

Hero Wars

USW2001

UZZ

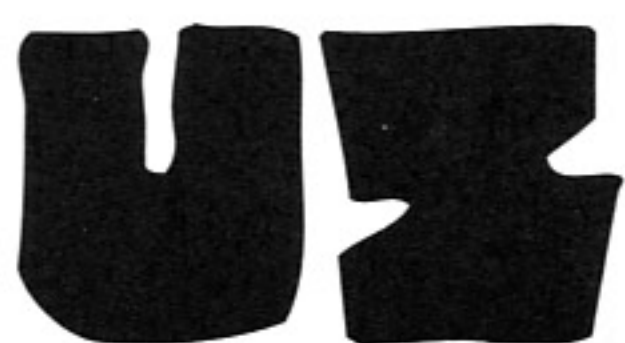


ISSUES INC.

UZZ
A DUNGEON & DRAGONS ADVENTURE

THE TROLLS
OF GLORANTHA

SEVEN



THE TROLLS OF GLORANTHA

BY JAMES FRUSETTA AND OTHERS

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The Unspoken Word



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THE TROLLS OF GLORANTHA

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THE TROLLS OF GLORANTHA

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INTRODUCTION

ONCE IN DARK. UZ REJOICE.
HURTPLACE BECKONS. UZ FLEE.

CAME THE LIGHT. UZ WEEP.
THE WORLD TURNS. UZ ARTSE.

Trolls. Digijelm. Dark Men. Dozaki. Humans and other stunted and night-blind folk give them many names, but they know they are the uz, children of the Great Dark Mother Kyger Litor. People call them ravening monsters, even though they can sing the lists of their ancestors back twelve times twelve generations. They have been at the forefront of the great wars against Chaos and suffered terribly, not least through the Trollkin Curse that still blights them. In their time they have populated the Underworld and then conquered much of Komor, Hurtplace – the sun-scarred surface of Glorantha.

This is the book the uz deserve and have been waiting for. In part it draws upon Trollpak and other works written for Runequest, but it is primarily new material, written for Hero Wars, bringing a new insight into this ancient race.

In due course, Issaries will be producing not just one but a whole series of books on the Uz, tentatively titled 'Feed Uz.' In the mean time, this book has been licensed by Issaries and represents the most accurate view of the uz at present. New secrets are always being unearthed, new truths revealed and new understandings reached, so there may and probably will be differences between some of the detail here and in the final official works.

The book is written to provide all Narrators and players need to run uz heroes and narrator characters and set games in their lands. The major varieties of uz in Genertela are described, keyworded and illustrated. Typi-

cal occupations, their main cults and spirit traditions are detailed. Sample narrator characters and adventure seeds are included, as well as a map of Dagori Inkarth, one of the main troll realms.

More information will be available on the net. The Unspoken Word website (www.celtic-webs.com/theunspokenword) will post additional gaming material, including a sample uz clan and their caves. The Issaries website (www.herowars.com) includes uz materials in its Tribes section.

In the meantime, though, it is time to explore all the many facets of the uz. There are loving mothers, and caring healing priestesses. Canny traders and mournful hunters. And, of course, fearless warriors and hungry berserkers. After all, while humans are wrong to think of the uz simply as ravening monsters, that doesn't mean that the uz can't be ravening and monstrous at times.

The Hero Wars are here – and there is good eating to be had and a world to reclaim for the night.



A TALE OF UZ

Hear this tale of woe and glory, of tragic grandeur and unquenchable hunger! From the dark idyll of Wonderhome, uz were forced into Komor, the Hurtplace, the surface of Glorantha. Uz is a past which has helped shape the world, a future still to be unleashed...

WONDERHOME

Dame Darkness, Nakala, was the enigmatic, unfathomable primal deity who rose from the Darkness element. It was she who chose, from among the formless blobs of shadow, some of the entities who grew to become gods, including the darkness goddesses of animals, of plants and of people.

● **Mee Vorala**, the Goddess of Darkness Plants. From her body grew all of the types of fungi which embellish the worlds.

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

● **Kyger Litor**, the Goddess of People of the Darkness. From her body crawled and leapt all the uz who inhabit the world today.

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

● **Korasting**, Mother of Many.

● **Karrg**, Master of Weapons, the first male troll.

● **Vaneekara**, called the Hurler.

● **Jakaboom**, Dancer in the Shadow, the first troll shaman.

● **Jeset** the Ferryman, who invented the first boat to help his kin, and later the dead, cross the river

● **Hombobobom**, the Great Drummer.

● **Boztakang**, the Chaos Killer.

The trolls spread to live in the place of ease and bliss they called Wonderhome. Total darkness, where the temperature was perfect, everyone had their choice of things to eat. Ranges of fungi, moulds, and jellies were smeared as far as could be sensed. Styx, the Goddess of Black Waters, was also born near Wonderhome, and the uz hunted on her waters. Floating upon them grew an

island which became a continent, the home of Kropa, herself a Mother of Many. She reigned supreme for a while, and the best known of her many children are Gorakiki, Goddess of Insects, and Orani Mor, Mother of Spiders.

During those days the uz found long and legendary roads leading to places where other creatures lived. One of their first journeys was to the Spike with Kyger Litor where they discovered elves and dwarves with their already ancient rivalry. Gore and Gash discovered a secret route to a world where other creatures lived; uz often explored there, though it was very dangerous.

Sometime during this era there was formed a darkness spirit named Zorak Zoran. Curious and strong, he often explored the unknown parts of the underworld. When Orlanth used the new weapon Death to slay Emperor Yelm and the world grew darker, Zorak Zoran grew more confident. He saw his opportunity and seized the magical blade. With it he chopped down Flamal, beloved God of Plants, and began the Great Hunger.

But with the death of Yelm, who had been Emperor of the Universe and Sun God, Source of Fire, light came to the Underworld.

Troll spirits, goddesses and armies mustered to keep the vicious light from Wonderhome, but in vain. All shadows fled before it. Subere shrank farther beneath the underworld. Korasting was stricken, becoming a prisoner in the land of the dead. Yelm, gory and crying in pain, accompanied by his weeping and mourning minions, strode through Wonderhome.

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

THE EXODUS

Kyger Litor ordered the evacuation of her people upward, out of the underworld and into the realms above. Zorak Zoran was already there, gladly fighting and conquering the lesser things that depended upon light and the sun. Xiola Umbar was there too, following her brother's trail and making many friends with the confused lesser creatures. Gorakiki said he was no longer inferior, but preyed upon the entire world and was thriving.

The trolls left the underworld in three major groups. Kyger Litor led the largest one, through secret paths to the roots of the Spike, where trolls crowded into the palace of Dame Darkness. Gore and Gash took the Backhill Path into the Upper World. Kogag, the son of Jeset the Ferryman, led many by boat down the Styx, hoping to reach the Black Sea and, from there, find safety. Their travels were delayed and detoured and they disappeared from the world for a long time.

The trolls Gore and Gash led to the world they called Komor, decided to separate into three parties and search for a place to live. One group hiked eastward, settling in the sorry Kingdom of Ignorance. A second group led by Boztakang, marched northward. They went until they came to great sheets of ice, where they found some of their long-gone kin living as ice trolls with Valind, God of Winter, helping to spread his realm. Boztakang's tribe joined the ice trolls and became safe, famous, and dangerous.

Gore and Gash led the third group, who travelled far before dividing at the shores of the White Sea. Half marched north and were devoured by a sea creature, half went south, led by Gore and Gash. They pushed southwards, coming to a region with new mountains rising amid raging windstorms. Dragonewt ruins dotted the range and provided temporary shelter. The trolls dug in, then Gadblad the Smith mustered all his forces to make the Castle of Lead.

The darkness grew, and the trolls thrived amidst it. The Lesser Darkness gave way to the Greater Darkness, also known as the Chaos Wars. Whatever equilibrium had been found by the living during the Lesser Dark was smashed and destroyed forever when the alien races of chaos surged, flopped, and marched across Glorantha. Many beings, peoples, and places disappeared from the land of the known world forever. The trolls were mighty and persistent enemies of Chaos. Boztakang the Great. Had warned his people of the coming of this new power and forearmed, they confronted their foes without fear but with complete resignation and acceptance. Gash died of wounds gained from a chaos creature, though his soul was snatched by Kyger Litor from eternal oblivion. The Spike itself was destroyed, along with the powerful troll kingdom there.

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

Kyger Litor was among those gods who accepted the Great Compromise. She surrendered much, for she and her tribes ruled over the ruined hulk of the cosmos. A nearly-forgotten song of the trolls called 'The Spider's Promise' tells how a small spider, 'black and silent, crept to the ear of the Mother.' It whispered something which make Kyger Litor agree to the Compromise. In return, she learned the way back to the Underworld and was reunited with Korasting.

THE DAWN

Forewarned, the trolls sought the dark and shadowy places for shelter when Yelm again cast his golden light upon the world. Time was born and history began.

The first century following the Dawn of Time was one of peace and tranquillity. The trolls joined with the World

Council of Friends which came out of Dragon Pass and which also included humans, dwarves, elves, Dragonewts, and more. Later on, this political entity was called the First Council, and by humans and other non-trolls was often called Lightbringer's Council. The Council spread its civilising message across Genertela, until it encountered the brutal Sun-worshipping horse-riding tribes controlling Peloria. The First Council came to be interested less in educating the lost souls of Genertela then defending itself against the horsemen.

The Council moved to the central land of Dorastor. Renaming itself the High Council of the Land of Genertela – the Second Council to others – it became an increasingly militant force.

Trolls were foremost in the fighting. Their hatred for worshippers of the Sun God was ruthlessly exploited by the Council. Brave, determined, and skilled though they were, the trolls lost heavily in this period. Fighting grew more intense and desperate and both sides grew more and more powerful in both armies and magic.

Eventually, the Second Council sought to construct the perfect being, who would be able to harmonise all intelligent life into a highly spiritual relationship to the universe. From a strange artefact called the 'pseudocosmic egg', they created a new god, born within the bounds of time and fashioned by the dreams of perfection by imperfect beings. The new god had many names; Rashoran, Nysalor, and Gbaji are the best-known. Uz call it D'Wargon.

The process of building a god is long and complex. The trolls were the first to protest and break from the Council. They claimed that the project would come to an ill end and refused to have any part in it. Shortly afterwards the Dragonewts also left the Council. It was called the Broken Council by some after this, but it found common cause with the Yelmites of Dara Happa.

The trolls began an ancient summoning of an entity called the Black Eater This unknown force had been summoned in the Great Darkness but the ritual was not finished. The trolls began it anew, and their magic was so powerful that the sun was actually forced to stop in the sky by their powers.

Nonetheless, D'Wargon, was born in Dorastor. The forces of the Black Eater were mustered and marched against Dorastor. D'Wargon, still a mewling infant of a god,



scorched away the immortal ally of the trolls. The trolls and their allies were crushed in the field. It then sent a great curse against the uz. When Kyger Litor wrestled with the curse, it overcame her and broke a part of her spirit forever. This is called the Trollkin Curse.

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

The chaos army, led by D'Wargon himself, marched to Dragon Pass. The trolls were driven underground, though both the Castle of Lead and Castle of Black Glass stood firm and were not overthrown. Trolls were scarce on the surface world, and lived a fugitive life of fear when they did not appear. They formed a secret power organisation called the Night Dragon Society.

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

The leader was Arkat, a human from the western lands who had spent the last sixty years fighting against D'Wargon and his evil minions. The uz became his staunchest allies, so much so that he eventually undertook the dark and agonising ritual to become a troll himself. He met D'Wargon and his bodyguard in single combats atop the Tower of Dreams and slew him. The body was dismembered and the remains were scattered into the deep, guarded places known only to a few powerful trolls.

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

THE SECOND AGE

Trolls began the Second Age in a position of relative power, but their faulty issue condemned them to a position of increasing weakness. The trolls lost strength after the Gbaji Wars which could not be replaced except through the greatest of efforts. Cragspider, a dark troll who began in the spider cult and worked her way to deity, found ways to spawn the great troll mutation which, though useful, could not breed or think well.

Arkat the Savior settled in Ralios after he finished his war. There he begat a kingdom later called The Dark Empire. Arkat, a friend to trolls, make sure they received friendship and equality during his rule, and so did his son and grandson. In the Dragon Pass region, the uz theocracy of Dagori Inkarth thrived. At first, it paid tribute to the new force known as EWF (sometimes called the Empire of the Wyrms Friends). But as EWF degenerated into a gang of decadent power-grabbers, Dagori Inkarth first stopped paying the tribute and then began sending raiders against the people of Dragon Pass. EWF fell, leaving Dragon Pass in the hands of a small population of honest humans trying to rebuild their communities despite the raids of outsiders intent on plunder. Dragonewts, trolls, and Beastmen co-operated in the defence of their lands, but the invaders were more powerful.

In 1100, the raiders overstepped themselves. They formed the Invincible Golden Horde and invaded, destroying all opposition. They had already

committed unspeakable crimes of rape and genocide, but their intent this time was to destroy all Dragonewts and seize their magical properties.

This provoked the Dragonkill War. Dragonkil indicates what the monsters did, not what they received. The slaughter which lasted several days and left fewer than one survivor out of ten thousand. Humans were shocked, and for centuries no one even dared mention the name of Dragon Pass.

So ended the Second Age. Dagori Inkarth kept itself strong, and it held many hunting grounds in Dragon Pass as well. Trade and commerce moved between the Castle of Lead and Obsidian Palace.



THE THIRD AGE

The Third Age of Glorantha was one of general fear and reservation among the peoples of the world. The magnificent Jrusteli Empire was drowned beneath the seas, and the oceans themselves were inhospitable to any passage over their surface. The EWF had been smashed by the dragons who had been their allies. The Dara Happan Empire had fallen to Carmania from the far west.

As always occurs when humans become fearful of each other, there was a resurgence among the Elder Races. Trolls, forever hiding in the shadows and ready to extend their darkness, seeped back to the surface world. Dragon Pass was their greatest stronghold, but it became a battleground for trolls fighting trolls and eventually they were humbled by the beastmen of the region.

Thwarted in one direction, the trolls of Dagori Inkarth seized another opportunity. An army marched south, led by Gerak Kag. A superior force of Praxian nomads was routed and the city of Pavis captured. For the next three centuries, trolls were the dominant power in Pavis, hunting humans like animals.

The ancient Shadowlands Queendom south of Dragon Pass had grown weak and humans, many of whom worshipped Argan Argar, took more and more power. But nothing was as disastrous as the arrival of a stranger who swam in from the sea. The stranger called himself Belintar, and was a human. He possessed great powers, and with the aid of the ancient Silver Age Heroes, finally confronted the Only Old One, son of Argan Argar who ruled the Shadowlands. The struggle was fierce and intense, and though he was killed, Belintar rose again from the dead. The Only Old One was struck down and, as the Mangod or Pharaoh, he took control of what became the Holy Country. He accepted trolls into his rule, and even protected them from other enemies, integrating them into his realm. Thus trolls survive there in strength, but they forever lost their rule of that realm.

In the west, the uz of Guhan allied with first one nation and then another faction, plaguing their neighbours and conducting effective guerrilla wars against any entering their lands. Meanwhile, Halikiv expanded its borders in all directions.

The uz of Peloria likewise gained strength, both in the Yolp mountains and, especially, the Blue Moon Plateau. In 1220 the Red Goddess was resurrected or born in the city of Torang, about 100 miles south of the Blue Moon Plateau. The Red Goddess quickly proved her Lunar connections, and as such was bold enough to approach the troll cult with honesty and friendship. The cult accepted her, and although many uz kept their reservations, the word of the Red Goddess held. Trust and friendship grew between the Blue Moon uz and the Red Moon empire. Other uz were not convinced, and Dagori

Inkarth declared war on the empire. It took a Blue Moon uz heroquester of unusual power, Bina Bang, to convince them to end their war, but many uz are still suspicious of the Red Moon and its chaotic associations.

Meanwhile, the uz have plans.



AN UZ PROPHECY OF THE HERO WARS

There will be a birth.

The father's blood is of Komor, howling and pained, brutal and cunning.

A survivor.

The mother's blood is of Wonderhome, dark and deep, wise and terrible.

An ancestress.

The child will be of both, something new and something ancient, something never known before, yet familiar to all uz.

A step forward into our past.

WHAT MY MOTHER TOLD ME

Who are you?

I am your mother, the source of your being and the ruler of your life. You must call me Great One when you address me, or I will devour your tender parts and make you wait to grow them again.

Great One, who are we?

We are uzko of the Ergnabs clan, daughters of mighty Ergnabs who came into Hurtplace with Gore and Gash and have wandered free since that age.

Great One, what makes us great?

We are the free trolls, bearers of uzko and eaters of foes. No one has contained uz, no one has defeated uz, and no one can track uz for more than an hour.

Great One, where do we live?

We live in this, our land where Ergnabs told us to live in the God Time. We call this Ergnabs' Land because of that.

Great One, how do we live?

We are hunters and eaters, afraid of nothing and no one. In the friendly night we stalk whatever we choose, and in the Hurt Time we hide unseen from the Bright Eye and his foul children.

Great One, what is important in my life?

To survive is the first importance, and to bear healthy uzko is second.

Great One, who rules us?

I do, in the name of the Great and Magnificent Kyger Litor.

Great One, what makes a troll great?

Bearing healthy uzko makes uz great. Strength and fortitude make uz great, and a willingness to do whatever we must to survive. Fearsomeness lets the others in the world know our greatness.

Great One, what is evil?

Everything that has harmed us is evil. Light is evil. Chaos is evil. Iron is evil. Infertility is evil. Barrenness is evil. Hunger is evil.

Great One, what is my lot in life?

To bear children is your lot, and may Kyger Litor bless them to be of us. To protect the young is your lot, and may Karrg guide your arm in doing so. To feed the young is your lot, and may Zong guide your instincts to do so.

Great One, what is the difference between males and females?



We females are the heart and the body of our race. We are made in the likeness of Kyger Litor and we are the carriers of the life force. The world revolves around us. Males are here to serve us.

Great One, how do we deal with others?

We eat them all, if we can. Everything small and helpless is our food. Things weaker than uz were sent here by Kyger Litor to feed uz. But evil has weakened our race and strengthened others so that some of them have grown strong. We must hide from the stronger ones, and wait until their internal decay weakens them too. If you see a party of zin mala, or kru mur, or kre uru, come to me and I will deal with them.

Great One, who are our enemies?

All things with intelligence are our foes, for they have worked to weaken us. Chaos is first, for it robbed us of our children and our rightful place in dominating the world. The kru mur are second, for they would take our living places and have made evil iron to hurt us. Zin mala are next because they multiply so quickly, and have taken the best hunting grounds for themselves.

Who? Sorry: who, o Great One?

You have not been listening! The kru mur, Killer Intoxicants - also called dwarves or mostali - are enemies, even though they are the finest eating. The zin mala, the Weapon Meats or hoomans, we also call Ured Kobo, Servants of the Hurter, because they are people of the day. Bite them fast, bite them hard, and bite them again.

Great One, are elves not our enemies?

Of course not. The kre uru, the Fighter Woods, whom we also call kre gosto, Fighter Stick Foods, are not foes for they make our food quickly and in plenty. They are also very nice to eat.

Great One, who are my gods?

Kyger Litor is the most important, for she is the source of our lives and our ways, and it is she who will save uz in time of need. The others are numberless: Karrg is important, a son of Kyger Litor who teaches the men-folk to fight. Zong is the hunter who feeds uz. Xentha carries the Old World to uz each night and drives away the evil Sun. Dehore is the one who sends uz spirits to make us strong. Boztakang is the one who destroys chaos. Hombobobom is the one who reminds uz of the dance of the world. Jakaboom is the one who protects uz from evil spirits. People of the Hurtplace try to see differences between gods, spirits and other magics, but we truly know they are all one in the Great Dark.

