship weapons, as every weapon uses up material in some form. Counting elemental kernels and ammunition for a dozen ship weapons is tedious at best, though. We recommend the following system: a point of Firepower costs 10 silver pieces to fire. If Attack and Damage Ratings for a salvo differ, form an average, rounding up. For example, a normal drakkar with its 10/13 Firepower spends 120 silver pieces per salvo. You can represent ammunition supply with a “firepower budget” the captain sets aside. You can vary the cost for a point of Firepower if you want to make naval engagements more costly or cheaper. Alternatively, the Salvo Cost column on the **Ship Weapons Table** (p.136) suggest a variant cost per point of firepower, further individualizing weapons.

### SOFTEN-UP CREWS

This optional rule is a variant rule on attacking crews with ship weapons. Normally, such an attack employs called shots against the Crew Rating found with the Fire maneuver (*Gamemaster’s Companion*, p. 65). With this optional rule, attacking a crew is still a called shot made against a ship Attribute, but uses different rules if the called shot is made against the crew. Half the ship’s Armor is applied, but damage after applying armor does not cause any damage

to the ship and does not lead to an automatic Critical Hit to the Crew Rating. Instead, damage is applied to Morale, meaning this maneuver is very efficient if used right before boarding. If a normal Critical Hit occurs, it is still applied to Crew Rating. If the Damage Test achieves an Excellent Result against the Critical Threshold, the Crew Rating is reduced by –2 even.

### WEAPON SPECIAL ABILITIES

This rule grants some ship weapons additional special properties, lending more importance to the choice of armament or tying into other optional rules found in this book.

**Ballistae:** Light and normal ballistae can fire in an arc, bypassing obstacles between the ship and the target, as a called shot. In addition, they can fire special ammunition tipped with true elements. This doubles the cost of a salvo, but adds +3 to the Damage Step.

**Catapult:** Catapults can fire in an arc as described for ballistae. In addition, they can load heavier ammunition that halves the weapon’s Ranges but adds a +5 bonus to damage.

**Dragon’s Breath:** The fire causes the attacker’s Firepower Damage Rating per round (instead of Step 8), a third of that for stone ships. Putting out fires requires a successful Crew Rating Test against the attacker’s Firepower Damage Rating, this counts as the ship’s maneuver.

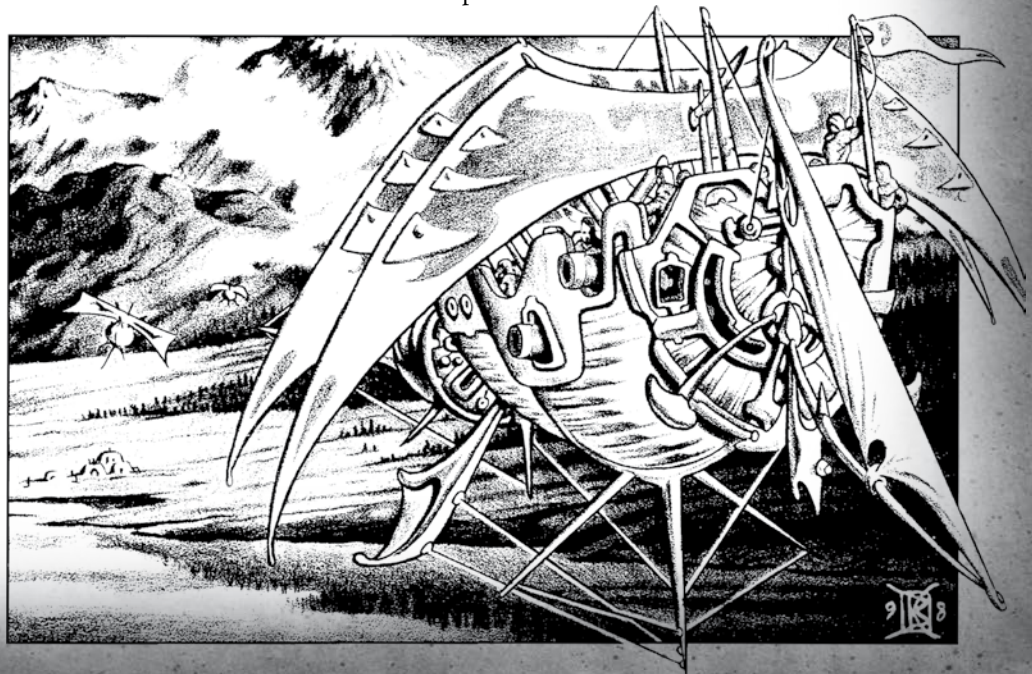
**Fire Cannon:** Due to its compact construction, the weapon crew only needs to achieve a Poor Result when trying to untangle the weapon from a net thrower attack. In addition, the crew can “overload” the weapon with more True elements, doubling salvo cost but adding a +2 bonus to both Attack and Damage—on a result of All Ones, one of the weapons in the battery explodes, causing Step 8 damage to the ship that armor does not protect against..

**Net Thrower:** Net throwers gain a +3 bonus to their Damage Step when targeted at the crew.

**Spear Thrower:** If at least half of a ship’s battery is targeted at the crew, spear throwers receive a +3 bonus to the Damage Step. Alternatively, spear throwers can use special ammunition as described for the ballistae (special ammunition does not further enhance attacks against the crew).

**Thunderbolt Thrower:** The deafening boom affects all tests a ship makes, as it affects the crew.

**Vuutro’s Flame Cannon:** Fires create confusion among the crew; the ship receives a –1 penalty to all tests, –2 if the attack scored an Extraordinary Result. Putting out fires requires a successful Crew Rating Test against the attacker’s Firepower Damage Rating, this counts as the ship’s maneuver.





## CHARACTER INDEX

We seal our oaths and swear our curses with blood,  
 even without oath and curse, we derive meaning from it.  
 We share it with those of our family, and those of  
 our clan and moor. We share it with our enemies' blood the  
 same as we share it with the blood of the  
 old.

**T**he following table lists all the major characters introduced in *Nations of Barsaive Volume Four*, as well as a few characters from previous *Earthdawn* products who live in the Twilight Peaks. The characters appear in alphabetical order. Each listing includes the character's Name, a page number on which the character first appears, and a brief description of the character, including race, gender, official position (if any), and general personality. These tables can be used to create stories, see **Using Characters to Create Adventures** on p. 107 for more information.