ALL KYGER LITOR'S CHILDREN

The trolls call themselves Uz, a word which can be translated as 'the folk,' or 'us' as clearly distinct from everything else. To the trolls, Uz is the center of the world.

They are thickset, with snouts and fangs or tusks, with mottled grey skin. Trolls are more handsome than scrawny humans, much taller than stunted mostali and more powerful than tasty elves. Their height is partly concealed by their typical slouching stance. They are hairy, even rather shaggy, and their scalp hair is often thicker than that elsewhere on their bodies.

Because of their underworld origins, the trolls are active during the night. They make their way not by using their eyes, but through a dark-sight that they share with some bats. They hate light in all its forms. Although even sunlight causes no direct harm to most types of trolls they avoid it, and trollkin and cave trolls are adversely affected by any light.

UZUZ: THE MISTRESS RACE

The Folk of the Folk

The Mistress Race, revered mothers of the uz, are an extraordinarily ancient breed, pre-dating history. These creatures are generally large (on average 2.5-2.7m tall) and very intelligent. They are heavy-boned; the most ancient may have stone bones. Musculature is efficient and hard. Females are multi-breasted and, when fortunate enough to occur in historical times, usually will have multiple births. Their sensory apparatus is quite different from later uz types, with eyes capable only of distinguishing the presence of light, an extended muzzle which is a highly sensitive receptor for their sonar and large, highly-mobile and sensitive ears.

Superstitions claim more powers for these ancient beings. They can see into the spirit plane, can kill with a thought and incarnate themselves as Kyger Litor. Each is worthy of herodum, and each shall be so in her own time.

Uzuz are so rare that they are little seen. All men of knowledge and wonder

groaned the day in 1618 they learned that two were sighted in Dragon Pass, for such could pretend only the greatest troll events. Otherwise uzuz can be found only deep in troll civilisations, or on the Hero Plane.

UZKO: DARK TROLLS

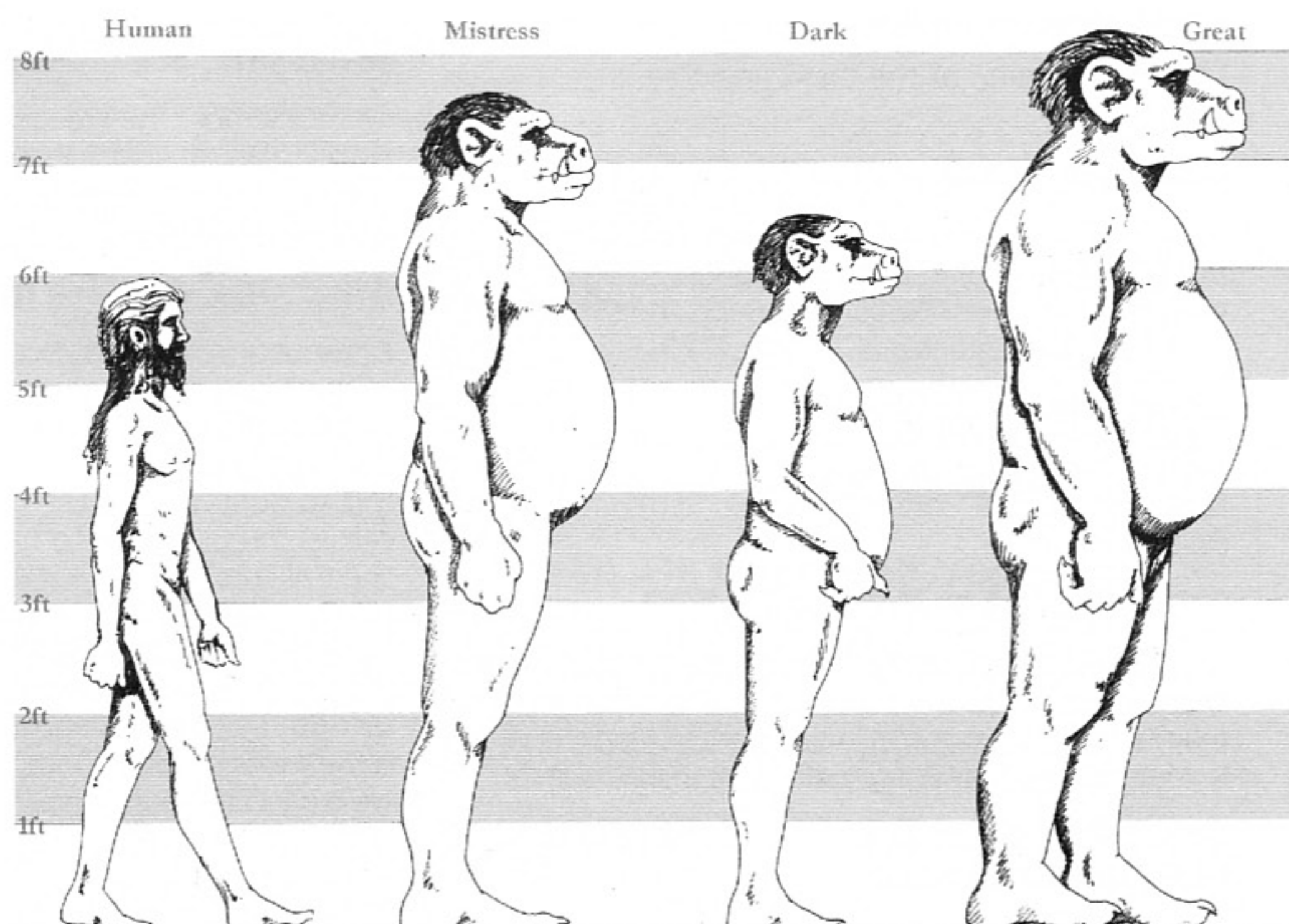
The Hurt Folk

This species is better adapted to living on the surface world than its ancestors. They are generally larger than humans and as intelligent. This type was dominant among trolls even in early historical times but has increased significantly since the curse of Gbaji. Now they comprise about 30% of all troll types. Uzdo digestive systems are more specialised and can make maximum use of plant and animal products. Their sonar is not as good as the uzuz (almost useless at long ranges), but to compensate they have eyes which, though farsighted and colour blind, are useful in open spaces, heights, and depths. They have a sense of smell far superior to the Mistress Race.

UZDO: GREAT TROLLS

Big Folk

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



Great trolls have the size of uzuz, but are stupid and primitive. Most are male, and about half sterile. The others almost never father uzdo children but uzko and occasionally enlo litters.

ENLO: TROLLKIN

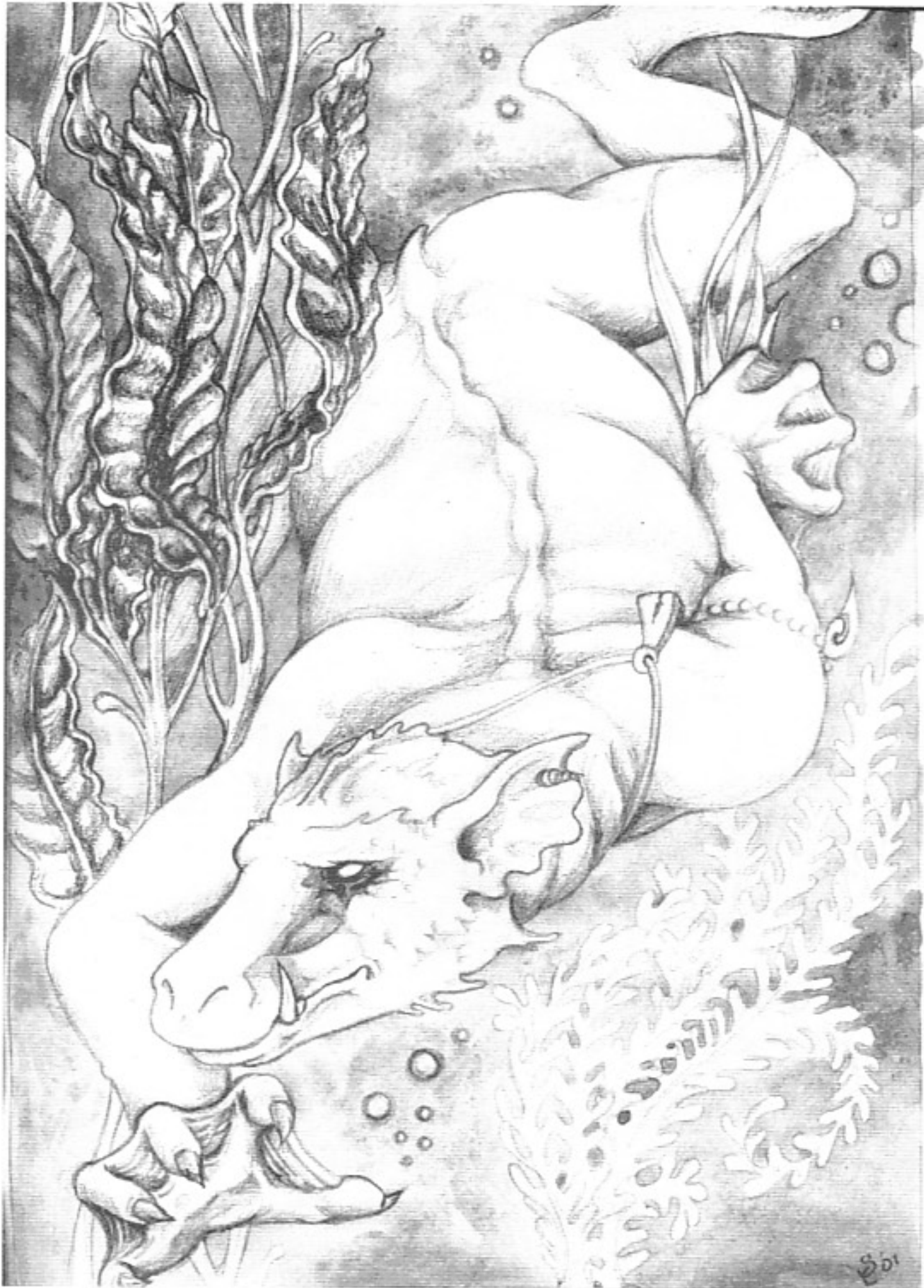
Twisted Little Ones

Enlo are the result of D'Wargon's Curse of Kin. They are puny, degenerate creatures, mockeries of the mighty troll frame. These stunted mutants usually have twisted bodies, and often deformed bones or faces. Half the size of an adult human, they look even smaller due to their usual cowering squat. They are the lowest of uz society and most are even not considered proper trolls. Trollkin can form up to 75% of a troll community. Enlo have overdeveloped eyes which make them very sensitive to light. They may be found living in dark troll communities or on their own. Uz class them, in descending order of importance, as Values (a useful ability), Warrior, Worker or Food.

ROMAL: CAVE TROLL

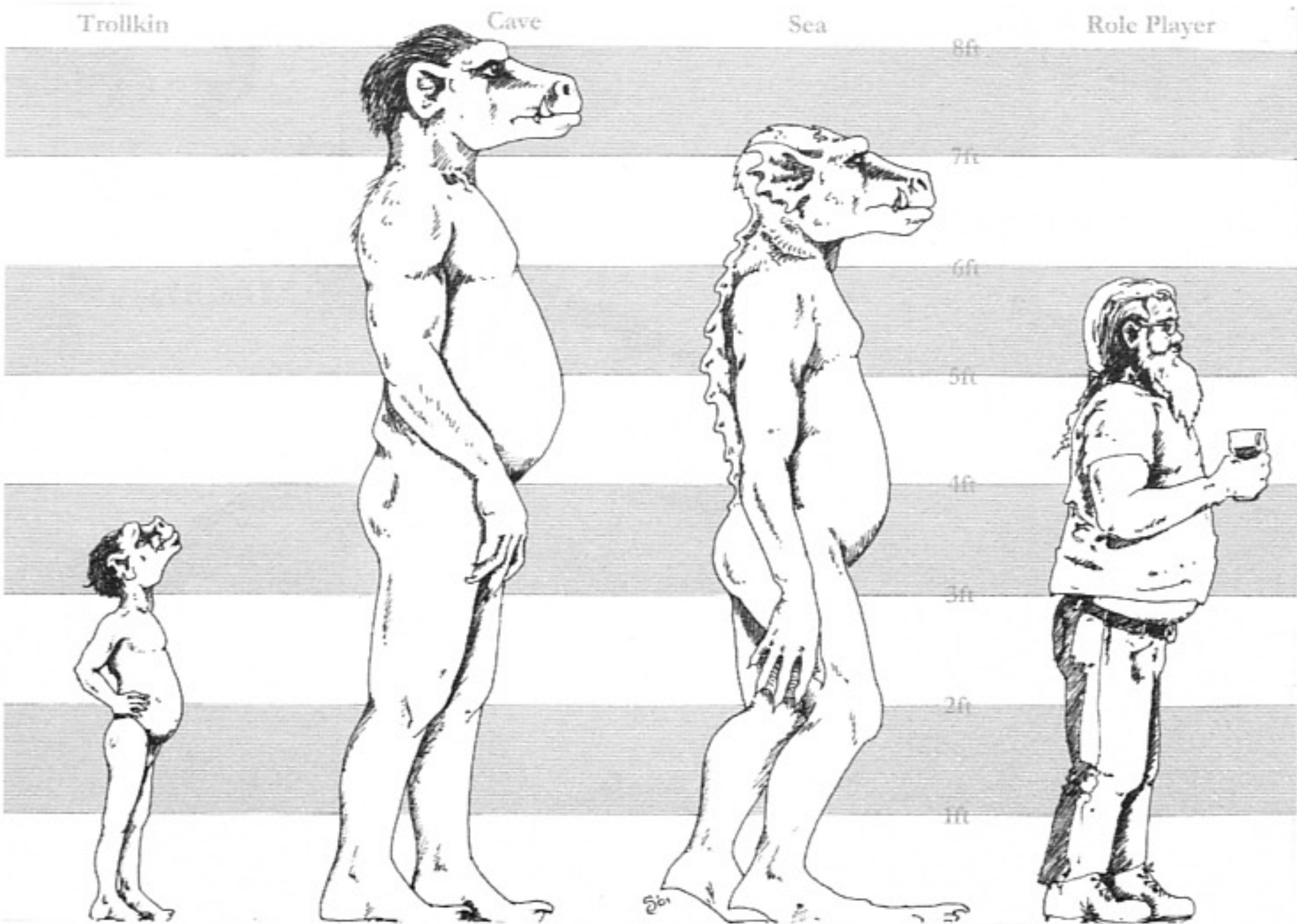
Nose Lopers

Cave trolls are the powerful, monstrous and stupid descendants of uz mutated by chaos in the Great Darkness. Their digestive systems are akin to those of the dark trolls, but they also have the big, over-sensitive eyes of Trollkin. This makes them terrible in darkness and terrified in the light. Though considered 'tainted,' these trolls are admitted to the kinship of other uz who do not persecute the species, but instead sometimes herd them like sheep or train them like dogs.



OTHER TROLLS

There are many other forms of uz which have descended from the uzuz and the days of Wonderhome. These range from the Bat trolls of the Blue Moon Plateau to the fur-clad Uzhim, the Ice trolls of the northern glaciers. Uzelu, Sea Trolls, live in the depths of the seas, while the Muri, the Hot Trolls, stalk the jungles and wastes of Pamaltela. Others have descended even further, losing their intelligence and even the Man Rune, such as the vicious Midget Slashers and Flying Hoons. Previous ages even saw such varieties as the Horned, Blind and Giant Trolls, which can still be encountered in the Otherworlds.



WHERE UZ IS



Blue Moon Plateau

Tagor Mahaquata, a mystic plateau, reputedly formed by the remnants of a planet falling from the heavens. The uz here claim to have mastered powerful secrets provided by their invisible goddess and consort freely with the Red Moon's children.

Dagori Inkarth

The oldest uz settlement on Komor, originally dug out by those mighty heroes Gore and Gash. Darkness hangs heavy in the air, while the dark fungal forest of Sporewood is home to many of Mee Vorala's children. This is amongst the most civilised of uz lands. A detailed map is provided on pages 54-55.

Elder Wilds

The many uz hunters of the Elder Wilds have no real leadership, which hampers them in their constant war against the Aldryami. They also revere a local spirit, Yurg the Hunter of Dinosaurs.

Guhan

A powerful uz land to the west, surrounding the Uzgor Peaks. Surrounded by enemies, they maintain an unusual degree of unity and discipline.

Halikiv

Only Dagori Inkarth is older than this uz territory, which boasts its own Castle of Lead, one of Kyger Litor's own residences. A rugged land, it is rarely visited by outsiders.

Shadow Plateau

Most of the uz of the Holy Country live in this mighty plateau and the

nearby Troll Woods, still singing their dirges to their late, much-mourned leader Ezkankekko.

Kingdom of Ignorance

Once a powerful troll empire which rivalled Kralorela, this is now a land of dark, blood-soaked ruins ruled by malignant humans and their even more malignant gods. Some trolls remain, warriors or hunters, who serve human masters and their dark designs.

Koromondol

Very little is known of this cold and rugged land, known as Dozaki's Newhome by those benighted uz who settled here after being driven from the Kingdom of Ignorance. Myths, however, abound, with some claiming it will acquire some powerful role in the Hero Wars.



Pent

The wide, wind-swept plains of Pent are home to some uz, especially to the north. While the horse nomads dominate the vastnesses during the day, at night scattered uz families hunt, scavenge and migrate in a continual struggle for survival.

Valind's Glacier

This sheet of ice stretches all the way from Fronela to the edge of the world. Many snow trolls roam its surface, but beneath it is Betakang, Boztakang's Kingdom. A million hungry uz, chewing their way through the ice sheet? Is this really true? What do they plan?

White Sea

The coasts of the icy White Sea provide plenty of food for the uz who live around it, sometimes going to sea in small boats to hunt seal, walrus, even whale.