CRYSTAL RAIDERS CHARACTER INDEX TABLE

Character Name	Page Number	Description
Ago'astia	p. 74	A Horror, a cunning crystal entity inhabiting Arrakal in the ruins of Ustrect who has secretly marked Fergis
Astor the Younger	p. 80	Shipwright of Travar who has loose connections among the trollmoots
Blackheart Brotherhood	p. 52	A brotherhood of obisidimen living in a valley among the moots and honored by them as sacred
Cern Stonefriend Rockhorn	p. 96	An earth Elemental, though skilled as an air sailor and fighter, he is the chief of the Rockhorn moot
Chabak	p. 61	Human Scout that knows the Blackfang moot well
Cho'arras Brightstone Skyseeker	p. 99	Chief of the Skyseeker moot, he is a sharp-witted questor of Mynbruje and Sky Raider
Chorak Bonecracker Bloodlore	p. 66	Chieftan of the Bloodlore moot, a fierce Sky Raider who crushed his way to the top
Cry of the Fallen	p. 67	Fanatical followers of both Prokkuav and Raggok among the Bloodlores
Delos Earthshaker Blackfang	p. 63	A gifted Elemental who secretly is also a Nethermancer; close companion to Drolak the chief
Dolhvan	p. 13	Merchant who wisely advises his son on trading with crystal raiders
Draptha Iceblood	p. 58	Exile from the Bloodlore moot, an accomplished Sky Raider and Warrior who leads many exiles
Drega Ironhorn Blackfang	p. 60	Prominent Blackfang magician who invented the fire sheath, claiming Vo'tanna gave him the secret
Drogar Firebeard Rocktapper	p. 77	Chief of the dwarf Rocktapper clan, he's a fiery, but wise Weaponsmith, and close friend to Kerththale
Drolak Irongrip Blackfang	p. 62	Current chief of the Blackfang moot and a very skillful Sky Raider; hopeful for war against Thera
Drovka Steelthought Thundersky	p. 85	Brilliant leader of battles and chief of the Thundersky moot
Dyttal Swiftraider	p. 80	One of Kerththale's line marriage husbands; commands the Stoneclaw's flagship when the chief isn't aboard
Erak	p. 56	A powerful Elemental and questor of Jaspre who leads the Forgiven of Jaspre
Erka	p. 85	An escaped Theran slave inspired by Lochost and grandfather of the current chief of the Thundersky moot
Eye of the Sphinx	p. 16	One knowledgeable of Heavenherd Naming magics and the history of the Battle of Skypoint
F'dral	p. 81	Husband in N'lor's line marriage, a wily veteran of many raids, and advisor to Ner'al, chief of the Swiftwinds
Feld'a'sar	p. 96	Elder of the Brotherhood of the Greenstone Liferock and mentor to Cern, the chief of the Rockhorns
Fergis Earthsinger Darkcloud	p. 73	Descended from Ustrect, this earth Elemental is prominent in the Raisers of Ustrect cult
Firedancers	p. 58	A living legend cult among the Kava (the outcast trolls) who seek to follow in Nemar Firewalkers footsteps
Followers of Nemar	p. 59	Living legend cult devoted to Nemar and Upandal who seek the original ruins Nemar once found
F'wella Swiftwind	p. 17	One of the wives of the chief of the Swiftwind moot who sparked the Orchicalcum Wars before the Scourge
Gallin Blackfang	p. 62	Brother of Illim, who saved his moot from his brother's treachery to the Horrors
Gartan Strongfist Heartspear	p. 78	Chief of the Heartspear clan of the Stoneclaws, foremost questor of Thystonius and leary of Throalic ways
Gellad Denairastas	p. 92	The Iopan envoy to the Firescale moot, he is a member of the Holders of the Trust and an accomplished Illusionist and Wizard
General Ilmorian	p. 8	Elven Throalic general and Air Sailor with personal experience fighting the crystal raiders
G'graks the Jealous	p. 25	Has spoken with many kava (i.e. outcast trolls) about their banishment



# CRYSTAL RAIDERS CHARACTER INDEX TABLE

Character Name	Page Number	Description
Gillian	p. 24	Human thief, famaliar with the lifestyle of the crystal raiders
G'krall "Whip" V'strimon	p. 14	T'skrang who laments the troll tendency to tell tales instead of record history
Gor'lew Broadstep Skyseeker	p. 110	Leader of a Skyseeker raiding party and married to a fearsome troll warrior woman
Gragok	p. 33	Fierce Ork Sky Raider now allied with Cara Fahd
Grask of Zanjan	p. 38	Captain of the Highest Duty (Theran Navy)
Hamlin Risingsong	p. 31	An elven Troubadour who spent some time learning the songs of the crystal raiders
H'atschi	p. 47	Smart mouthed windling Wizard and traveller
Horr'tan Hammerfist Rockfall	p. 84	Formidable Sky Raider who captains Nemar's Fire, a famous Swiftwind airship
Hyandriith	p. 109	An elven merchant seeking adventurers to help him ally Barsaive with Shosara
Illim Blackfang	p. 61	Pre-Scourge chief of the Blackfangs and powerful Nethermancer who betrayed his people to the Horrors
Illim Spiritmaster Blackfang	p. 64	The ghost of Illim Blackfang, trapped inside his tomb, longing to rule Blackfang once more
Jelarus	p. 116	Dwarf Troubadour who is well aware of trollish honor
Jol'len Heartfire	p. 59	Powerful Outcast Warrior and questor of Garlen, he is leader among the Kava moot
Kagola Bondbreaker Thundersky	p. 86	Drovka's sister, a Warrior, a questor of Lochost, and leader of the Broken Chain
Kamella	p. 110	A strikingly beautiful human woman taken as a newot by the Skyseekers
Kankarr the Tall	p. 28	Troubadour of the ork clan Ironfist, who has attended a troll birthing rite
Kargak Tallhorns Windrider	p. 41	Windrider of Otosk, a troll who was gracious enough to explain the ways of raiding
Ke'dalan Spearspeaker Rockhortn	p. 111	Sharp tongued old member of the Rockhorn moot
Keeper of the Hearth Fire	p. 59	Followers of Garlen among the exiles who seek to comfort other exiles
Ke'lark Stormroar Skytoucher	p. 129	Captain of the Falcon's Dive, a Pre-Scourge Skytoucher airship, known for his magical shield, Shredder
Kerlak	p. 26	Throalic and garahamite, who speaks of the spirit of the Peaks
Kerththale Farseer Stoneclaws	p. 76	Chief of the Stoneclaw moot who has moved them closer to the culture of Throal, but remains a Sky Raider
King Neden	p. 5	King of Throal who is seeking advice on allying with the crystal raiders
Kolad Crystalshaper Swordcutter	p. 68	Master Weaponsmith and alchemist of the Bloodlores who is trying to craft crystal falsemen
Krolok	p. 13	Ork Nethermancer who discusses the touchiness of troll honor
L'charak Meatgrinder Thundersky	p. 65	A Thundersky troll, hateful of not only Thera, but Iopos as well. Rival of the Blackfang moot who sees their lack of stone airship building as a sign of their decay.
Magart	p. 122	A Beastmaster hailing from Cara Fahd who has travelled and knows the beasts of the various troll moots
Magraik Shatterfist Bloodlore	p. 65	Viciously scarred founder of the Bloodlore moot who had led the Bloodlore clan before the Scourge
Mar'tok Man-Slayer Firescale	p. 91	A powerful Warrior, shrewd leader, and chief of the Firescale moot with a monstrous appearance
Massal Norrteller Cavedigger	p. 89	Member of a troll clan who uses their drakkar peacefully only to trade with others
Merrak	p. 29	Outcast troll and member of the Firedancers cult
Nemar Shipbuilder Firewalker	p. 16	Troll crystalsmith and questor of Upandal who discovered the first drakkar
Ner'ral Skybolt Swiftwind	p. 81	Very young, unmarried chief of the Swiftwind moot who looks much to his mother N'lor for guidance
N'lor	p. 81	Mother of Ner'ral who has a sizeable influence on her son, Ner'ral, the chief
N'rela Hardeyes Firescale	p. 92	Recent and favored wife of Mar'tok, as well as the Firescales' chief questor of Thystonius
Omasu	p. 70	Obsidiman leader of the Liferock Rebellion seeking to recruit any moot's aid
Omeyras	p. 12	Curious observer of troll "trading" (i.e. mutual raiding) practices
Order of the Silver Twilight	p. 52	A gathering of Nethermancers and Wizards before the Scourge to a mysterious tower, now ruined
Oric Rockfall	p. 127	Pupil of Nemar Firewalker and a master shipbuilder who created the Folding Drakar
Pa'aol	p. 128	Young Sky Raider who crashed into a cliff on his first command
Plorak	p. 76	A scholar of Oshane focused on politics and political history
Prokkuav Tornflesh Firefang	p. 67	Young, ambitious troll questor of Raggok who wants to take over the Bloodlores
Rego'am Goldfinder	p. 59	Outcast Warrior and questor of Upandal who is fanatical in his devotion to the memory of Nemar Firewalker
Rordan Copperblood	p. 47	Insulted captain of a raiding airship of the Stoneclaws moot
Rozko the Unruly	p. 5	Dwarf raised among ork scorcher, Throalic airmen, friend of King Neden
Rugar Copperblood	p. 59	Leader of the Avengers of Honor, a cult full of questors of Raggok, he's a captain exiled from the Stoneclaws
Saddu	p. 12	Significant human member of a Throalic expedition to the Twilight Peaks
Salenna Greenleaf Rockfall	p. 39	Elf no'a'g'ral with a unique perspective on moot life.
Senket of House Medari	p. 23	Former advisor on Barsaive to Theran General Nikar Carinci
Silvana	p. 83	An elven Elementalist and friend of Sk'lag Prowjumper