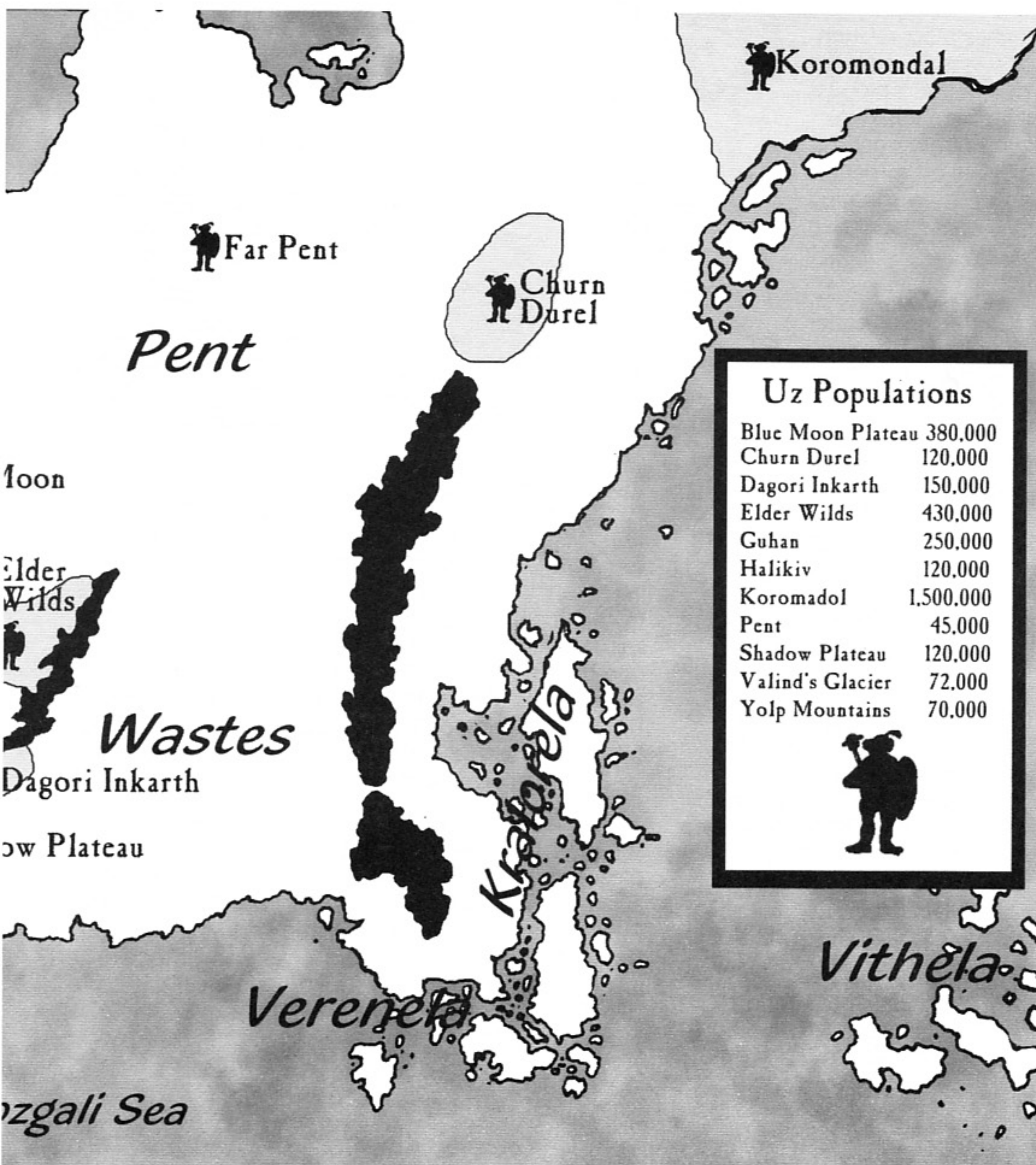
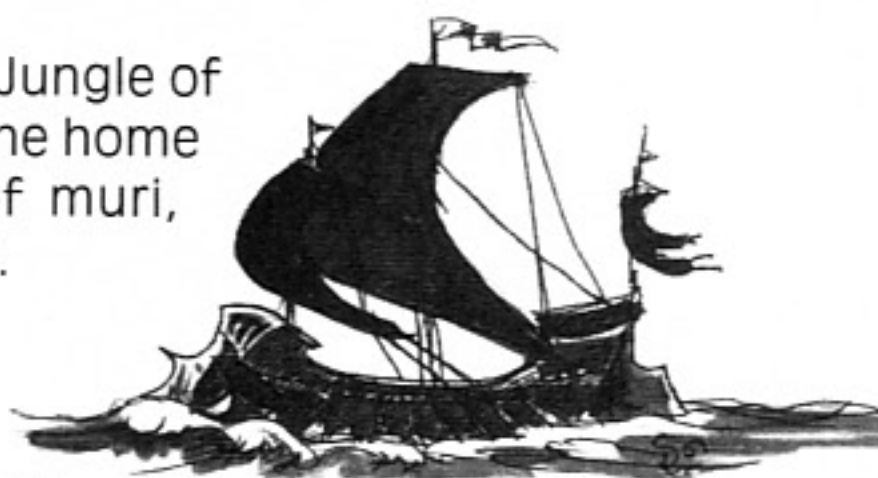
Yolp Mountains

This troll colony, dominated by the seven-fold underground city of Xarkash, has the vital but unenviable duty of guarding at least one of the portions of the dismembered body of D'Wargon.

Further Afield

The steamy Errinoru Jungle of distant Pamaltela is the home of large numbers of muri, known as 'hot trolls'.

Other uz live in the Tarmo Mountains to the northwest of Pamaltela and also on the southern isles of Jrustela. There are also the uz communities of the seas, both uzelu in the depths and maritime communities of ship-borne uzko pirates, merchants and explorers.



UZ LIFE

UZ SOCIETY & CULTURE

BOUND BY BLOOD: FAMILY, CLAN, TRIBE

For uz, blood ties shape the world. Above all else, Glorantha is divided between the folk and the non-folk: the uz and the others. All uz – dead, living or yet unborn – are part of Kyger Litor, and it is this very relationship that defines who is (and who is not) an uz. One of the reasons it is so rare for uz to make friendships with non-uz is this fundamental divide: uz do not usually concern themselves much with non-uz, and no matter how friendly or helpful an uz-friend is they are still alien. Yet a human who proves herself to be an uz is held to be an uz completely and without question

The roots of uz society are also defined by blood, since kinship defines most relationships. In nearly all cases, kinship is traced through the female side – ‘father’s blood is thin and short’ – and only exceptional males earn a place of respect in a family’s genealogy. When strange uz meet on a friendly basis, they may spend hours comparing genealogies to determine what relationship exists between them, if any.

Most uz life centres around the family, where a powerful matriarch dominates her descendants. Most uz spend their lives serving the whims of their mothers (or grandmothers): obtaining food for their families, protecting them, helping with rituals, working at their direction, and performing other chores as directed by the matriarch. Few uz, even adventurers, escape this influence – most uz that are adventuring either do so at the direction of their matriarch, or to escape her!

In most cases, a number of uz families are themselves linked into a clan. Uz clans may range from a few dozen uz (such as the Sazdorf clan) to hundreds (such as the Redstone), depending on fertility, war, the level of conflict between rival families and the success of clan leaders in maintaining power. The Clan Great Mother does not command the same instinctual love and respect that a family matriarch possesses outside of her own immediate family, but kinship (to the heads of the various family matriarchs) is still a key component of her rule.

Tribes are usually the largest social structure of uz, although a few times in the past exceptionally clever or powerful uz (such as Arkat) have succeeded in commanding vast empires of darkness. Tribes tend to be relatively unstable, since the rulers of the tribe usually do not have close blood relations with everyone in the



tribe and cannot exert their authority as strongly. Accordingly, many uz tribal leaders turn to other sources of power, and a ‘queen,’ the Tribal Great Mother, often can incarnate tribal heroes of the past, may be versed in esoteric shamanic lore, or command terrible secrets from Subere and other horrors of the darkness. Despite this, it is not unknown for uz clans to move from one tribe to another, for part of the tribe to split off and form its own tribe, or for clans to war for power. The Korzant tribe of Dagori Inkarth is a relatively new tribe, for example, forged by the personal ability and ambition of Korzant the founder.

Although most uz groups are shaped by family relationships, at the same time some of the most powerful uz have ruled without family links. Cragspider in Dagori Inkarth, Ezkankekko, the Only Old One of the Shadow Plateau, the Hidden Council of the Blue Moon Plateau, the Lord Marshal of Death of Guhan – while they may incorporate clan and tribal structures in the places they rule, they do not rule in the traditional sense. Similarly, most uz lands have cults, mercenary units, hero bands

and other groups not shaped by the family. Some uz matriarchs mistrust such groups as unreliable and uncontrollable, but most accept that there are always some strange uz who must find their own way, however strange.

POWER & LAW

Humans foolishly portray uz as creatures with little civilisation save the rule of the strong. Few uz would disagree: uz are not as hypocritical as humans, and are quite willing to recognise the nature of their society. Power is power, and powerful uz naturally dominate the weaker. The difference, however, comes in *how* power is defined. Uz know that while brute power and physical strength is power of one sort, love is power of another: uz love their mothers, and their mothers use this love to consolidate their own position as much as possible. An uzdo, alone, is much less powerful than an uzko mother with six grown children.

Most uz have kin, but those uz alone in the world are vulnerable. Without support they are easily victimised without the threat of retribution. Such uz may turn outside the Kyger Litor cult for a network of friends and allies: the cults of Xiola Umbar and Zorak Zoran are both known for sheltering orphans and exiles.

This frank recognition of power lies influences uz inheritance. For uz, power is not transferred to the eldest, but to the most able: the 'rightful daughter.' Although conflict between rival sisters is not usually as violent or as bloody as struggles in human society, each is expected to defend their claim to inherit their mother's power. When the 'queen' of a clan or tribe dies, not only will her own daughters seek her position but members of other bloodlines may enter the fray in an attempt to prove that their own bloodline is more rightful of power.

Although there are certain absolute taboos in uz society, abstract concepts of 'law' or 'justice' do not really apply. Power exists to be used, after all. While some taboos are so strong they apply in every uz land, most uz 'laws' are relatively flexible. Murder is wrong – but a powerful, strong uz with many followers will likely be able to murder another uz and escape punishment. Creating undead is anathema, but a tribe with a large Zorak Zoran cult will tolerate it. This does not mean that uz may flout the prohibitions of their rulers with impunity – merely that powerful, successful uz can escape punishment for a time by virtue of their power (and usefulness).

Uz laws vary from uz land to uz land, and some 'taboos' (such as the creation of undead) may vary depending on local situation. The worst crimes, however, are universal: *uzjer* crimes are so bad that those who commit them are declared not to be uz, and are thus apostate from Kyger Litor.

Uzjer crimes

- To kill your own child, or your sister's child
- To kill your mother
- To kill a pregnant uz
- To kill a Great Mother
- To desecrate that which is sacred to Kyger Litor

Crimes that merit death or banishment

- To kill a child
- To kill your sister
- To kill a fertile female
- To kill an uz, so as to eat it
- To kill a member of your clan, unless such was justified
- To worship an enemy god, or sacrifice to enemy spirits
- To bring the light of Death into Darkness (unless you have mastered it)
- To bind an ancestor without her permission
- To eat a Great Mother's food, or use what is hers, without permission
- To aid non-uz to hurt another uz, unless such was justified
- To reveal secrets of the Darkness to a non-uz, without permission of the Great Mother

Crimes that merit punishment

- To murder an uz not of your clan, unless such was justified
- To leave your clan without permission
- To disobey your mother, or to refuse her requests three times
- To raise the undead
- To interrupt a song, unless such was justified
- To worship a foreign god without the Great Mother's permission
- To eat another uz's food, or use what is hers, without permission
- To treat with a non-uz, unless such was justified
- To use sorcery, without the Great Mother's permission

Punishment is at the whim of the Great Mother or other local leader, and powerful enough uz may be able to avoid punishment – as long as they are useful, powerful, and do not break a serious enough taboo. Many uz communities under the sway of other gods may alter some of the taboos, particularly worshippers of Zorak Zoran. Most enlo and romal are not considered true uz, and thus count as property rather than as an uz.

GENDER

Uz are sometimes portrayed as a society completely dominated by females, in which weak males hold little power and are dominated utterly. While females dominate the cult of Kyger Litor and the family, the central institutions of uz life, things are not so simple for society as a whole.

Female uz hold their position of dominance because of the nature of the Kyger Litor cult: tracing ancestry through the female line, back to Kyger Litor herself, and affirming one's place as an uz. Kyger Litor is the First Mother, and only females may enact the greatest of her rituals – bringing new uz into the world. And female uz usually dominate their children (of both sexes); fathers (if known) are held in affection, but usually not as a source of leadership. Females are the shamans of Kyger Litor, and only they may fully access the spirit traditions of Korasting.

Yet female uz, too, are restricted. Since the coming to Komor and the Great Woe, uz numbers have slowly dwindled and fertile females have become too valuable to risk on the surface world. Accordingly, most females are confined within the dark world of the uz, constrained by the very things that grant them their power in society. Males dominate much of the rest.

Males usually interact with non-uz, and cults such as Argan Argar are dominated by them. Warrior cults are usually male – in fact, many clans and tribes specifically prohibit fertile females from worshipping Zorak Zoran since his practices are so abhorrent and self-destructive. While it is difficult for him to reject the domination of his mother, grandmother, sisters and aunts, it is not impossible for a male to do so – and to rise to power, wealth and high position despite it.

Despite all this, uz do not place the importance on gender that humans usually do. A powerful male is respected more than a weak female, and the basic differences between the sexes are recognised as being just that – differences.

LIFE CYCLE

Most uzko live for about 85 years, reaching puberty at 14 to 16 years. Enlo typically live much shorter lives, worn out through overwork and abuse; uzdo and romal have similar life expectations as uzko. Uzuz, by virtue of their innate abilities and the magics and powers they gain through study, are usually effectively immortal. All uz know that light and heat age uz, and elders will spend as much time as possible in absolute darkness, away from the corruption of Yelm.

Typically, uz society is divided into four groups: children, from birth to age 13, are kept apart and raised together in the deepest, safest darkness, where they learn all that is important to be an uz. At age 13, an uz 'comes of age' and her future career and status will be determined by the clan and/or family matriarchs and other ruling uz. Adults are expected to labour for the benefit of their family and clan, to mate and have uzko children, and to obey the commands of their elders. At age 50, an uz who has proven her ability and worth usually becomes an elder, and is awarded status and respect. The last group are the uztagor, the uz-who-are-no-longer-living. Ancestral spirits interact with the living, giving them guidance and aid until they are reborn into new bodies in Komor.

The average uzko female usually will have five children, although the Curse of Kin has meant that most uz females have fewer children, since they may birth enlo and then must spend lengthy periods of time purifying themselves. Since the Curse of Kin, polyandry has become more common among uz, with several sisters sharing a group of husbands between them (and possibly dominating their unmarried brothers, if any), raising their uzko children and commanding a horde of twisted enlo.



UZ NUMBERS

Uz count by base twelve (though most uz who deal with humans may learn other systems as well). This is because uz count not on their fingers, but on their teeth. An uz 'counts on her fingers' by flicking her tongue against the appropriate incisor. Each of the twelve incisors has its own 'name', which corresponds to a number from one to twelve. It is a useful system for hunters, warriors and other uz who dislike needless, visible gestures.

FOOD AND HUNGER

Uz can, for the most part, eat anything. The complex, magical uz digestive system allows them to eat nearly anything they can fit into their mouths – not just meat and plants, but wood, rock, sand and any nature of other objects. Uz in fact have two different sets of intestines, one designed for digesting wood and other organic materials and a 'rock gizzard.' (This is one reason why mostali are so prized as food – they automatically go to the rock stomach, but are much more easily digested.) Uz can live for long periods of time eating just sand, rock, brush – or even snow – although such diets are not very satisfying. The uz will grow emaciated and weak after months or years on such a diet unless they have such special abilities as Sustain on Diet of Ice or Sustain on Diet of Rock, which allow uz to live in harsh climates few other living beings would dare.

Note that this ability to eat anything (a racial **Hero Wars** ability) allows uz to eat quite dangerous objects with preparation. Assuming it did not cut his throat or oesophagus on the way down, an uz could safely digest a bronze dagger! The rock stomach is largely immune to poisons, and a clever uz may eat a small quantity of sand or gravel with a suspect meal to neutralise poison.

(although poisons digested normally will still affect an uz). Uz also have a number of special rituals for digesting certain dangerous foods: some are quite common, such as that for safely eating the flesh of chaos monstrosities, while the more esoteric including those for eating iron, eating spirits, and even eating fire.

Uz are *hungry*. A typical uz thinks about food almost constantly, and uz can never quite satiate themselves – if an uz ate until she was not hungry, she would likely eat until her stomach burst. This preoccupation often colours the way uz think, since most uz travelling outside uz lands are amazed to find themselves in a 'happy eating ground' where wasteful humans discard immense amounts of tasty morsels. The typical uz adventuring with humans is in a state of uz bliss, happily gathering up the food otherwise going to waste. Not only is that now-dead foe perfectly edible, but so is his leather armour, his clothing, and anything he was carrying that would be more valuable trading for food!

Uzko can usually control their hunger, but enlo lack such willpower – and are frequently starved by uz in any case. Part of what determines a higher caste or Value enlo is their ability to reason, to understand that a magical item is more valuable as a tool than as an immediate snack. Uz lands have vast barren stretches where wild enlo have overrun and eaten everything, and the overseers of enlo slaves must ensure that the slave enlo are so terrified of retribution that they do not simply eat every material object a clan possesses! This lack of willpower is part of the problem that free enlo suffer outside uz society, since without an uzko to terrify them into, say, not eating their spears, low-caste enlo will eagerly gobble down weapons, armour and anything else they possess and that their weaker digestive systems can handle.

Uz have perhaps the most refined sense of taste in Glorantha, and are gourmands as well as gluttons. Few humans envy uz the ability to find the piquant in mouldy fish heads or rotting offal, though it was fashionable in the Second Wane for Lunar nobles to hire uz 'chefs' and on occasion such uz could create meals that brought tears to the eyes of the Emperor himself.

DARKSENSE

Uz rely on their sense of darksense much as humans rely on sight. While uz have a limited sense of sight used to see at distances of greater than a few kilometres, they are colour-blind and extremely farsighted.

Darksense is similar to sonar; uz 'see' objects, through their own form of echolocation, generating an ultrasonic noise in their heads and receiving the echo via their sensitive ears and head bones. An uz can clearly define silhouettes at close range, and differentiate textures with this sense. It can be used to tell the difference between bronze and lead (or other metals), just by the different 'ring' that each gives off when sonared. The troll can tell movement, distance (very precisely), and texture with darksense. It can to a limited extent even be used to 'see around corners' by looking at the reflected darksense image.

It is truly an excellent sense, comparable in many ways to eyesight, though it has its limitations. It is not as good as eyesight at long ranges, and trolls only get silhouettes and general impressions of mountains over a kilo-

metre off, for example. An uzko would be unable to detect an object as small as a person at a range of over a kilometre. On the other hand, she can 'see' in the dark clearly, and tell by the echo whether a mountain is covered by evergreens or deciduous trees. Uz are able to focus their Darksense and closely scrutinise an area at long range. When doing this, they could see a human two or three kilometres off, but it would take them several seconds to receive this information, and they would have to know exactly where to look.

Usually, humans think of darksense as being identical to sight, but uz know it has its own special characteristic – as any human attempting to decipher uz art knows!

Uzuz are said to have remarkable powers of darksense: they can determine composition and density at a glance, foul the darksense of other uz by using their own, darksense through stone or metal, kill with a glance, see into the Other World, sense at great distances, and similar feats. Some uzko are able to obtain a limited form of some of these special powers through ritual and quests.

Colour-blind, uz see the world in shades of grey – and red, the one colour they can detect. Instead, to uz the world is made up of texture. All objects around them possess shapes and textures. The uz have dozens of terms for texture, but the most important include:

- Darso: 'smooth,' like bronze armour or a beetle shell.
- Engoso: 'rough,' with minor variations in texture or surface angle.
- Gogoso: 'fuzzy' – not only something like wool or fur, but also choppy water.
- Goneso: so rough that an uz can see its presence, but not exactly discern the surface texture.
- Nedaso: a hollow object, 'only partly there,' while neso is 'gone' – the uz can see the object exists with her eyes, but not with darksense.
- Tagtagso: the wet feel of a submerged item, while tagdarso is 'slick' – an item with surface moisture. A creek bottom is tagtagso, while a rock after rain is tagdarso. Sometimes, tag merely means wet – taggoneso is a fuzzy but wet item.
- Orso: 'sticky' – objects that are within darksense, but which fail to return a proper image because it 'keeps' the darksense to itself. Often, these are magical items.
- Klo'oso: 'masked' – objects visible in darksense, but which have an appearance different from that which appear to the touch or to sight. Often, these are magical items, or items with a powerful spirit.
- Roso: 'bendy' – an object sensed by darksense reflected off another object.

LANGUAGE

The language of the uz is an abbreviated form of the mistress language which itself derives from Darktongue. Sound and listening are associated with darkness, and so it is not surprising to find that the mistress language to be pleasant and sonorous, even to a trained human ear. Their language is tonal in nature, rising and falling with a musical lilt. The many sounds of the language are identified variously as hoots, whistles, clicks and shrieks by ignorant humans.