# CRYSTAL RAIDERS CHARACTER INDEX TABLE

Character Name	Page Number	Description
Sk'lag Prowjumper Rockfall	p. 82	Master Shipwright of the Rockfall clan of the Swiftwinds, finest in the Peaks, and an Elementalist
Somphen	p. 51	Delver for hire who has dared explore breached kaers in the Twilight Peaks
Sovik Nightwalker	p. 100	Founder of the Fellowship of the Night before the Scourge, cleansed and subjugated a corrupted Liferock
Sperosula Lifebringer	p. 54	A female lowland troll Troubadour who allies with the Forgiven of Jaspre
Tana Lunnar	p. 100	Leader of the Fellowship of the Night, she is a Thirteenth Circle human Nethermancer
Thalon	p. 57	Speculative windling Elementalist who knows much of True wood and the Gray Forest
The Broken Chain	p. 86	Group allied to Lochost who seek to undermine Thera, but go so far as to forcibly free newots as well
The Fellowship of the Night	p. 100	An order of Nethermancers in the Delaris mountains who have discovered how to tap the power of a Life Rock, and thus become a target of the Therans
The Forgiven of Jaspre	p. 55	A cult of trolls who secretly follow the Passion Jaspre, and risk severance
The Raisers of Ustrect	p. 74	A living legend cult who want to resurrect the ancient Kingdom of Ustrect
The Watchers of Death	p. 59	Another kava cult made of exiled magicians seeking to keep Death sealed in Death's Sea
Thom Edrull	p. 12	Archivist of the Library of Throal organizing an expedition to the Twilight Peaks
Torak Thundersky	p. 16	Chief of the Thundersky clan, questor of Thystonius, and first chieftan of the Skytoucher moot
Ulig Stoneshaper Firewalker	p. 81	Tenth Circle Crystalsmith of the Swiftwind moot, she is descended from Nemar Firewalker
Urtok	p. 30	A prominent troll warrior and friend of an elven Troubadour
Vartol	p. 23	Now-deceased, Throalic ambassador highly skilled in dealing with issues of troll honor
V'lkaran Bonebreaker Bloodlore	p. 75	Member of the Bloodlore moot with a burning hatred towards the Stoneclaws
Vo'tanna	p. 59	Most mysterious inhabitant of the Southern Face known as the Gray Woman
V'stalarm K'tenshin	p. 95	T'skrang Boatman who has tangled with Rockhorn Sky Raiders in battle
Vul'tan Blackhammer Ironbender	p. 71	Greatest metalworker and Weaponsmith of the Ironmongers, aged and a grandfather, but quite fit
Welork Rockeater Stoneclaw	p. 88	Works closely in trade with the Thundersky moot
Yerrik Stoneclaws	p. 75	Deceased chief of the Stoneclaw moot and father of Kerththale
Yistra the Black	p. 30	Troll Swordmaster and traveller
Yorvak Ironwill Bronzeclaw	p. 71	Chief of the Ironmongers, descended from Ustrect through his mother, Sky Raider with some smithing skills