However, uz do not like to speak around others. They are acutely aware of sounds, and they know other races can also hear speech. Thus they prefer their simple sign language, mentioned elsewhere, and the monosyllabic hunting language, which has many sounds beyond human audible range. This helps explain human prejudices about their 'simple and crude' tongue.

Uz also communicate in many other ways. One is their battery of unconscious bodily and emotional noises, from the ever-popular belch and fart (the former indicates satisfaction, the latter boasts previous gluttony) to the cough (also the word for illness). Anger is betrayed by a low, deep growl, often inaudible to humans at first, which gradually rises in volume, reaching normal voice level the time the uz's lips twitch to show fangs. Their laughter among uz has been typified as two types. The first is the great belly laugh, an expression of primitive humour, sometimes at the expense of some other less fortunate creature, but more often to share some simple joy among fellows. The other laugh is a weird, throaty cackle, an unconscious nervous gesture by uz when they are anxious socially, when they force an unnatural laugh, or when they are cruel. Trolls call this both Liars' Laugh and Holy Laugh, for they commonly laugh this way throughout many ritual dances.

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

Uz also communicate through body language. Normal uz are upright, bipedal creatures, with a slight crouch indicating a habitual readiness for action. Optimal position for a fight-or-flight is called battle stance. Any posture lower than battle stance is awkward and increasingly ineffective. The worst stance for a troll, of course, is being helplessly supine.

In general, uz walk and stand upright when they feel safe.

This is the context of the troll phrase 'upright land' for the prehistoric peaceful ages. The less secure they feel, the closer they will tend to battle stance. If they are intimidated or otherwise wish to show deference, they will assume some degree of supinity. Only slaves are expected to lie flat on the ground; this includes all enlo as well as outsiders visiting troll nobility. In mixed social situations the station of a troll can be determined by relative posture: elders walk, warriors stalk and underlings skulk.

An uz gesture of offered conciliation consists of a rapid bobbing interspersed with a quick prayer in Darktongue to Kyger Litor to identify the target. This sounds to humans like a series of clicks, pauses, and whistles, and is

commonly called (by humans) 'Jonny's Song.' Uz, with better hearing and command of the languages will respond with the so-called 'Elly's Song,' actually another prayer. Those rituals completed, both trolls should stand upright to finish the greeting.

CLOTHING

Dress is essential to uz, for they abhor exposure to light. In some deep tunnel complexes it is still considered a sign of piety to wear clothing to protect from the mythical Bright Enemy's tragic appearance. But to surface dwellers, clothing is necessary. Exposure to light makes uz skin peel and flake mercilessly. Northerners require supplemental aid against the cold and ice.

Stylish uz, with many social roles to fulfil, will have a suit for each occasion. A priestess, for instance may have everyday robes for common wear, ceremonial robes, armour for battle, and leather and fur for hunting. Robes are ineffective garments for active movement. They are called Upright Clothes, for only the elders can afford to wear them regularly. The rich or ostentatious also wear robes to show off at home. Armour is, naturally, the dress of a warrior. Sleeved shirts and trousers are preferred by practical trolls. Hats are a favourite article of clothing. They keep sunlight and rain off of their heads and out of their eyes and nose. Uz favour loose hoods or small skull caps in some regions, for both allow free ear movement. In sunny regions, wide-brimmed hats

give maximum shade. In this latter case, and for most hats in general, slits are required for the uz ears to protrude: blocked ears partially block a troll's senses. But protruding ears are quite sensitive to light, and only a few hours exposure will cause serious discomfort. Thus the trolls have developed several types of salve which they periodically replace during the day. Another popular idea in

some regions is the use of ear covers, fitted to fit snugly against the skin and extended, bonnet-like beyond the edges.

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



THE ANCESTORS

HEROQUEST & ADOPTION

The most important ritual in uz society is to be able to recite one's ancestors, back to Kyger Litor herself. Mothers learn this, so they may forge the bonds of power that allow uz to draw on the knowledge, advice and love of their ancestors.

One of the things many humans do not appreciate is that uz do not see ancestry as a 'fixed' matter of genes and family trees. Though rare, it is possible to adopt into a lineage, and also possible to 'reveal' that one's lineage is different than it might otherwise appear. This requires travelling to Wonderhome and proving to the ancestors that one is, in fact, a daughter of that lineage. Such quests have proven a key point of uz politics in the past, as heroes fought to show that they, in fact, were the true descendent of powerful ancestors. Uz know that in Komor things are not perfect, and sometimes an uz soul is born into the wrong body, takes the wrong shape, or is cursed in some fashion.

It is in such a fashion that some humans (and even some enlo) 'become uz.' While the ritual differs, the quester makes and then proves her claim of descent, demonstrating that they are a true uz. For uz, this is not a matter of transformation – the quester was an uz all along, and has now merely proven it.

For a non-uz to join the cult of Kyger Litor, he will have to be magically transformed into a true troll, born of the womb of darkness. It starts as a regular initiation, but when the question "Who is your closest kin here?" is asked, the answer, is, of course, "No one." The whole ceremony is stopped. The uz display great surprise, asking "How can this be?" and "Who is that there?" even if they have known the person for years. The priestess launches a raft of ritual questions. The wrong answer means death. "Are you sure you want to be here? You think you can find ancestors in the darkness? Is someone here willing to give his family to you?" Once the answers are given, the Rite of Adoption will begin.

All entrances to the temple region are sealed. Lead is traditional but few clans use it anymore, for dirt and stuffed rags do as well. The initiate is seized and handed about from troll to troll until he reaches the central altar.

The candidate then must sing a song praising Kyger Litor and asking her to witness his virtues. Then he sings a song to the darkness, Subere and prays to the trolls for mercy and a quick initiation.

The trolls mutilate the initiate to make him into uz. At some point he will die and his soul itself reforged by Subere to be a troll's. His ears and nose are ripped out, replaced with bones from dead trolls. All four canines are knocked out and uz incisors are driven into the sockets as seeds for new teeth. The internal organs are torn away and a new stomach and liver added. Other magical parts, including rocks and carved sticks, are inserted. Eyes are generally left alone, perhaps indicating that the uz are less interested in making people less

human than making them more Kyger Litor.

The corpse is then wrapped in magical materials, bound by giant silk webs into a fetal position, and laid into the ground on the left side. Some never reawake. They are allowed to rest for up to five years. If they don't emerge by then they have clearly been rejected by Kyger Litor. The cocoon is opened and the troll temple serves a special delicacy at a feast of victory.

If the person does emerge, he will be a troll. The organs and implements so cruelly imbedded into the body will have taken root and become organic parts, infantile but functional. Darksense will be present, but must be learned without any instinct or training

The creature will have taken on uz features, though the original racial stock is visible as well. A former human who has had his skull fractured many times and reshaped into a troll shape may not appear human to any but careful observers. Uz might notice, but they don't care. Beauty, to them, is not visual.

This ritual can be performed on trollkin to make them into full trolls. It is also possible for exceptional trollkin to be initiated into Kyger Litor without these excesses. An ordinary trollkin undergoing the adoption rite would be considered to have a full troll spirit in power and ability.



PLAYING UZ

SOME NOTES ON BEING A TROLL

Uz are one of the most popular non-human races in Glorantha for adventuring but it's all too easy to fall into the rut of focusing on your uz character as enforcer or comic relief. Yet there are many aspects of uz culture, life and society that are sometimes worth highlighting with your uz hero, especially if adventuring in a foreign society – like that of humans.

DARKNESS IS NOT THE ABSENCE OF LIGHT

Gloranthan physics are very different to those of our world. As equally elemental forces, cold and darkness are not merely the absence of heat or of light. You can 'emit' darkness and 'radiate' cold.

- Dawn and dusk are different – in the real world, light automatically drives away darkness, but in Glorantha, the darkness 'resists,' with a lingering bit of murk trailing away in the dawn, or a bit of encroaching darkness at dusk.
- Light and fire are a little weaker in Dark Season, and a little stronger in Fire Season. While not appreciable in a game sense, it does provide atmosphere.
- Seasons are, of course, caused by the relative strength of different gods at different times of the year. So, too, is night: Xentha rules a little less in Fire Season, a little more in Dark Season. The longest and shortest days of the year are Yelm and Xentha's high holy days.
- Light and fire are less powerful in uz sacred places, and in the deep darkness of uz lands. After all, these are intrusions of a foreign, enemy god into uz holy places!

DARKSENSE ISN'T SIGHT

Uz darksense is usually treated as vision, and left at that. But everything that involves sight for humans is going to be viewed (as it were) differently by trolls. Uz darksense has certain special abilities, and these can impact play.

- When an uz sees a human up close, she's not 'seeing' the human but instead 'sensing' its surface (the skin) and the skull, almost at once. This means that a human which has disguised itself may still look vaguely familiar to an uz who knows it – the uz is seeing more than just the surface features.
- Trolls have a different aesthetic sense than humans in any case, but keep in mind that uz don't 'see' an object: artwork is judged by darksense. Paintings are worthless to most uz, who favour sculpture. And the value for other objects can be different. Why are gold and silver worth little? Uz don't care about how shiny they are – to their eyes, lead is actually more pleasant to darksense.

- Darksense can do things that vision cannot. It can be angled around corners in a limited fashion; can see if someone's stomach is full, or if a woman is pregnant; can see if a thinly-walled box is empty or full; very accurately measure distance; and so on. It is well worth reading about cetacean or bat sonar to think about possible uses for uz sonar.

UZ DON'T SEE WELL

There are many cases where poor uz vision matters! Uz have a hard time reading human books or maps – darksense registers texture, and can't usually discern ink on paper. Uz don't read human languages – they have literate enlo who possess excellent educations, and who may well start thinking for themselves!

Similarly, uz don't see colours (except red). If you thought the Argan Argar traders dressed badly, wait until you realise that they pick their clothing out by texture, not by colour – so any given uz may be wearing as many different colours as they are items. Humans, for their part, appear incredibly shabbily dressed to uz who are look at the texture of their clothing, not the colours.

All this affects attempts at concealment, as they naturally consider their own senses. This helps explain why uz hunters and warriors are often so good at sneaking, and less good at concealing themselves: an uz doesn't naturally know what humans look for; she doesn't have a knack to determine what correct to eyesight. The converse is, however, that humans don't naturally have a good idea of how to conceal themselves from Darksense: that carefully constructed branch-and-turf blind may stick out like a sore thumb when an uz considers the texture and the surface angles with her darksense.

UZ DON'T LIKE NOISE

Uz have acute hearing, and their lifestyle reflects this – many dislike extraneous noise. An uz in human lands will be overawed by the sheer noisy nature of humanity, especially if the uz happens to venture into a human city. Noise is not necessarily painful, but is distracting. A narrator may well think of different situations where an uz faces distraction, annoyance or confusion due to the thoughtless noisemaking of humans.

ANIMALS DON'T LIKE UZ

Most animals will be taken aback by the presence of a 140-kilo omnivore strolling nearby. The average uz in human lands is constantly confronted by snarling dogs, bolting horses and terrified livestock. Uz who adventure in human parties are a constant source of annoyance for local communities, since the uz is sure to upset any animals. For their point, many uz don't care for



UZ ARE HUNGRY

This is obvious, but when you think about it it's mind-boggling how much time and effort the average uz goes to stuff her face. No wonder so many trolls go adventuring in hooman parties: when you think about it, it's troll paradise.

- You get to eat all the stuff you kill;
- Humans have tons of food around, and don't eat lots of it! 'You going to eat fish-head, or can I have it?' 'No one else want this elf?' 'Jacko'bear isn't poisonous, see?'
- You earn money, which can buy food.
- No (or few) other trolls around to compete for this bounty.

Where uz get along well with humans, you see many working as mercenaries, labourers, hirelings, etc. just because of the food access. The pay for trollish mercenaries (like the Troll Legion of Tarsh) is partly in extra food. Trolls don't generate and store food surpluses, because they don't need to, but they sure like to get them in payment.

Never forget that if something is otherwise not useful, but is tasty, an uz will eat it. This provides many opportunities indeed for clever uz: need to get rid of the body? Yum! Party over-encumbered, needs to throw away something? Yum!

most domesticated animals – they find dogs, horses and the like rather smelly, repulsive creatures, unlike the smooth-shelled beetles, nimble centipedes or clever spiders of their homelands.

FEAR

Uz don't share all human phobias: after all, it's a race that dwells in completely darkness, lives in cramped caves, and lets insects skitter about under their clothing.

So what do uz fear? Some common phobias include: the sun, light, heat and fire; their mothers, or (for males) their sisters or females in general; open spaces or the open sky; animals; rain, lightning, thunder and storms; loud or sudden noises; foreign magics; and non-uz in general. For example, every uz knows that the Fiery Death in the sky is what causes decay and age. Accordingly, uz of great beauty who go out in the sunlight are risking the ravages of sunlight. Attractive heroes risk their good looks by going out into the light of day, as their mothers will tell them. Accordingly, vain uz are notoriously reluctant to venture out into the surface under Yelm's fiery gaze.

Enlo, of course, are afraid of everything.

AN UZ MOM IS A BITCH

The cruellest, meanest, most brutal Karrg's Son goes from a harsh overlord to a bootlicking, servile worshipper the minute his mother walks into his room. This isn't because uz are weak, but because they're trained from birth to obey their mothers' every whim. Uz in a human context will behave very differently then they do at home. So when an uz hero is back in his or her family, they may well go from Krarrg the Slayer and Eater of All Foes to Krarrg, who Knocks His Head on the Floor and Whimpers.

Uz mothers are cold, manipulative, selfish creatures who will send their sons out to die, dominate their families, and demand complete obedience. This doesn't mean they don't love their children; but it does mean that they are part of a society where motherhood equals control.

CALLING TO THE UNDERWORLD

UZ BELIEFS AND SPIRITUALITY

THE WORLD AND OTHERWORLD

The world of Komor, Hurtplace, is a terrible one. Long ago, the uz lived in splendour and safety in Wonderhome. But Death came, burning the uz, murdering, killing, and the survivors fled where they could. Ever since, most uz have been trapped in Komor, the surface world, where they enjoy only a fraction of their power. Only with death will Kyger Litor send Jeset the Ferryman to bring their souls to the Other World, where they will again enjoy the gentle darkness. All the uz can do is to hide from the light in the dark caves, and know that after death they will again rest in peace and comfort in Wonderhome. Some uz choose to go to other parts of the Other World, such as the Raging Hells of Zorak Zoran, or the Deep Hells of Subere; other gods and spirits live in parts of Wonderhome they have made their own.

THE PEOPLES AND GODS OF DARKNESS

When the Butcher Sun invaded Hell, he slaughtered all those who would now bow to his foul presence. The uz were but one of the many creatures that fled, and some of these have also survived to make a place in Komor. Not all are allies, but many are friendly and uz acknowledge the kinship with darkness. The Dehori, the Voralans, the spawn of Gorakiki, Molakka, Swems, Kropa and Aranea, the horrors of Subere – all these are part of the darkness. This does not mean that uz love them or treat them as uz, but they acknowledge the kinship of darkness. There are other, smaller races of darkness that shelter here and there in Komor, lurking in the shadows for survival – or until they can erupt into the world.

Kyger Litor is the god of uz, but there are other friendly gods of the Darkness. Uz worship these as the Darkness Pantheon; while there is variation from uz land to uz land, this pantheon typically includes Argan Argar, Gorakiki, Himile, Subere, Xentha, Xiola Umbar and Zorak Zoran, with other gods and spirits being given a low level of worship. Most uz lands have local gods, heroes and spirits within their pantheons as well, and a few include foreign gods – Valind among the uzhim, or Orlanth among some Yolp clans.

GODS AND SPIRITS: UZ MAGIC

As with that of all the Elder Races, the magic of the uz does not precisely fit into the four forms of magic described in *Hero Wars*. The Kyger Litor cult itself is divided, with some of her children worshiped in theist fashion and others through shamanism. The uz themselves do not make a large distinction between 'gods' and 'spirits' – both uz and otherworld entities are denizens of Hell, and such distinctions are less important for them. Hell is their Other World, and uz do not suffer alien world penalties while traveling within their own Hells.

The practical benefit of this is that normally, uz may combine different kinds of magic. An uz may learn affinities and feats from Karrg, use fetishes of the Korasting tradition, draw on the sorcerous node of Arkat Kingtroll, if she wished, or even learn the strange secrets of the rare uz mystical schools such as the Rage of Pure Hatred.

KYGER LITOR AND THE UZ

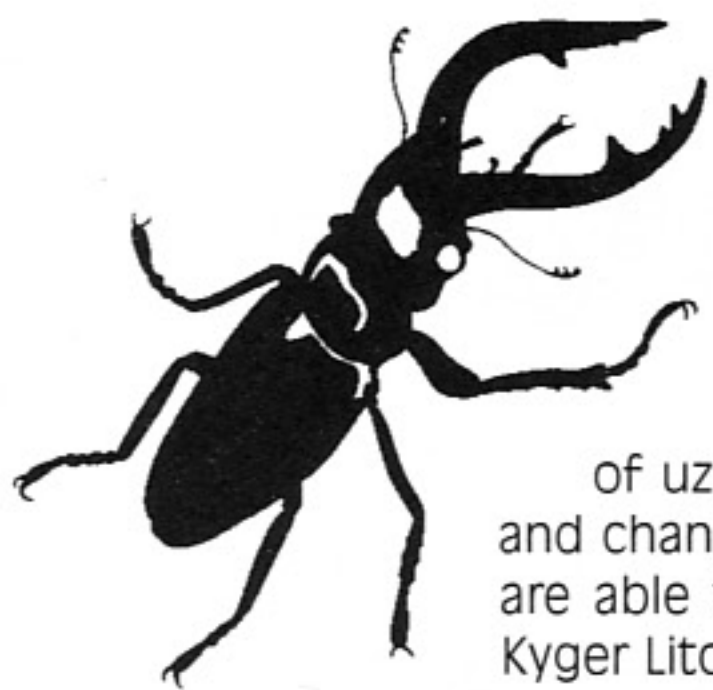
Kyger Litor was the First Mother; she gave birth to Korasting, and all uz are thus descended from her. All uz are expected to worship her at least communally, and it is relatively rare for uz to not be initiated to her cult – an uz who does not is, technically, not considered to be an adult uz.

It is Kyger Litor who guides the uz race, who taught them the magic to survive and prosper, and who rules the new Wonderhome where uz rest after death. Every uz may trace her ancestors back to Kyger Litor, and ancestors are venerated as part of the Kyger Litor cult – every uz family, clan and tribe has special ancestors that are worshipped within the shamanic traditions of the cult, or as heroes within the theistic aspects.

While not the most powerful god of darkness, Kyger Litor is the center of the uz race and is worshipped in every uz land. The great Kygerliths are her incarnations, and the Kyger Castles in the different uz lands – the Castles of Lead in Halikiv and Dagori Inkarth, the Castle of Bone in Yolp, and so on – are part of her as well, and there her followers direct her temporal rule. She oversees and directs the uz race still, through the greatest of her children.

Crucially, uz are uz *because* they worship Kyger Litor. An uz community that ceases to worship her will in fact eventually lose their uz nature. This is reflected in the





way such uz-descended beasts as hoons and midget slashers have 'lost their the man rune'. When the worship of Kyger Litor ceases, successive generations of uz will gradually lose the uz shape and change into something else – if they are able to have children at all, without Kyger Litor's rituals of birth.

This causes some problems when uz devote to other gods – notably Zorak Zoran. When uz devote within the Darkness Pantheon they do not lose their ties to Kyger Litor, but they are weakened, and such uz are distrusted and feared by their fellows. There is constant tension between Kyger Litor and the cult of Zorak Zoran. In some uz clans, even gods such as Argan Argar and Xiola Umbar are disapproved of, since they are not descendants of Kyger Litor herself.

Some uz worship in a hsunchen form; these uz worship a primal ancestress that first combined the uz and insect form by mating with the appropriate spawn of Gorakiki. In such cases, Gorakiki and Kyger Litor are both considered to be ancestresses of the clan, and the animist worship is of uz and insect ancestors.

SACRIFICES & ADORATION CEREMONIES

Uz combine sacrifice and ecstatic worship in their ceremonies, depending on the gods and spirits being worshipped. Since Kyger Litor and her children differ in how they wish to be worshipped, their followers tend to devote a portion of each. In major uz ceremonies, the Great Mother will sit in the centre, serving as Kyger Litor's avatar in Komor. Hombobobom drummers set the rhythm with their spirit drums. Other uz dance in worship of Jakaboom to the outside, and engage in orgiastic dancing frenzies for Korasting in the centre. Karrg and Vaneekara warriors sacrifice to the each side of the Great Mother. Bozkatang warriors leap from place to place, juggling their stones of power and dancing the steps of stalking. Through this ceremony the Jeset worshippers wind their stately dance, choosing uz to move from different parts of the ceremony to other parts. Together, the ceremony gives worship to Kyger Litor and her Children, the great Circle of Eight. Ceremonies for other gods and spirits will be enacted on the fringes; the more powerful the god or spirit in a given clan or tribe, the more central a position. In some clans and tribes, a god or spirit may be so powerful as to displace one of the Circle; in such cases, they will be worshipped as part of the ceremony in the centre.

Other gods and spirits may have their own, additional ceremonies. For example, the Zorak Zorani worship in frenzied bursts of dancing, fighting and bloodletting where they sacrifice living foes, promise future deeds, and shed each other's blood in mindless rage. Zong worshippers begin the hunting dance, in which they will compete to see who can slay the greatest prize without interrupting the dance. Himile worshippers dance naked in the winter for days until they shiver and hallucinate from the cold.

THE LOST TRIBES

The uz know there are many 'lost tribes,' uz who could not find their way when they fled Komor. Some were trapped in Yelm's Burning Prison; others are still travelling aimlessly in the Underworld. Others lost their tie to Kyger Litor, becoming monsters such as the dirt devils; a few were trapped in human bodies.



Many uz tell tales and legends of other lost tribes, such as Bozkatang's Sleeping Army of uzhim (above), Kogag's Lost Fleet, Gakkag's Sky Uz, and others. As the Hero Wars will reveal, some of these tales are true, and vengeful uz will erupt where none expect them.



OUT OF THE DARKNESS

UZ CHARACTER CREATION

Character creation follows the rules set out in *Hero Wars*, but uz differ from humans. Your hero will accordingly have certain innate skills and disadvantages.

INNATE KEYWORD

Uz are physically very different from humans, and possess certain innate abilities to reflect this: they are larger, stronger, may eat almost anything, are nocturnal by nature and certainly rather better looking. Treat your race as a keyword in itself. To a considerable extent, this replaces a Cultural Keyword, as uz culture and social roles (and the keywords that reflect them) are generally very similar throughout Glorantha — much more so than human cultures. Some regions do have variations on what skills are useful for survival, and will have distinctive cultural variations, something which will be explored in future Issaries books.

Uzko

Innate and Mundane Abilities: Close Combat (Bite & Brawl, Mace & Shield) 13, Darksense 12, Eat Anything 14, Endure Cold 12, Hungry 15, Know Ancestry 13, Large 15, Move Silently 12, Resist Poison 12, Strong 14, Uz Myths 13, [Local Uz Land] Geography 13, Uz Customs 13.

Innate Disadvantages: Dislike Light 15, Poor Eyesight 1w

Typical Personality Traits: Hungry, Respectful of Females (if male), Authoritative (if female).

Typical Relationships: to mother, family and (for civilised uz) clan and tribe; to Kyger Litor

Magic: All uz are at least communal worshippers of Kyger Litor's Circle of Eight, blending animist and theist practices in her worship. Other theist worshippers of darkness cults are accepted, as long as they admit the supremacy of Kyger Litor. Sorcery is rare, and most uz find it alien and corrupting. Mysticism is even more rare, usually adopted from others, and few practice it.

Uzhim

As per uzko, but Endure Cold is at 18.

Uzdo

Innate and Mundane Abilities: Acute Darksense 12, Close Combat (Bite & Smash, Mace & Shield) 13, Eat Anything 14, Endure Cold 12, Hungry 15, Large 5w, Move Silently 12, Resist Poison 15, Strong 5w, Tough 18, Uz Myths 13, [Local Uz Land] Geography 12, Uz Customs 13.

Innate Disadvantages: Dislike Light 15, Poor Eyesight 1w, Stupid 17

Typical Personality Traits: Hungry.

Typical Relationships: to mother, family and (for relatively civilised uzdo) clan and tribe; to Kyger Litor

Magic: Uzdo are just about uz — all will be communal worshippers of Kyger Litor, and perhaps one in three will be initiates or dedicated practitioners of another cult. Devotees are rare, but not unheard-of.



Enlo

Innate and Mundane Abilities: Eat Anything 14, Hungry 16, Move Silently 14, Nimble 12, Ranged Combat (Sling) 13, Resist Poison 12, Sniff Out Food 14, Uz Myths 13, [Local Uz Land] Geography 13, Uz Customs 13.

Innate Disadvantages: Fear Daylight 2w, Fear Uzko 16

Typical Personality Traits: Weak-willed, Fearful, Quiet

Typical Relationships: to mother and family, perhaps to clan; to Kyger Litor

Magic: Enlo are almost always communal worshippers of Kyger Litor, but only Values and rare Warriors are likely to have any other magical keyword.

SAMPLE UZ NAMES

Uzko children receive a name at birth, but some receive new names during their coming of age rites at age 13. Exceptional uz may receive new names later in life, usually through powerful rituals or heroquests.

Most names can be used for both sexes, although some are more common for males than females or vice versa. What distinction there is stems from the relative 'power' of names: names containing the syllables *ger*, *gor*, *gar* and *kor* are among the most favoured for female chil-

dren. Names containing *tor* and *kar* are considered to be lucky for males.

Children's names are usually derived from that of their mother. In central Genertela, for example, all female uz in a family tend to begin their names with the same initial sound; favoured sons begin their name with a sound taken from within their mother's name. Thus the daughters of Mozjakak are Mozmak and Mingtele and her sons Jakatag and Aktalog.

Uz do not generally use a 'family' or 'clan' name, although a very formal uz introduction (which may take several hours) will include recitations of genealogy to determine any blood relationship. In most cases, an uz will know (if she cares) what the clan and tribe of another uz are in any case.

Some uz acquire nicknames. These may recount deeds of note (such as Krag Ironeater), appearance (One-Tusk) or personal behaviour (Kajak-ab the Braineater). Nicknames may change over a lifetime, as an individual gains fame and glory. It is not unusual for uz to use their nicknames in place of their given name, particularly for worshippers of Argan Argar, Zorak Zoran and other cults on the fringes of uz society.

Enlo are usually given nicknames or nonsense syllables names. Some uz give all enlo in a given litter the same name until differences manifest themselves. Uzdo have normal uz names, but usually shorter, monosyllabic forms.

Sample uzko names

Aksenar, Aktalog, Astkoz, Azfizon, Azorkash, Bakgoz, Bakstal, Baktav, Barkadak, Belorg, Benkoz, Bezart, Bog, Bolargi, Borlorbom, Caspar, Chandaka, Chankalag, Chargag, Cholkol, Chomagor, Chorchok, Chorkan, Dadrak, Dangtaz, Dastalak, Dengaz, Dornel, Dorsnon, Dosmak, Dozalaf, Dozkal, Elnstak, Elkozi, Gabstap, Gaddeg, Gannaktag, Garvan, Gerhol, Geran, Geras, Gertakak, Gerzor, Gora, Gorvank, Gudrad, Gurokor, Hachrat, Hakteg, Hinbar, Holbor, Horantok, Hortaga, Jakatag, Jamaneg, Jamuz, Jatkorg, Jedsel, Jonakel, Joruk, Kajakhat, Kakbozor, Kaltorb, Kanakel, Kantorg, Kardang, Kitbod, Klakoran, Klashtpok, Kogad, Koltaxi, Korbara, Korgad, Korzalak, Korzomal, Kozakang, Kozal, Kozjorak, Kozrof, Kozzag, Kragel, Krakalast, Krakor, Krang, Lagor, Lastak, Ledena, Lorkug, Lostani, Makstan, Marazak, Marjaz, Martorz, Marzor, Megad, Melzorki, Mingtele, Minto, Mistak, Mlakstan, Mora, Moralg, Morgslod, Morgslod, Mozag, Mozjat, Mozmak, Naxilik, Norteng, Nortag, Obash, Ongkajach, O'oupag, Orkeg, Ortele, Pengtak, Pentak, Portod, Radkog, Razvam, Rogog, Saggof, Sanjoz, Sigron, Sostale, Stagkan, Stalkoz, Stanjoz, Strelvak, Takav, Taksag, Tavtoki, Tikgak, Timak, Tiztod, Tongkal, Torgad, Tortaz, Tozbod, Turgan, Ubblag, Umgar, Umral, Uttog, Vankadak, Vorvod, Worshkt, Xartoz, Xarjaza, Xenang, Xoroho, Yadjak, Zakstan, Zaleda, Zarkag, Zimak, Zlemazh, Zuzorek.

Sample enlo names

Aggle, Badass, Bandage, Biter, Bizzle, Bold, Chanter, Checker, Chet, Comere, Dodger, Doddod, Feeder, Gmilk, Hider, Karch, Looker, Lugger, Morb, Neep, Onehand, Pupil, Reader, Rockeater, Quik, Shest, Shooter, Shoulder, Six-tooth, Slub, Sneaker, Squek, Swimmer, Thinker, Voom, Watcher, Zip, Zizzal

Sample uzdo names

Arng, Belk, Chag, Chazh, Dask, Gror, Gudt, Herzt, Jang, Jarr, Kark, Kdang, Kog, Kolz, Lagt, Marg, Mraz, Parz, Penk, Tork, Tvar, Yad, Zard, Zor, Zorg, Zost

OCCUPATION KEYWORDS

Basic occupations are used only at the start of the game (during character creation) or when the narrator needs a template for narrator characters. There is no 'path' needed to go from one occupation to another; an uz hunter could, over the course of many experiences and adventures, eventually become a Death Lord of Zoran Zoran.

Uz tend to be 'generalists,' and uz society has relatively fewer occupations than a human society. The vast majority of adventuring heroes and narrator characters alike would fit into one of the occupations given here. A few regions have special or unique occupations that are not provided here.

Any of the basic occupations (except Mother) are open to both male and female uzko, in theory. Females, however, tend to exclude most males from training as shamans; and few females are allowed to risk themselves as warriors. Players may escape these strictures, but other uz may be surprised or prejudiced by their choice. Enlo and uzdo have limited roles in uz society, and may only choose from their respective lists.

The deities listed under Magic are the most common and acceptable for that occupation. It is possible for uz to worship a deity with no relation to her occupation, but it is unlikely a brewer, for example, would worship Zorak Zoran. Most uz focus their attention on the Korasting animist tradition and worship their ancestors.

UZKO BASIC OCCUPATIONS

Uzko enjoy the most freedom of action in uz society. If your uz is from a civilised land (such as Dagori Inkarth, Guhan, Halikiv, Yolp or the Shadow Plateau), you may choose from the occupations below. If your uz is 'wild,' you should normally choose only from Hunter, Mother and Shaman. Even in civilised uz lands, most uz are hunter-gatherers.

Brewer

Uz brewers are famed throughout Glorantha for the delicious and magical alcohols and beers that uz relish and other races fear. A brewer might just brew for the members of her clan, sell drinks in a bar, or even enjoy regional fame and trade casks of her brew across the land. Uz brewers must be prepared to defend their products from thieving enlo and uz; some recipes call for esoteric ingredients that the brewer must venture forth to find. Such tasks are often given to younger apprentices, particularly when materials like snow from Stormwalk Mountain or leaves from an aldryami fighting tree are required.

Some of the most famous liquors include erosion ouzo, drive careful wine, old rotgut, skullbuster, powzie! and rainbow delight; hundreds of others are known. Many uz liquors have magical properties; most are poisonous to non-uz.

Mundane Abilities: Analyse by Taste, Brew Beer, Brew Uz Drinks, Evaluate Ingredients, Evaluate Uz Drink, Stir Without Tiring.
Typical Personality Traits: Obsessive.
Typical Relationships: To customers.
Magic: **Argan Argar** or Korasting.
Living Standard: Prosperous.
Equipment: Workplace, vats and tubs, ingredients, 1-3 worker enlo assistants, several casks and jugs of the finished product.

Crafter

Crafters make goods to make life easier for the uz. In a big clan, they may specialise in making one special item like weapons; in a small, wild family they make all the tools and items their family needs. Most crafters fall in between. Uz make no distinction between males and females in crafts, respecting skill above all else: many value enlo earn their status through their skill with crafting.

A large clan of several hundred uz may have at least a leadsmith (who works with lead) and a skinshaper (who works with leather and fur). Prosperous clans have other crafters, such as bone smiths, chitin smiths, rockshapers, woodshapers and red(bronze)smiths, potters, sculptors, silkworkers, venombrewers and tailors. More specialised crafters may enjoy a prosperous lifestyle. Wild clans rarely have anything other than a skinshaper, woodshaper or rockshaper.

Mundane Abilities: [Craft], Evaluate Raw Material, Make Minor Equipment.
Typical Personality Traits: Clever, Patient
Typical Relationships: to patrons, to family and clan.
Magic: Choose the god best suited for your craft. Gadblad for lead and bronze smiths, Gorakiki if you make things from insects, Karrg for weapons and armour or **Korasting** as a default. In some clans, crafters may worship special spirits or ancestors who aid them in their work.
Living Standard: Common.
Equipment: Work area, finished and unfinished examples of your work, tools necessary to perform work, mace or other weapon, enlo slave.

Fisher

Uz fishers are rarer than hunters, but can be found wherever uz dwell near bodies of water. Their skills are considered more exotic than that of the hunter, and range from the sea-going fisheruz of Jrustela, the lake boatuz of Crabtown, to fishers of local streams. Fishers in larger bodies of water must defend themselves against hostile water monsters, which they regard as just part of the potential catch.

Mundane Abilities: Boating, Close Combat (Mace or Spear), Fish, [Lake or River] Knowledge, Make [Net, Line or Spear], Ranged Combat (Net or Spear), Swim.
Typical Personality Traits: Patient
Typical Relationships: to those you feed.
Magic: Kogag, Korasting or **Zong**.
Living Standard: Common.
Equipment: Clothing to protect you from the sun, mace, large floppy hat, fish knife; lines and hooks or net or spear. A crude small boat if fishing on a lake or coast.

Hunter

Hunters are among the most respected of uz, and the most important providers of food. Hunters are among the few who venture out into the light of day and the

terrible surface world. All creatures are fair game, from the smallest gnats to the great earthshakers. The favourite prey is the most dangerous: Aldryami and Mostali. Hunters often venture to the edges of uz lands and beyond, and frequently clash with humans and other non-uz. They are fierce guerrilla fighters, and in times of war serve as scouts, raiders and skirmishers.

Mundane Abilities: Acute Darksense, Butchery, Know Surface World, Motionless, Move Silently, Ranged Combat (Sling), Sense Foes, Set Trap, Track.
Typical Personality Traits: Comfortable in Surface World, Daring, Watchful.
Typical Relationships: To family.
Magic: Korasting or **Zong**.
Living Standard: Common
Equipment: Sling and knife; clothing to protect you from the sun's glare, large floppy hat; furs, skins and teeth; dwelling-place.

Home	Hunting Land
Dagori Inkarth	Sartar
Elder Wilds	Rival Elder Wilds!
Halikiv	Ralios, Aggar
Guhan	Fronela, Seshnela
Troll Rubble	Pavis Rubble, Prax
Blue Moon Plateau	North Pent,
Yolp	Lunar Empire
Komorandol	Kingdom of Ignorance
Valind's Glacier	North Pent

Insect Herder

Some clans raise herds of insects: as beasts of war, to make things from them, for their products – and always, as food. Insect herders guard against raiders and predators, tend illnesses and injuries, oversee enlo workers and direct the harvest. Herders must defend their charges when sluggish or sleeping in Dark Season, and contain them during frenzied periods of activity during Fire Season. Most herders work with only a few types of insects, but have a general knowledge of the many types uz raise.



Mundane Abilities: Butcher Insect, Dodge, Hold Insect, Know Insect, Ranged Combat (Sling), Track.
Typical Personality Traits: Patient, Watchful.
Typical Relationships: to family.
Magic: **Gorakiki**.
Living Standard: Common.
Equipment: Pole, sling, protective clothing for herding vicious insects; watch beetle or small flock of ham beetles or other insect, as appropriate for the clan's herds, and a place to keep your charges.

Mahout

Some uz clans breed giant insects or spiders to be ridden as steeds of war. These clans train special warriors to fight from insect back. Such warriors form elite cadres and are infamous among uz enemies: many of their steeds, such as the giant tarantula and giant praying mantis, are fearsome monsters in their own right.

Mundane Abilities: Close Combat (Mace & Shield, Mace), Command [Insect], Fight From Insectback, Insect Rider Tactics, Know Insect, Ranged Weapon (Sling or Javelin), Ride [Insect].
Typical Personality Traits: Brave.
Typical Relationships: to war gang leader, to mount. Some special mounts may be taken as Followers.
Magic: Boztakang, **Gorakiki**, Karrg, Orani Mor, or Zorak Zoran.
Living Standard: Common
Equipment: Armour, mace, shield, sling or javelins, worker enlo to tend steed, warrior enlo assistant, food for you and steed, giant insect steed, place to stable your steed.

Merchant

Merchants are the intermediaries of uz society, trading the goods of one clan to others and, in some cases, to non-uz. Some also negotiate other matters: brokering deals, arranging ransoms and negotiating with outsiders at their clan mother's behalf. Most uz merchants do not buy items from within their clan to sell within it, but in uz cities such as Crabtown and Laca there are 'shopkeeping' uz merchants. Among the uz, merchants are most familiar with human customs and most likely to know one or more human languages. Wandering uz merchants are known to travel between the uz strongholds, singly and in great caravans of pack insects.

Mundane Abilities: Bargain, Command Enlo, Fast Talk, Gauge Value, Identify Goods By Taste, Load Pack Insect, Operate in Daylight, Speak [Language].
Typical Personality Traits: Clever, Open to Foreign Ways.
Typical Relationships: to patrons, to family, to clan.
Magic: **Argan Argar** or Korasting.
Living Standard: Common.
Equipment: Trade goods, pack, exotic and flashy clothing, big floppy hat, obsidian sunglasses, giant beetle or uzdo slave or 1-3 enlo slaves.

Musician

Musicians chant in rituals, sing, and beat out the songs of the uz on their great drums. Musicians entertain the clan, and a few even travel to entertain other clans and tribes. Musicians also help enact uz rituals in dealing with the spirit world, beating out magical songs and chanting the proper lyrics.

Mundane Abilities: Be Louder, Create Epic Song, Loud Voice, Memorise Song You Hear, Play Drum, Sing, Sing Without Tiring
Typical Personality Traits: Boisterous.
Typical Relationship: to shamans who seek your aid in rituals; to audiences; to subjects of your songs.

Magic: **Hombobobom** or Korasting.
Living Standard: Common.
Equipment: Drums, fine robes, gifts of food from audience.