# CRYSTAL RAIDER MOOT INDEX TABLE

Moot Name	Page Number	Trademark	Nr. of Ships	Description
Blackfang	p. 61	Elementalism and airship weapons	10	Their territory dominated by twin volcanoes, Death's Eyes, and they are relatively poor and desperate. Their strength, however, is in mining, magical materials, inventing, and spellcraft.
Bloodlore	p. 65	Most savage	9	Most savage and indiscriminate raiders who don't ally with other moots, and fight amongst themselves
Firescale	p. 89	Distinctive scale armor and ride firescales	11	Raid on both airships and on land with massive beasts, but also farm, allied with Iopos, kill all other outsiders
Ironmonger	p. 70	Finest metalworkers of all trollmoots	12	Fighting with metallic weapons and armor they style themselves after ancient Ustrect traditions and legends
Kava Moot	p. 58	All outcasts, many cults	0	Made entirely of clans of outcast trolls, banished to the hostile Southern face of the Twilight Peaks
Rockhorn	p. 94	More peaceful, loyal to obsidimen	8	Mountain dwellers who raid and guard caravans in mountain passes, loyal to a Brotherhood of obsidimen
Skyseeker	p. 98	Seek the Books of Harrow, don't hate the Therans	7	Raid near Jerris and seek the lost monastery of the Martyr Scholar to learn more of the Books of Harrow, allied with a band of Nethermancers, and have no hatred for the Therans
Skytoucher	p. 17	First trollmoot ever*	20	First and largest moot even formed under the guidance of the Passion Thystonius before the Scourge
Stoneclaw	p. 75	Most Throalic	10	Trollmoot who has adapted many Throalic, lowlander ways
Swiftwind	p. 80	Master shipbuilders	16	Finest shipbuilders in the Peaks with the largest fleet, but carefully neutral and peaceful with its neighboring moots
Thundersky	p. 84	Honor Lochost, fight air-to-air	10	Accomplished miners of True air, specialize in ship-to-ship aerial raids, but precarious in their standing among other trollmoots

\* The Skytoucher Moot and its chief were destroyed before the Scourge at the Battle of Sky Point