Mother

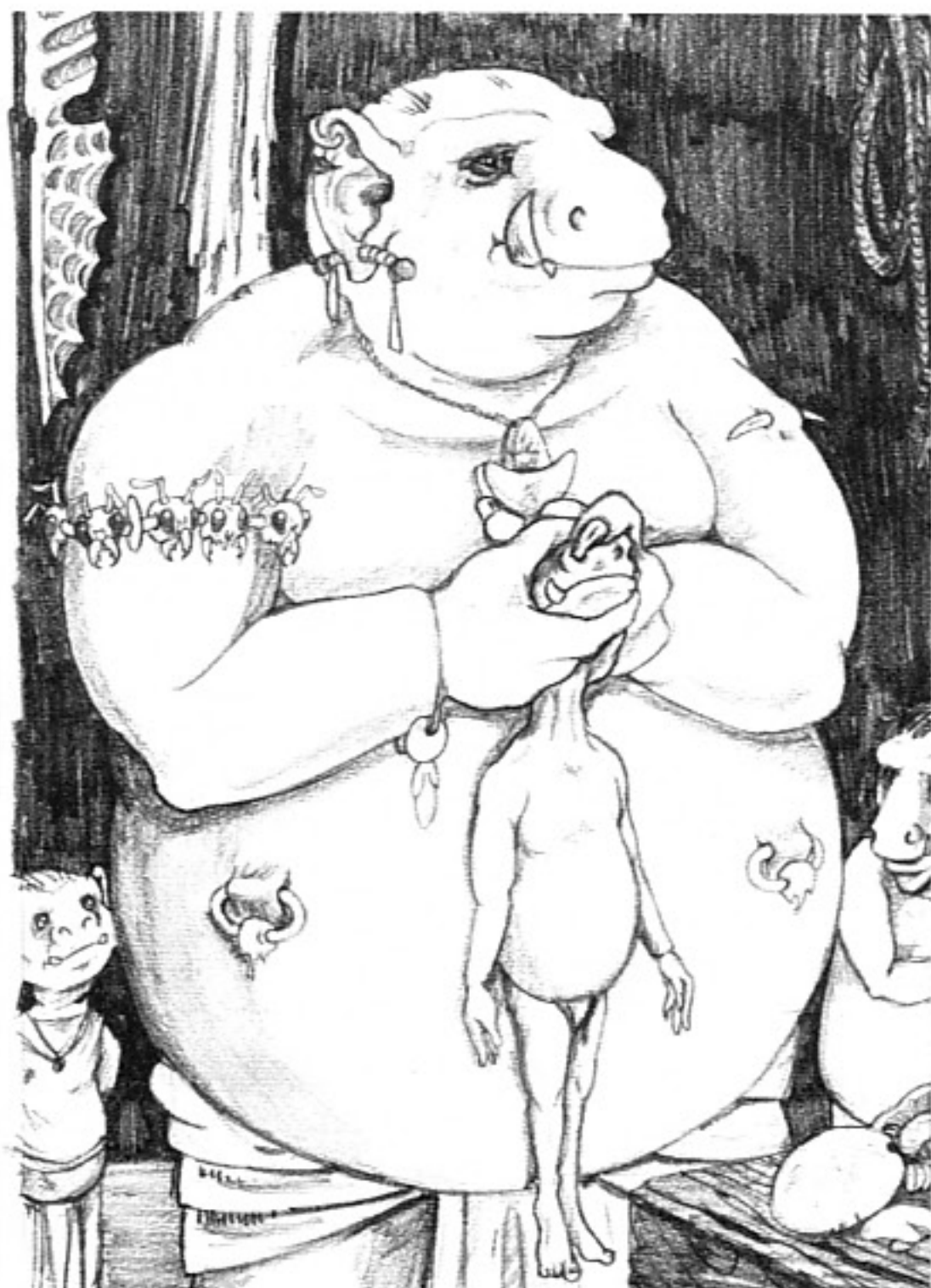
Fertile uz females are the most respected figures in uz society, and the most powerful. Young mothers are loved above all other uz, and live a sheltered life with their every whim catered for. Old mothers are feared above all, and through their daughters and sons command power and respect in uz society. While warriors may fight, it is the mothers who rule the clan and direct its politics.

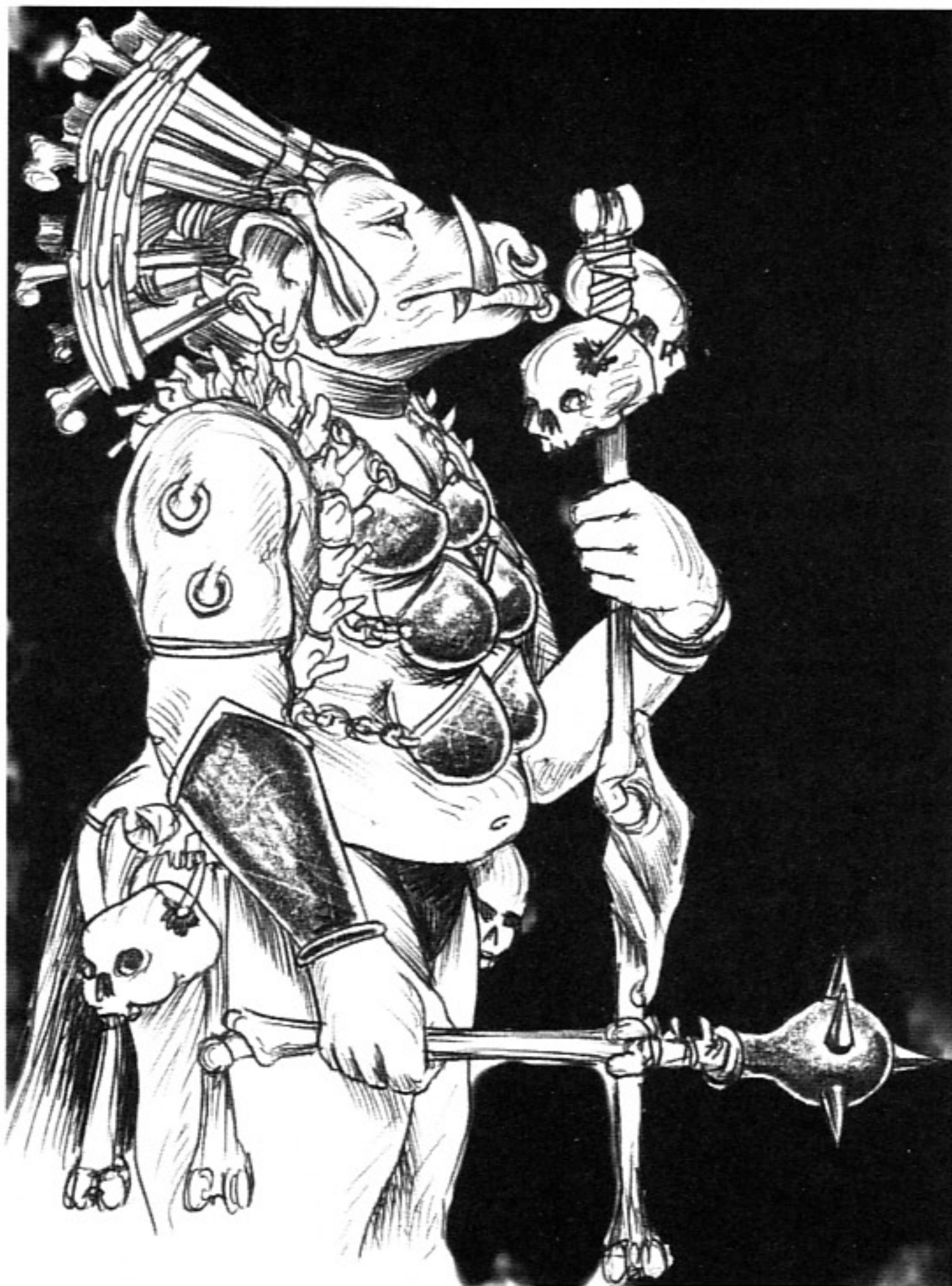
Mundane Abilities: Command Enlo, Command Husbands and Sons, Know Clan Customs, Smack Down Insolent, Speak with Authority, Withstand Pain.
Typical Personality Traits: Aggressive, Domineering.
Typical Relationships: to children, to family.
Magic: Xiola Umbar or **Korasting**.
Living Standard: Common for a young mother; an older mother with grown children will be prosperous.
Equipment: Much food, tools, gifts from family, a dwelling place commensurate to the size of her family, 1-3 enlo slaves.

Nurse

Komor is an evil place, full of creatures that hate uz. Every uz clan has many nurses, who heal the wounds inflicted by enemies, cure minor diseases and help mothers bring life into the world. Nurses also stand between the helpless and those who would harm them.

Mundane Abilities: First Aid, Gentle Touch, Midwife, Recognise Illness, Uz Remedies.
Typical Personality Traits: Empathetic, Protective, Maternal.
Typical Relationships: to clan, to patients.
Magic: Korasting or **Xiola Umbar**
Living Standard: Common.
Equipment: Bandages, medicines made from herbs, fungus, insects and more exotic substances, sunburn salve. A dwelling place, deep, safe and quiet, where you may treat patients.





Shaman

Uz shamans conduct rituals, summon ancestors, deal with friendly spirits and protect the family and clan. Usually, shamans choose their daughters or nieces to train as apprentices; it is rare for males to be trained as shamans, but male shamans are not inherently less powerful.

Mundane Abilities: Craft Fetish, Dance Summoning Circle, [Great Spirit] Tradition Knowledge, [Spirit] Practice Knowledge, Shamanic Escape, Spirit Combat, Spirit Sight, Spirit World Travel

Typical Personality Traits: Demented, Heartless, Scary.

Typical Relationships: to spirits known.

Magic: Choose a primary tradition from **Korasting** or Kropa, and a suitable practice appropriate for your region.

Living Standard: Common.

Equipment: Fetishes and ritual objects, dwelling.

Dance Summoning Circle

Uz do not draw their circles of summoning; they dance them, delineating the boundary of the Spirit World. A few traditions have other methods, as discussed in the magic keywords.

Trollball Player

Trollball is the favourite sport of uz, and any clan has at least a small sandlot team. Large clans may even have semi-professional teams supported by a Death Lord, Karrg's Son or a powerful mother. Further information

on Trollball and teams is given later in the book, but this keyword is appropriate for a semi-professional player or a full-time player in a known team but not one of the famous ones such as the Sazdorf Whackers and Tacklers or the Salt Lake All-Blacks.

Mundane Abilities: Betting, Catch, Close Combat (Brawling, Trollball), Fast Talk, Grab Enlo, Knock Over Foe, Ranged Combat (Throw), Run in Armour, Trollball Rules, Trollball Trivia.

Typical Personality Traits: Boisterous, Sports Fanatic.

Typical Relationships: to family, to team.

Magic: Karrg, **Korasting**, Vaneekara or Zorak Zoran.

Living Standard: Common. (The best semi-professionals may be prosperous)

Equipment: Mace, heavy armour, 1 enlo 'game ball' follower.

Warrior

Warriors defend their clan from enemies, and raid those who would cause harm to the clan. This includes traditional enemies like aldryami, humans, mostali and chaos creatures. It may also include other uz clans; raiding other uz, usually to obtain food, is not uncommon. Most uz can fight, but warriors are a picked élite who are supported full-time by the clan or tribe. Most warrior uzko fight as heavily-armed guerrillas who attempt to ambush and surprise foes when possible but who are able to form into units when necessary. Warrior uzko use swarms of enlo to wear down a foe, then commit themselves to the battle in a terrifying horde.

Mundane Abilities: Acute Darksense, Close Combat (Mace & Shield, Maul, Guerrilla-style), Command Enlo, Hide, Ranged Combat (Sling), Recognise Foe, Run on Broken Ground, Sneak.

Typical Personality Traits: Brave.

Typical Relationships: to clan, to wargang leader.

Magic: Boztakang, **Karrg**, Vaneekara or Zorak Zoran.

Living Standard: Common

Equipment: Armour of leather, furs, metal and insect chitin, mace, maul, shield, sling, place to sleep.

UZDO OCCUPATIONS

Uzdo are usually the slaves or servants of powerful uzko. Uzdo are sometimes intelligent enough to survive on their own, but very few can thrive without the direction of an uzko: even free uzdo usually attach themselves to an employer or friend. An uzdo's strength and size commands respect and fair treatment, however, even if it is a slave.

Labourer

Uzdo labourers haul burdens and perform simple crafts as directed by an owner or overseer. While not intelligent, an uzdo can work harder and longer than any uzko. Most are given rudimentary training in fighting, since their strength and size is valued in creating militias to defend clan strongholds.

Mundane Abilities: Carry Heavy Load, Close Combat (Maul), Work Without Tiring.

Special Skills: Two appropriate skills chosen by your owner

or overseer; you should choose these from one of the uzko occupations above in consultation with the narrator, or with your owner (if your owner is a player character). Keep in mind your character is too simple to perform many tasks: Brew Beer is unlikely, but Stir Without Tiring very appropriate.

Typical Personality Traits: Hard-Working, Surly.

Typical Relationships: to overseer.

Magic: Argan Argar, Karrg or **Korasting**.

Living Standard: Poor.

Equipment: Clothes; whatever tools or benefits your overseer or owner might give you.

Warrior

Uzdo warriors fight at the orders of an uzko leader. Uzdo are often chosen as bodyguards for their strength and size, or are formed into special squads that crush the enemy before their size and strength.

Physical Skills: Bodyguard, Close Combat (Maul), Hide, Ranged Combat (Throw Huge Rock), Pounce, Running.

Typical Personality Traits: Brave.

Typical Relationships: to wargang leader or to person you protect.

Magic: Boztakang, **Karrg**, Vaneekara or Zorak Zoran.

Living Standard: Common.

Equipment: Weapons, armour of furs, leather, metal and chitin, trinkets, place to sleep given to you by your leader or owner.



may oversee other enlo, work as skilled servants, or serve as sergeants commanding enlo warriors.

Mundane Abilities: Assuage Uzko, Bully Lesser Enlo, Fast Talk.

Other Skills: Two skills chosen by owner or representing unusual abilities; you could choose these from one of the uzko occupations above in consultation with the narrator, or with your owner (if your owner is a player character). Value enlo sometimes have enhanced physical abilities like *Acute Sense of Smell* that can be taken instead of as skill.

Typical Personality Traits: Bully.

Typical Relationships: to owner.

Magic: Beyond communal worship of Kyger Litor, your master will choose what you worship, based on your skills. Many enlo, even Value enlo, are not allowed to worship with the uzko.

Living Standard: Common

Equipment: Clothing, items and trinkets as given to you by your owner.

Warrior

Enlo warriors fight for their uzko masters. Most are trained as slinger skirmishes to harass foes on the battlefield, but some are trained as melee fighters. The cult of Argan Argar is famous for training elite units of spearkin, which are as good as many human warriors.

Mundane Abilities: Bully Lesser Enlo, Close Combat (Spear & Shield or Mace & Shield), Dodge Blow, Hide, Ranged Combat (Sling), Run on Broken Ground, Sense Foe, Sneak.

Typical Personality Traits: Stoic.

Typical Relationships: to wargang leader or to owner.

Magic: Argan Argar, **Karrg** or, very rarely, Zorak Zoran.

Living Standard: Common.

Equipment: Mace, shield, sling, armour, protective clothing for sunlight.

ENLO OCCUPATIONS

Enlo are nearly always slaves and servants. While many are not actively mistreated, their lives are directed by the whim of uzko masters. Enlo are moulded from birth into a submissive form and have strong personalities and spirit only when uzko decide it is useful. There are also many independent enlo who have fled their masters. However, they rarely prosper out of uz society: they lack willpower, know little of the outside world, and are viewed with suspicion by uzko. And uzko are *always* hungry.

Enlo heroes in uz lands are rare, but sometimes emerge as the servants or followers of mighty uzko. Independent enlo similarly sometimes manage to obtain power and ability to rival their uzko cousins. It may be wise, however, to consider the level of the campaign to determine if an enlo character is suitable.

Food

The lowest of all enlo, surviving only until an uz needs a meal. Such enlo are determined to have no worth by uzko, and may be small, weak, sickly, clumsy, stupid – or even too smart for their own good. Food enlo have minimal skills, and are not recommended for player heroes.

Value

Uzko recognise some enlo as having talents or skills making them worthy of some recognition. They are trusted above other enlo, given a little magic, and *almost* treated as the equal of the lowliest uzko. They

ADVANCED OCCUPATIONS

Advanced occupations represent goals for uz adventurers, or the occupations of typical uz leaders met as narrator characters. In a high-power setting, the narrator might allow players to choose these occupations during character generation.

Elder

Uz who survive many years in the Hurtplace, while showing the kind of strength, wisdom and cunning which earns them the plaudits of their ancestors may become elders of the clan or tribe. Sometimes honoured with the title of 'Upright Elders', they are the political leaders and repositories of traditional wisdom, settling disputes, deciding policy and sharing Dark secrets.

Entry Requirements: Impress your clan over a long life, with at least one relevant ability and a Relationship to the clan of 1w or better.

Mundane Abilities: Politics.

Typical Personality Traits: Conservative, Far-Sighted, Manipulative.

Typical Relationships: To clan or tribe.

Magic: Any.

Living Standard: Rich.

Benefits: Political and social influence.

Disadvantages: Very little personal time.

Equipment: Ample supplies of food, luxurious quarters, enlo slaves, uzko followers, an uzdo bodyguard.

Enlo Insect Pilot

Clans that raise flying insects train special enlo mahouts who fly their charges into battle. Insect pilots are skilled scouts and skirmishers, patrolling their clan's lands and harassing their enemies. Such enlo are given considerable toleration and respect, and form the pinnacle of enlo society.



Entry Requirements: Impress an uzko warband leader with your physical ability or flying skill.

Mundane Abilities: Bully Lesser Enlo, Fight From Flying Insect, Flying Insect Tactics, Good Sense of Balance, Ride Flying Insect, Ranged Combat (Sling), Trick Flying.

Typical Personality Traits: Arrogant, Boisterous, Brave.

Typical Relationships: To swarm leader.

Magic: **Gorakiki**, Karrg, Korasting, Vaneekara or Zorak Zoran. Vaneekara pilots are generally considered to be the élite.

Living Standard: Common.

Disadvantages: Very little personal time.

Equipment: Food, flying insect steed, sling, barracks space.

Retinue Member

These are veteran warriors chosen to be members of the personal retinue of a wargang leader. Such warriors are full-time fighters spared from hunting or other chores, fed and equipped by their war gang leader. Retinue members are constantly on patrol, at readiness or are assigned to bodyguard duties.

Entry Requirements: Leadership and combat skills in the 10w range, or selection by your ruler or cult hierarchy.

Mundane Abilities: Acute Darksense, Ambush, Close Combat (Mace & Shield, Maul, Guerrilla-style, one additional weapon or fighting technique), Command Enlo, Hide,

Ranged Combat (Sling), Recognise Foe, Run on Broken Ground, Sneak, Tough, Warband Tactics.

Typical Personality Traits: Veteran Fighter

Typical Relationships: to war gang leader.

Magic: Argan Argar, Boztakang, **Karrg**, Vaneekara or **Zorak Zoran**. Most uz wargang leaders are devotees of Karrg or Zorak Zoran.

Living Standard: Prosperous.

Benefits: War gang leader will equip and support you.

Disadvantages: Must obey wargang leader; little free time.

Equipment: Superior arms and armour, a superior and large living space, 1-3 personal enlo slaves, four uzko warrior followers or two uzdo warrior followers or eight enlo warrior followers in a personal guard.

Wargang Leader

You are the head of an uz wargang, and lead part of your clan's forces into battle. Most war gang leaders are chosen to command a group of uzko or uzdo warriors, or to oversee a swarm of enlo. Wargang leaders lead from the front and by example, rather than through careful organisation and commands. The most powerful war gang leaders are disciples of Karrg (Karrg's Sons) and Zorak Zoran (Death Lords), and lead their coreligionists into battle. Mercenary captains and bandit leaders are also war gang leaders.

Entry Requirements: Leadership and combat skills in the 10w range, or be selection by your ruler or cult hierarchy.

Mundane Abilities: Acute Darksense, Ambush, Close Combat (Mace & Shield, Maul, Guerrilla-style, one additional weapon or fighting technique), Command Warriors, Hide, Ranged Combat (Sling), Recognise Foe, Run on Broken Ground, Sneak, Tough, Warband Tactics.

Typical Personality Traits: Ambitious, Brave, Dominant.

Typical Relationships: to cult, queen or employer; to wargang;

Magic: Argan Argar, Boztakang, **Karrg**, Vaneekara or **Zorak Zoran**.

Living Standard: Rich.

Benefits: Superior equipment such as lead armour and weapons; cult, clan or employer will provide much food; ransom or revenge if taken captive or slain. Wargang members must give you all booty taken, which you redistribute. A place in your clan's councils.

Disadvantages: Varies by type. Disciples of Karrg and Zorak Zoran have their natural disadvantages. Bandit and mercenary leaders are mistrusted by other uz.

Equipment: The best weapons and equipment available, a place (if a member of a clan) in your clan councils, a war band of either 10-50 uzko, 5-10 uzdo, or 20-100 enlo, and either 4 uzko, 2 uzdo or 10 enlo as members of your personal retinue. Experienced, influential war gang leaders will have more personal followers: some prefer a crack squad of picked warriors, others a large mob.

KYGER LITOR

THE UZ DARKNESS PANTHEON

Kyger Litor is the Mother of the Men of Darkness, the uz. All uz are her descendants, and she forms the centre of worship in all normal uz lands.

When Yelm Painbringer invaded Wonderhome, striking down the innocent uz before his terrible presence, she led her children, other darkness gods and friendly spirits to the surface world. Sadly, her favourite daughter Korasting was trapped in the False Hell of Yelm, and the folk have declined since. The refugees established vast uz queendoms in Kyger Litor's name and erected huge castles of lead in which she incarnates. When Chaos invaded the world she and her followers were the first to take the field against them, and when the Great Compromise was made she was one of the deities that had to be consulted. Her children have declined since time began, since the loss of Korasting was further aggravated when the foul god D'Wargon attacked and maimed her, creating the Great Woe, the Curse of Enlo. Now mothers may undergo the horror of seeing their children mutated and shattered into twisted little monsters.



From Wonderhome, you may travel secret paths to the other Hells of the Underworld, travel to the Darkness Age, or drink from the Pools of Rebirth to be reborn in the mundane world.

Other Connections: Kyger Litor is, in uz communities, the first among the darkness gods. Other cults are expected to obey the theocracy her cult establishes. Lands which diverge from this pattern are seen as foreign and strange by most uz.

THE UZ PANTHEON

The uz have a rich and varied pantheon of goddesses and gods, spirits and other sources of magic and power. Kyger Litor is, of course, the Great Mother. Chief amongst her

pantheon are the Council of Eight (Korasting, Karrg, Vaneekara, Jakaboom, Jeset, Hombobobom and Boztakang).

There are two animist traditions whose power ultimately springs from Kyger Litor. The Korasting Tradition reveres uz ancestors, including the Jakaboom, Jeset, Hombobobom and Boztakang practices. The Kropa Tradition unites the animal spirits that crawl, scuttle and buzz. Other animist traditions revered amongst the uz include that of Subere of the Deep Dark Within.

Other uz deities in this book include Argan Argar, Xiola Umbar and Zorak Zoran. There are many more which have not been detailed, whose worship is rather more limited in numbers or spread. These include Zugorteg of the Dark Earths, Basko the Black Sun, Bat-Winged Quatanara of the Blue Moon Plateau and Himile, God of Cold. Then there are the uz deities worshipped in Pamaltela, which are also beyond the scope of this book, which is focusing on the uz of Genertela. However, many of these deities will be detailed in future Issaries books and may also be presented on their website.

Rarer than animist and theist worship are the mystic traditions (such as the Rage of Pure Hatred and Darkness Behind schools) and the sorcery practised thanks to the teachings of Arkat Kortagi.

There is also considerable regional and local variety. The relative status of different deities changes from place to place – Argan Argar is stronger in the lands once ruled by Ezkankekko, for example. There is also a bewildering variety of ancestor worship, local spirit cults and magical experiences.

KYGER LITOR

The Mother of the Men of Darkness

Entry Requirements: All uz worship Kyger Litor, even the enlo and those rare humans who are ritually reborn as uzko. Most enlo and some uzdo remain lay worshippers, but uzko will go on to initiate themselves to an aspect or one of the other deities of her pantheon. Only the most powerful leaders worship her directly as initiates or devotees. These rare uz act as her living Voice on Komor.

Great Secret: Regain Wonderhome. The worshipper discovers the path to Wonderhome, and can leave Komor behind to become one with Kyger Litor in paradise and bliss. The character is removed from play.

Worshippers: With only the rarest exceptions, all uz worship her, at the communal level, and through the worship of their ancestors and her children. Those rare uz who quit her worship are the objects of suspicion, mockery and ridicule by their fellows.

Manifestations: She is usually shown as an uzuz in the regalia of power. Her statues are chewed from rocks, and are always the largest statue present in any temple. In the Inner World, her presence can be felt in the great Kygerlith statues erected by the uz and the great Castles of Lead present in the largest lands. The rare shamans of Kyger Litor, the Great Mothers, are her walking embodiments and uz hold them in awe.

Other Side: Wonderhome is a dark featureless womb in the underworld. Kyger Litor resides in the centre, with her children and grandchildren clustered around here. Here, all uz can rest content, eating well and fearing nothing.



MIXING MAGICS IN THE UZ PANTHEON

The Underworld was a primal and powerful place, and in its darkness differences between souls and spirits, daimons and elementals, gods and saints were but dimly visible.

Kyger Litor herself is both Great Goddess and Great Spirit, and parts of Wonderhome even act as nodes, sources of pulsing stygian energies. Uz magic is distinctive in that it crosses over the usual boundaries between magic types, and a suitably potent troll could wield theistic, animist and even sorcerous powers at once.

Within the Council of Eight, there is no real difference apparent to uz, even though some follow the theist model and other animism. Presuming that they can find a shaman or priestess willing to help them, theist initiates can acquire fetishes and integrate spirits of their sister practices, while dedicated practitioners can sacrifice for Karrg and Vaneekara affinities as if initiates.

Outside the Council of Eight, uz can and do still mix their magics, but in this case the hero point cost to acquire any such abilities is doubled. There are also some special cases, such as Zorak Zorani, who must abandon animist magics at devotee level.

Between the Korasting and Kropa traditions, animists may acquire spirits and fetishes of the other tradition, but again at double hero point cost. There are other, independent traditions also found amongst the uz, especially the Subere tradition. These are treated as normal, separate traditions.

Mixing magics is common among uz heroes, albeit not necessarily ordinary uzko. However, as well as any game mechanic issues about hero points, acquiring powers or spirits also requires finding a priestess or shaman prepared to help. This will generally involve a test against a suitable Relationship, augmented perhaps by personal ability, Wealth (for gifts) or even judicious Intimidation.

Although uz sorcery such as that practised by the followers of Arkat Koztagi is not covered in this book, there is some similar scope for mixing magics between (uz-specific) sorcery, animism and theism.

For example, Krokpagok the Karrg's Son is essentially a theist, but he could acquire a drum fetish containing a song spirit from Hombobobom as if a dedicated practitioner. However, should he decide to try to integrate a Gorakiki beetle spirit, he will pay double the usual hero point cost.

SPIRITS OF RETRIBUTION

Each deity within the pantheon has their own Spirits of Retribution, such as Zorak Zoran's Hell Roar. Pride of place goes to those of Kyger Litor Herself, which wreak vengeance on those who break basic tenets of uzness and thus offend Her and their ancestresses. Chief among these are the Grey Furies, but there are also specialised and powerful individuals, such as Zorgor Uzkogor, who punishes matricides.

THE GREAT IMP

Rokotor, the Great Imp, is the trickster deity of the uz pantheon. In many ways, Rokotor is distinctly more malicious and unhelpful than equivalents such as Eurmäl of the Storm Pantheon. He – and he always represented as a male – represents disrespect of tradition, ancestry and elder wisdom. There are such relatively innocuous aspects as Rokpashuss the Silent Farter and Rokgolugag the Prankster, but one of the best known is Rokoemreeb, the Bad Husband. He appeals to those male trolls who fear their domineering women, who prefer to ignore their responsibilities, or who want to do whatever they want, and provides magics allowing males to ignore women. As such, he is a dangerous and un-uzish threat to the natural social order..



KORASTING

THE MOTHER OF MANY

The Korasting Tradition

Korasting was the first daughter of Kyger Litor and the most-loved. Together they spawned the other six great children, and Korasting went on to give birth to many great spirits, heroes and founders of uz dynasties. When Yelm invaded Wonderhome, trampling infants underfoot and burning the helpless with his evil light, Korasting was trapped by the evil god and the uz suffered; this was when the uzko, the pained folk, began to be born. Later, D'Wargon, a god of chaos created by light-worshippers ambushed Korasting and cruelly wounded her, and after that the enlo, the twisted little ones began to be born. Despite her great foes, Korasting still lives and through her uz can worship her Great Mother.

As befits her role as the Mother of Many, Korasting's is the main uz ancestral tradition. She has shamen of her own, but most dedicated practitioners and shamen will instead also be members of one or more of the ancestral practices. Jakaboom, Jeset, Hombobobom and Boztakang are the main practices within her tradition. In every case, their Fetch is an ancestress (or, rarely, a male ancestor) provided by Korasting.

Entry Requirements: Be an uz. Male uz are accepted in this subcult, but it is quite rare for them to be accepted as shamans of the cult.

Mundane Abilities: Appear Attractive, Command Males (for females), Command Offspring, Recite List of Ancestors, Survive Terrible Pain.

Virtues: Enduring, Maternal.

Traditional Spirits: Darkness Spirits, Shades, Ancestor Spirits

Special Spirits: Great Ancestors

Spirit Allies: Great Ancestors

Fetishes: Korasting shamans make their fetishes from pieces of their bodies, or the bodies of other worshippers: bones, skin and hair. Pieces of dead uz ancestors are especially prized for this, since certain pieces of uztagor bodies have magical powers. Medicine bundles are preferably made from the hair, skin or skull of a direct ancestor if such parts are available and the ancestors will agree to it.

Secret: **Incarnate Korasting.** The shaman achieves unity with the Mother of Many and is removed from play.

Worshippers: Troll mothers and all trolls who seek the wisdom and power of their ancestors.

Manifestations: Korasting's statues are carved in the form of voluptuous uzuz with exaggerated breasts and hips. Whenever you give birth or see a young uzko child, you can feel her presence.

Other Connections: Korasting's worshippers are often the most powerful uz in a given region. While all uz venerate ancestors, her tradition has the strongest ties to the ancient ancestors. Uz Great Mothers are often, but not always, worshippers of this aspect.

Special Spirits of the Korasting Tradition:

Great Ancestors

These are powerful ancestors who may bestow special magics to those able to contact them. There are also the Sacred Ancestors, as discussed below, who provide access to whole groups of spirits of magics. It is also possible to incarnate them, but such magic is the stuff of heroquests and not detailed in this book.

Great and Sacred Ancestors

Ancestors are of primary importance to uz life, faith and politics, and the Sacred Ancestor of each major troll community still has an impact on local magics.

Gore and **Gash**, for example, are famous uzuz who founded Dagori Inkarth. While usually worshiped in a Spirit Cult, there is one tribe and several clans in Dagori Inkarth who revere them as primary ancestors, where they provide spirits of Leadership and of Finding New Ways.

Under Valind's Glacier, the uz of Boztakang's Kingdom also worship **Betakang**, a son of Boztakang. He provides Biting Spirits, especially Ice Eaters and Chaos Biters. The uzhim prefer **Heynoona the Swimmer**. A grandson of Boztakang, he is credited with teaching the uz how to survive in their frozen tundra: he invented snowshoes, was the first to eat ice, and was the first uz to swim in the icy waters to harpoon seals.

In the Elder Wilds, uz revere **Yurrg**, a son of Karrg, who was the first uz to master (and eat) a dinosaur and now provides spirits able to overcome these mighty beats.

In Halikiv they remember **Halidempu**, called Victor Over Water. She led an army of uz in the Darkness, defeated Oslir and led her people over the mountains. In Ralios she dug out a birthing cavern and bore the first generation of the Surface World, to whom all the great uz of Halikiv trace their blood. Her worship follows the theist style, with the affinity Victor Over Water (Darken Water, Dismiss Undine, Drink Water Magics).

In Jrustela, they worship **Kogag**, who is described elsewhere in this book. Why Kogag is revered instead of Gargankot Broken Tooth (who led the trolls to Jrustela) is unknown at this time.

The Kaggroka Tribe of Pavis have a special relationship with their great ancestor **Gerak Kag**, who led them to the Big Rubble and destroyed the human city so that it could be their home. He is discussed under Karrg.

Hachrat Blowhard was an uz in the Second Age who worshiped Orlanth. He is revered in the Yolp Mountains, even though he founded only one of the tribes there, the Xen Tribe. His worshippers access the Dark Wind affinity (Blow Harder, Darken Wind, Strength of the Wind).



JAKABOOM

THE DANGER IN SHADOWS

The Jakaboom practice

Jakaboom was the first uz shaman, the first being to make sense of the separation of spirit and body the folk encountered when they reached the surface. She was the first to deal properly with Dehore, and the first to explore the methods of controlling non-darkness spirits as well. She carved the first fetish, summoned the first spirit, and sang the first song of power as Hombobobom beat on a drum.

Entry Requirements: Must already be a shaman.

Mundane Abilities: Chant, Dance, Jakaboom Practice Knowledge, Know Spirits, Mythology of Jakaboom, Sing [Ability] Power Song, Understand Strange Spirits.

Special Ability: **Sing Power Song** Power Songs are a special ritual unique to the Jakaboom practice. The shaman may, before venturing into the Spiritworld, prepare herself with a Power Song. There are many such songs, each of which (when sung correctly) gives a bonus in encounters with a specific type of spirit. The shaman receives a bonus equal to $\frac{1}{4}$ of the Secret rating against a particular kind of spirit specified beforehand. Each Power Song is learned separately.

Virtues: Fearless, Inventive.

Traditional Spirits: Darkness Spirits, Night Spirits, Fear Spirits, Ancestor Spirits.

Special Spirits: Dehori

Spirit Allies: Dehori, Foe-Cursers.

Fetishes: Jakaboom shamans make their fetishes out of lead objects or in the scars they carve on their bodies. Their medicine 'bundles' are bits of lead, which are then thrust into their bodies. Powerful shamans may have dozens of piercings.

Tradition Secret: Jakaboom's Daughter. The shaman is spiritually connected with Jakaboom, providing a bonus of $\frac{1}{4}$ of the ability to any magic attempts to travel into and through the Underworld and to contact spirits there. It provides no bonus to attempts to leave the embracing Darkness of the Underworld.

Worshippers: Worshippers of Jakaboom are always shamans, focused on the spirit world.

Manifestations: Jakaboom's statues always portray her dancing, and are usually carved from exotic magical materials that depict her properly to darksense. All uz shamans smell of her presence, no matter who they may worship.

Other Connections: Jakaboom learned many of her secrets from Subere the Hag of Hell, and her shamans often have good relations with the latter cult.

Disadvantages: Shamans will be hated by spirits of other elements, though they may still attempt to control them.

Special Spirits of Jakaboom:

Dehori

Might: 10 - 10w3

There are actually many different types of Dehori spirits, all pieces of Dehore after he divided himself into many parts. Each Dehori thus has one of the abilities Dehore



once had. Some are effectively elementals (also known as shades or dadami), others dark daimons (xenthi), but most are spirits, with powers such as Cloak of Darkness and Black Curse.

OTHER SPIRITS

The uz live a life in both the mundane and the Otherworld, and are aware of the many spirits around them, from their stern and demanding ancestors to traditional enemies who try in vain to usurp their birthrights and rend their souls. Uz shaman can thus contact or control many other otherworldly beings. Some are elemental in nature. In the north shaman commune with the Hioa, the glacier spirits, while those who would travel the Adzurana may need to placate the Dark Water Elementals. There are also many Enemy Practices, through which uz may learn how to resist, placate or destroy such foes as the Nehkoar, the Children of Burning Pain.

JESET

THE FERRYMAN

The Jeset Practice

Jeset is the Ferryman of the Dead; each night he sails on the darkness throughout Glorantha to collect the spirits of dead uz, the uztagor. During the day, he poles his boat through secret eddies of the River Adzurana to Wonderhome, where the dead find bliss. His worshippers are few, but important in allowing uztagor to reach Wonderhome quickly and without suffering.

Entry Requirements: None, although worshippers are usually selected by the Great Mother or shaman, or are born into a family that traditionally worships Jeset.

Mundane Abilities: Jeset Practice Knowledge, Memorise Feats of the Slain, Pole Boat, Prepare Corpse, Sing Death Chant.

Virtues: Patient.

Traditional Spirits: Darkness Spirits, Fear Spirits, Hell Spirits, Night Spirits.

Special Spirits: Edzaroun Spirits

Spirit Allies: Spirits of the Dead

Fetishes: Fetishes are made from pieces of the uz's own body, such as hair, teeth, bones and skin. Medicine bundles are made from woven hair, and often the shaman may remove key parts of their body here, to gain power in the Spirit World.

Secret: Appease Jeset. The shaman may, upon dying a violent or otherwise untimely death, make one attempts to appease Jeset, against a resistance equal to the number of AP the shaman is below 0. The shaman may sacrifice mundane or magical abilities to augment the secret's rating,

for a bonus equal to $\frac{1}{4}$ the ability sacrificed. If successful, the uz is returned to life, albeit hurt and unconscious, and having lost the sacrificed abilities.

Worshippers: Uz who seek an easy path to the Other Side for themselves and their families.

Manifestations: Jeset is portrayed as a cowled, faceless uz with an outstretched hand and a boat-pole. His statues are chewed from rock, then sanctified with a few drops of the River Adzurana herself. Whenever you think of death or Wonderhome, you may feel the warm fingers of Jeset plucking at him.

Other Connections: Jeset's is, of uz practices, the most hostile to the creation of undead, and often finds itself in conflict with Zorak Zoran worshippers. Where the latter cult is strong, Jeset shamans find themselves in reduced social and religious circumstances.

Disadvantages: The cult provides little mundane power or prestige, although all accept it is important and necessary. Where other shamans may be prosperous, a shaman of Jeset may have only a common lifestyle.

Special Spirits of Jeset:

Edzaroun Spirits

Might: 10-5w2

These spirits are tiny rivulets of the 'Garotte of the Gods,' and are used to punish special foes of Kyger Litor that desecrate the spirits of the dead such as Kodzuru (vampires), matricides, and enemies who bind the spirits of dead uz into sacrifices and magical items against their will.

HOMBOBOBOM

THE GREAT DRUMMER

The Hombobobom Practice

Hombobobom is the great drummer of the uz. She discovered music when she beat on a rock, and discovered drums when she beat on the shell of a beetle she had just eaten. When the Great Enemy came to Wonderhome, she made magical songs to try to keep him out. Her music then kept the uz together when they fled to the surface. She taught her magic songs to the uz, a source of magic and simple joy ever since.

Entry Requirements: Impress a shaman or Great Mother with your drum playing ability.