# CRYSTAL RAIDER AIRSHIP INDEX TABLE

Ship Name	Page Number	Moot	Type	Description
Ago'norr	p. 65	Blackfang	Stone Drakkar	Cut from volcanic rock, inhabited by powerful air spirits, armed with fire cannons
Blood Moon	p. 65	Blackfang	Drakkar	Originally a Bloodlore vessel lost in a storm salvaged by the Blackfangs
Bloodlore's Debt	p. 69	Bloodlore	Drakkar	Commanded by the Bloodlore's chieftan Chorak Bonecracker
Bronzeclaw	p. 74	Ironmonger	Drakkar	Lead drakkar of the Ironmongers, captained by their chief Yorvak
Burning Cloud	p. 65	Blackfang	Drakkar	
Carnage	p. 94	Firescale	Drakkar	
Chada'gorn	p. 65	Blackfang	Stone Drakkar	Cut from volcanic rock, inhabited by powerful air spirits, armed with fire cannons
Cloud Cutter	p. 84	Swiftwind	Drakkar	An airship greatly feared by the farmers of the northern plains
Cloudwalker	p. 80	Stoneclaw	Drakkar	Crippled in the Stoneclaw's last major engagement against the Bloodlores
Crystal Heart	p. 80	Stoneclaw	Drakkar	
Dark Omen	p. 65	Blackfang	Drakkar	Captured from the Thundersky moot just after the Scourge and ReNamed
Darkstorm	p. 80	Swiftwind	Drakkar	In service since the Theran War
Dragon's Fang	p. 94	Firescale	Drakkar	Commanded by Mar'tok Man-Slayer himself, flagship of the Firescales
Erka's Freedom	p. 88	Thundersky	Drakkar	Saw service in the Theran War
Falcon	p. 102	Skyseeker	Drakkar	
Falcon's Dive	p. 129	Skytoucher	Drakkar	Ancient airship commanded by Ke'lark Stormroar before the Orichalcum Wars
Fireblood	p. 69	Bloodlore	Drakkar	Namesake vessel of the one lost in the battle that killed Yerrick Stoneclaw
F'Wella's Eyes	p. 80	Swiftwind	Drakkar	In service since the Theran War
Galesaber	p. 80	Swiftwind	Drakkar	In service since the Theran War
Gallia's Sword	p. 65	Blackfang	Drakkar	
Gnasher	p. 94	Firescale	Drakkar	
Golden Eagle	p. 98	Rockhorn	Drakkar	A feared sight in the skies of Jerris, from which is raids a bounty of True air
Hullbreaker	p. 69	Bloodlore	Drakkar	
Ironscale	p. 94	Firescale	Drakkar	
Ironseeker	p. 74	Ironmonger	Drakkar	
Ker'ago	p. 65	Blackfang	Stone Drakkar	Due to the powerful air spirits in it, it awaits a captain willful enough to command it
Longest Journey	p. 74	Ironmonger	Drakkar	
Mistrunner	p. 80	Stoneclaw	Drakkar	Most recently built drakkar in the Stoneclaw's fleet
Nemar's Fire	p. 84	Swiftwind	Drakkar	Famous airship captained by Horr'tan Hammerfist Rockfall
Passion's Claim	p. 102	Skyseeker	Drakkar	
Razor	p. 74	Ironmonger	Drakkar	
Rockbrother	p. 98	Rockhorn	Drakkar	
Seeker	p. 102	Skyseeker	Drakkar	Cho'rass Brightstone's personal vessel and the Skyseeker's most famous one
Sharpsail	p. 98	Rockhorn	Drakkar	
Skyfury	p. 69	Bloodlore	Drakkar	
Skyhammer	p. 74	Ironmonger	Drakkar	
Skytoucher's Legacy	p. 88	Thundersky	Drakkar	Saw service in the Theran War
Span Dancer	p. 88	Thundersky	Drakkar	
Stormcloud	p. 88	Thundersky	Drakkar	
Stormwolf	p. 88	Thundersky	Drakkar	
Sword of Ustrect	p. 74	Ironmonger	Drakkar	
The Lost Finger	p. 135	Cara Fahd	Drakkar	The pride (and only ship) of Cara Fahd's navy and one with a fearsome, hand-picked crew
Thunderstrike	p. 88	Thundersky	Drakkar	Saw service in the Theran War
Thystonius' Dagger	p. 80	Stoneclaw	Drakkar	
Thystonius' Spear	p. 94	Firescale	Drakkar	
Typical Blackfang Airship	p. 133	Blackfang	Drakkar	Elemental weapons: dragon's breath, fire sheath, and spear and thunderbolt throwers



# CRYSTAL RAIDER AIRSHIP INDEX TABLE

Ship Name	Page Number	Moot	Type	Description
Typical Bloodlore Airship	p. 133	Bloodlore	Drakkar	Forward catapults, side-mounted ballistae, and ramming spars
Typical Firescale Airship	p. 133	Firescale	Drakkar	Armed with fire cannons and catapults with alchemical weapons provided by the Denairastas
Typical Ironmonger Airship	p. 134	Ironmonger	Drakkar	Catapults and ballistae, a few spear throwers, experimenting with alchemical munitions
Typical Rockhorn Airship	p. 134	Rockhorn	Drakkar	Lightly armed, only a single catapult or ballista each
Typical Skyseeker Airship	p. 134	Skyseeker	Drakkar	
Typical Stoneclaw Airship	p. 134	Stoneclaw	Drakkar	Half use catapults and spear and net throwers, while half are starting to use dragon's breath, fire sheaths, and thunderbolt throwers
Typical Swiftwind Airship	p. 134	Swiftwind	Drakkar	Most often work in pairs, experimenting with the gamut of airship weaponry
Typical Thundersky Airship	p. 135	Thundersky	Drakkar	Thunderbolt and spear throwers, then air-to-air boarding parties
Uprising	p. 88	Thundersky	Drakkar	
Vengeance	p. 69	Bloodlore	Drakkar	Commanded by Prokkuav Tornflesh
Venom	p. 94	Firescale	Drakkar	
Whisperwind	p. 98	Rockhorn	Drakkar	
Wind Arrow	p. 102	Skyseeker	Drakkar	
Windslasher	p. 69	Bloodlore	Drakkar	
Windtalon	p. 80	Stoneclaw	Drakkar	Swift and sleek flagship of the Stoneclaw's fleet commanded by Kerththale or Dyttal Swiftraider
Yerrik's Pride	p. 80	Stoneclaw	Drakkar	

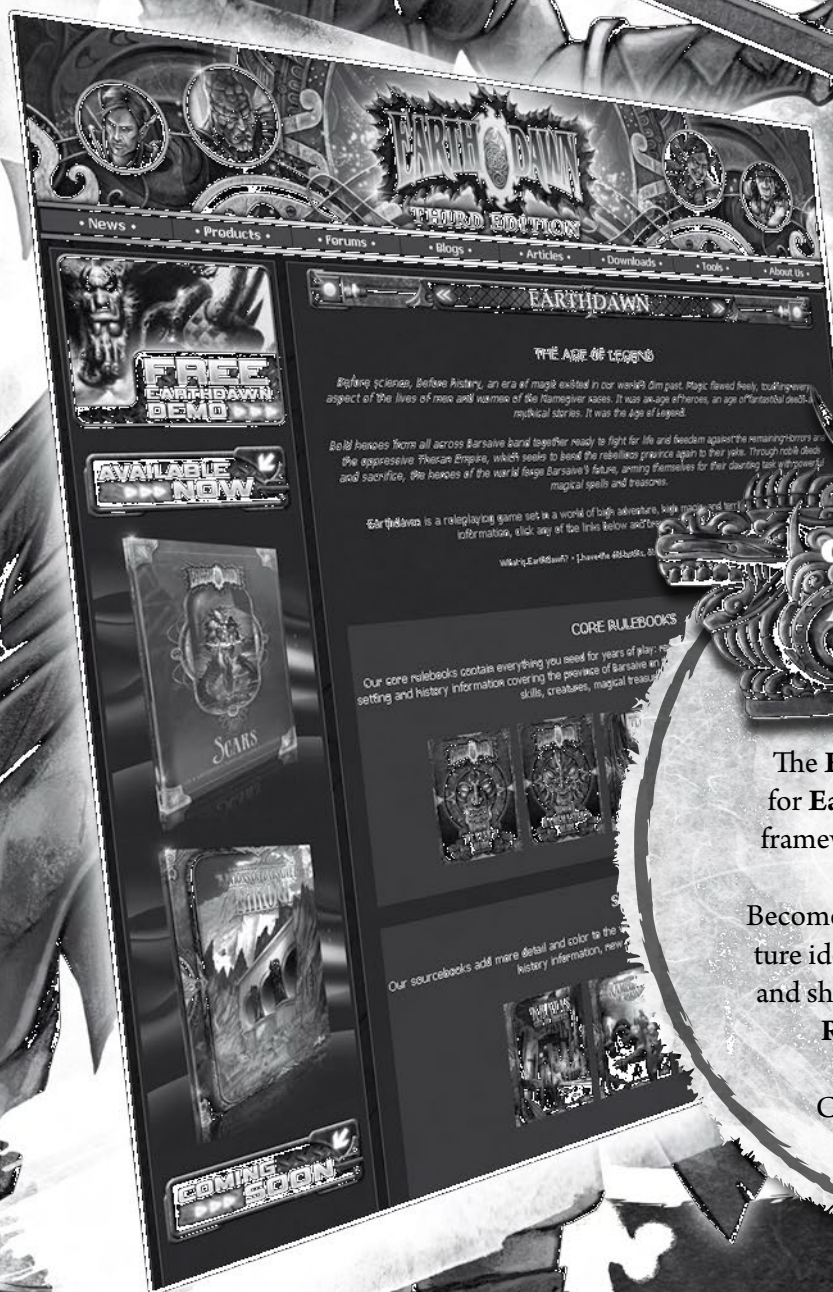




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