Mundane Abilities: Chant Without Tiring Craft Drum, Hombobobom Mythology Hombobobom Practice Knowledge, Play Drum, Play Drum Without Tiring.

Virtues: Musical, Supportive.

Traditional Spirits: Darkness Spirits

Special Spirits: Song Spirits.

Spirit Allies: Song Spirits.

Fetishes: Hombobobom shamans almost exclusively use their various drums for their fetishes, although several spirits might be bound into different parts of one drum. Medicine 'bundles' are special drums made from items

gathered from the Other World, such as the skin of a shade and wood from groves that have never seen light.

MUSIC

Just as uz have a sense of taste that is far superior to that of humans, so too is their sense of hearing – an extension of their darksense ability. Uz are able to hear a small range of sounds that are 'subsonic' or 'supersonic' to humans. In addition, uz are able to distinguish between sounds, rhythms and pitch much better than humans. Uz love music, and have a rich musical culture. Many uz learn to sing or play instruments for the many rituals and magics that demand them. But many learn, too, for the sheer simple enjoyment. There are many stories of humans who travel among the uz and are shocked to discover that a crude, brutish, savage uz will take as much delight in possessing a sweet, clear voice as in combat prowess.

Secret: Hombobobom's Beat. The shaman harmonises with the cosmic beat of Hombobobom's Heart-Drum. So long as the shaman continues to play her drums without interruption, she receives a bonus of ¼ the secret's rating to all spirit-related powers, including those of her Song Spirits.

Worshippers: All uz drummers worship great Hombobobom as they beat out her rhythms on their drums.

Manifestation: Homobobom is sometimes portrayed as a statue, beating on a drum; or sometimes as the drum itself, pulsing with the rhythms of the cosmos. Wherever you hear music, you feel Hombobobom pulsing in the air around you.

Other Connections: Hombobobom worshippers play impor-

tant roles in the rituals of the other traditions of the Seven Sacred Ancestors. They are also much loved by all uz for their music.

Special Spirits of Hombobobom:

Song Spirits

Might: 10-1w2

These special spirits each correspond to a different specific skill, feat or spirit known to the uz. They inhabit a shaman's drum and while the shaman plays the drum, one can be used to enhance its specific ability for all uz (or Kyger Litor worshippers) within hearing distance of the drum. The augmentation is either +1 to the listener's target number for every full 10 of the spirit's Might or +5 AP.

BOZTAKANG

CHAOSFIGHTER

The Boztakang practice

Boztakang is the slayer of Chaos, who protects the uz against this hated foe. As an infant, he plugged the first leak through which the evil stagnation of chaos slithered into the universe. He later killed many chaos monsters, and ripped secret methods to kill chaos out of Arrquong, a chaos god he erased from creation. Uz who often fight chaos worship him, and all warriors hold special rituals in his name before fighting broo, gorp or similar horrors.

Entry Requirements: None.

Mundane Abilities: Chaos-Fighting Tactics, Dodge Blow, Ranged Combat (Throw Rock), Recognise Chaos Disease, Stand and Fight, Treat Chaos Disease, Understand Chaos Powers.

Special Ability: Cleanse Chaos Taint. This is the mundane ability to remove the traces of chaos by washing, scraping, burning, etc. It is mainly used for such purposes as cleaning weapons of the gore of vanquished foes - it could be used for greater purposes, but this will generally be extremely time-consuming and facing a huge Resistance.

Virtues: Hate Chaos, Protective.

Traditional Spirits: Darkness Spirits, Ancestral Spirits, Hate Chaos Spirits (such as Hate Broo, Hate Harpy, Hate Gorp, etc.)

Special Spirits: Razkanko, Boljaanko, Habkando, Kridarola

Spirit Allies: Hate Chaos Spirits

Fetishes: Boztakang shamans make their fetishes from stones found underground, uz teeth, and the bodies of their slain chaos foes. Medicine bundles are usually made from the skin of a slain chaos foe, stitched together with their hair and using a needle made from one of the shaman's teeth.

Secret: Boztakang's Rage. Permits the shaman to carry out one Final Action when fighting Chaos, even if this would not normally be possible. Can also be used to augment any attempts to resist Chaos powers, by 1/10th of the secret's rating.

Worshippers: Any uz who seeks special chaos-fighting magics. His cult is strongest among uz living near chaos infestations.

Manifestations: Unusually, Boztakang is not usually represented by a statue. Instead, the used rock fetishes are carefully recovered and his face is gnawed into the fetish. These are then stacked, so the accumulated collection testifies to the glory of the god. Wherever you kill a vile chaos enemy, you feel the strength and approval of Boztakang.

Other Connections: Relations with the cult of Zorak Zoran are sometimes good where the latter cult also sees chaos as its chief foe. In some regions worshippers may have contacts or friendly relations with human chaos fighters as well, such as Urox.

Disadvantages: Worshippers are expected to actively seek out and destroy chaotic foes, and often have short lifespans.

Special Spirits of Boztakang:

These spirits will only affect a chaotic opponent. Uniquely, each spirit is held in rock fetishes and the fetish must strike a target for the spirit to be released. These spirits were parts of Arrquong that Boztakang tamed and enslaved.

Razkanko Spirits

Might: 10-15w.

When their fetish strikes a chaotic foe, the spirit will emerge and attempt to rip the foe into several pieces, effective against all but gorp and walktapi.

Boljaanko Spirits

Might: 1w-5w2

These spirits weaken and reduce chaotic foes by draining their APs; if they overpower their foe in spirit combat, the foe loses APs for the rest of the episode equal to the spirit's Might.

Habkando Spirits

Might: 20w-15w2

These powerful spirits will completely cancel out one chaos feature of the foe they strike if they succeed in spirit combat. This cancellation will last for the rest of the episode.

Kridarola Spirits

Might: 12-15w

These spirits are unique in that their fetishes must be thrown at an uz; the spirit will emerge and restore APs equal to their might. Also uniquely, the fetish cannot be thrown by an uz for the magic to work, and they must rely on uzfriends and coercing humans to use these items for them.



KROPA

THE MOTHER OF MANY

The Kropa Tradition

Molakka is the Mother of Mollusks, first of Sokazub's daughters. From her spirit part was born a new child, Swems the Great Worm, and from the spirit part of Swems emerged a new child, who crawled onto the first speck of land to emerge from the dark waters of the First Ocean. This was Kropa, the Mother of Many, who had an armoured body, sharp claws, and biting mouthparts to ensure her survival in this new and dangerous realm.

Like her ancestresses, Kropa had a spirit part and a mortal part. From her mortal part were born centipedes, millipedes, and other strange creatures, many of which are no longer known today. But more important are the children of Kropa's spirit. Although her spawn are many, only a few are well known. First came Orani, Mother of Spiders. Then came Borukug and Frestakels, who travelled back to the waters from whence their mother had come. Their mortal parts spawned the crabs and the shrimp, respectively, but their spirit parts were too small to generate further creatures. Gorakiki, the most prolific, whose children spread throughout creation. Finally, Krolar was spawned to be the guardian of the remaining powers of Darkness during the Great Darkness, within the light of the Enemy, in the ashes of Wonderhome called Death Hell.

The Kropa Tradition unites the practices of her many children, and most shamen will primarily follow the ways of one of the constituent practices. Shamen may contact and bind spirits from within the tradition at no ex-

tra cost, although it would be rare for there to be such connection between Orani Mor and Gorakiki without some good mythic or story-driven reason.

Entry Requirements: None.

Mundane Abilities: Kropa Tradition Knowledge.

Virtues: Fecund, Hungry.

Traditional Spirits: None: shamans join specific practices to acquire specific spirits.

Fetch: Mother Spirit.

Fetishes: With no traditional spirits, followers of Kropa rarely have fetishes. Medicine bundles are loose rope sacks containing the shells and parts of Kropa's children the shaman has killed and from which the sacred parts have been removed and ritually consumed.

Secret: Become Kropa. The worshipper can take on Kropa's form (albeit rather smaller), as per the Hsunchen rules.

Sacrifices: Food is the typical sacrifice for all of Kropa and all her descendants, fed to a giant and sacred representative creature.

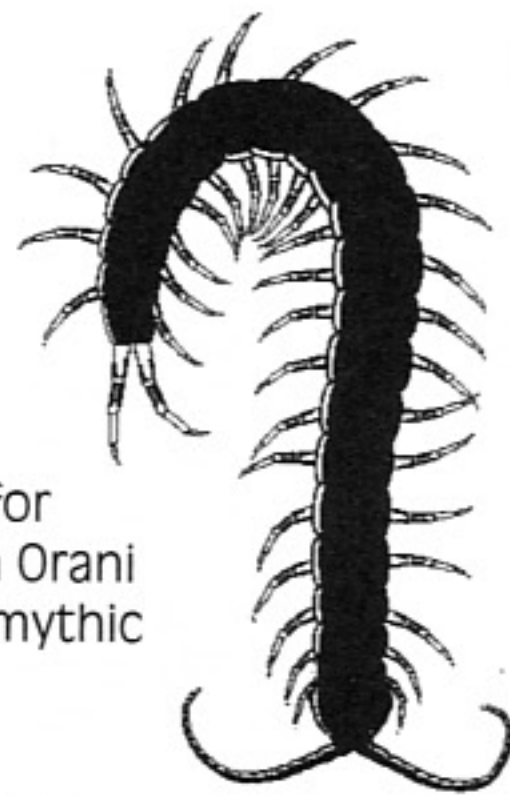
Manifestations: Kropa is never represented in natural form – instead, all manifestations only show one part of her, whether a rending claw or a dark birthingvent, crudely shaped in stone.

Worshippers: All those, uz and insect, who worship or wish to placate her or any of her descendants.

Other Side: Kropa's Teeming Island still floats amidst the darkness of the Underworld. From it, magical routes lead to the nests and lairs of all Kropa's children and grandchildren, as well as the Darkness Age.

Other Connections: All Kropa's descendants owe reverence and respect to the Mother of Many.

Disadvantages: Many humans strongly dislike and fear this cult and its worshippers.



ORANI MOR

SPIDER MOTHER

The Spider Practice

Orani Mor, also known as Aranea, is the Spider Mother and elder sister of Gorakiki. She was born in the Age of Creation when the world was young and inherited a vast mystical nature that she has kept, even into Time. Even humans recognise this. Of all Sokazub's spawn, only Orani has ever looked past her next meal, at the secrets bound into the Web of the Cosmos. In Wonderhome, she was a peaceful entity, but the coming of Yelm drove her down dark and secret paths in her flight. In the farthest reaches of Hell she bargained with Subere, and learned secrets to prey on the helpless and weak to ensure her survival. In the depths of the dark waters she bargained with Adzurana, and learned to discern the true soul of others. Later, she taught these secrets to uzko on the surface who shared something of her nature. Her mor-

tal spawn are the spiders, and whose other children are vast spirits unknown even to the Uz.

Entry Requirements: Must be a spider or an uzko. Uzko will be rigorously examined by a priestess to ensure their fate fits the schema of the cult.

Mundane Abilities: Brew Poison from Spider Venom, Craft Net, Fight with Net, Grapple Foe, Jumping, Orani Mor Practice Knowledge, Spider Lore, Tend Spider, Weave Spider Silk.

Virtues: Aloof, Crafty, Patient, Pitiless

Traditional Spirits: Darkness Spirits, Spider Spirits (such as Cling to Any Thing, Envenomed Bite, Many-Legs, Spin Web, Spider Senses). Such spirits enhance and may enlarge spiders when integrated into them. One favoured tactic of the cult is to use such spirits to possess enemies, trapping them in the form of a giant spider.

Fetch: Usually a preferred power spirit of the spider type exemplifying the character, such as a Black Widow Spirit, Jumping Spider Spirit, Wolf Spider Spirit, etc.

Fetishes: Fetishes are usually formed by scarification of a body location associated with the spirit. Medicine "bundles" are kept within the shaman's own body in a secret place only she and Orani Mor know.

Secret: Become Spider. The Orani worshipper takes a specific spider form that matches their soul (and is chosen by Orani herself). Different forms may be present within the same worship group (one worshipper might be a tarantula, another a lynx spider, another a web spider, etc.).

Worshippers: Her worshippers are generally rare, and limited to a few families or small clans where her tradition is known. Such groups, however, usually welcome outside uz who possess the right 'fate.'

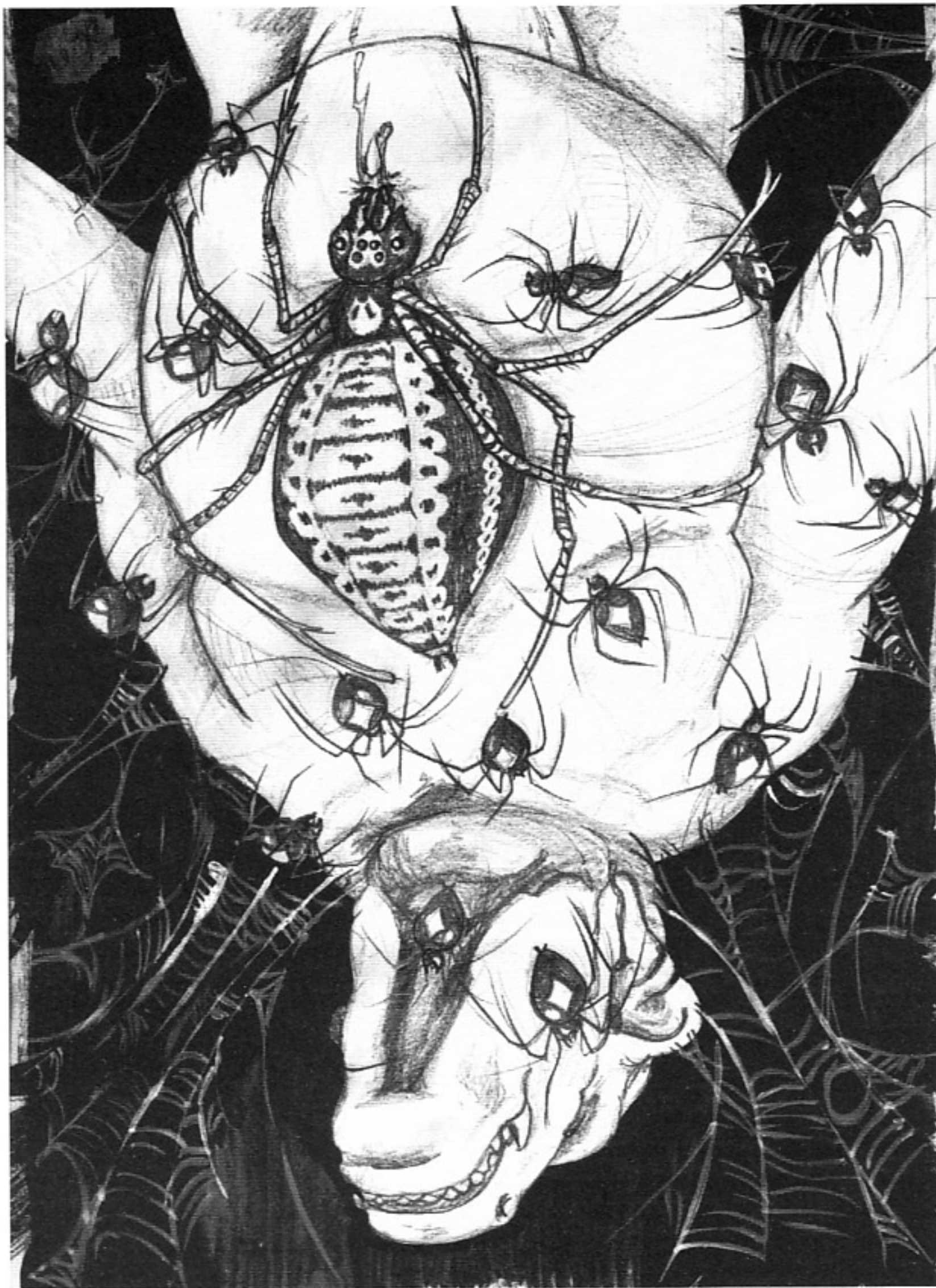
Manifestations: Uz carve her image in soft round rocks, with a hole bored for the mouth and legs joined to clasp a victim.

Sacrifices: Living food is sacrificed to Orani Mor, who hunts their souls on the Other Side. Her worshippers are allowed to claim the mundane husk left behind.

Other Side: Orani spins her vast webs in the secret crevices of the Spider's Hell; no uz outside her cult is quite sure where this lies in the Underworld, though some suspect it lies in the Grey Hell. From there her worshippers can find paths to everywhere else in the Other Side, and hunt souls throughout the Spirit World, the God World and even the Sorcery World.

Other Connections: In Dagori Inkarth, the cult of Orani is close to the cult of Cragspider the Firewitch.

Disadvantages: Initiates should not harm spiders, and devotees may never harm spiders, even in self-defence. Many cultists of Gorakiki and insect spirits hate Orani worshippers.



GORAKIKI

MOTHER OF INSECTS

The Gorakiki Practice

Gorakiki is the mother of all insects and the most prolific of Kropa's spawn. She was a servant in Wonderhome, but when she fled to Komor she declared herself there to be no longer a slave, but a leader. She gave her secrets to her children, who thrive on the surface and invaded every realm. Gorakiki's first spawn remained underground with her, and still shelter in the dark; we call them bristletails, springtails, and earwigs. Her second spawn swam in the waters, and are dragonflies, mayflies, and water beetles. Her most numerous spawn crawled in and upon the earth; these are bugs, beetles, cockroaches, flies, and hundreds of other insects. When the wicked surface gods made animals of their own, some of Gorakiki's spawn fed upon them; these are the fleas, lice, and bloodgnats.

Some uz turned to her in the Exodus, and she shared her secrets of survival with them as well. Though her surface-born children are weaker and smaller than those she birthed in the Underworld, she is a powerful spirit

and known in some form to most cultures, uz or no. The uz know her secrets best, however, and in their lands insects are raised for beasts of burden, to obtain materials for crafters and, of course, to eat.

Entry Requirements: None.

Mundane Abilities: Gorakiki Practice Knowledge, Insect Knowledge.

Virtues: As per the aspect worshipped

Traditional Spirits: Insect Spirits from the worshipper's aspect and from friendly aspects. Generally, shamans of predatory insect aspects (like mantis) can summon few other types of insect spirit.

Fetch: An appropriate Spirit of the aspect.

Fetishes: Fetishes are made from parts of insects, emulating the ability the bound spirit might grant. A spirit of flight might be bound in piece of wing, for example. Medicine bundles are made from a sacred part of the insect worshipped: bee shamans, for example, may hollow out a giant stinger.

Secret: Become Insect. The worshipper can take the form of an insect, as per the Hsunchen rules.

Manifestations: Images of Gorakiki are usually made of mud in the shape of their aspect species, and are changed through the year. Egg-like spheres give way to grubs, which are then transformed into adult insect shapes. Some images depict a female uzko with an insect's head of the appropriate aspect. All insects are her children, and form part of her greater being.

Worshippers: Her descendants, both uz and insect. Other uz and even humans may offer her spirit worship to stay her wrath, or to obtain a fraction of her bounty.

Other Side: Each aspect of Gorakiki has its own Nest sheltered the sides of Wonderhome, a place of bliss where uz and insect worshippers alike feast on endless insect food. Each Nest has its own paths to other places; the Great Hive of the bees, for example, has paths to the Green Age.

Other Connections: Among wild uz, Gorakiki (in her shape within their aspect) is sometimes seen as one of the Seven Sacred Ancestors (replacing Korasting), and forms part of the Council of Eight. In the more civilised versions of the cult, as presented here, Gorakiki shamans usually learn the Korasting tradition as a secondary tradition. Argan Argar's cult is friendly, and Gorakiki often sell their insects and their products through it. Many animal spirits are enemies; Orani Mor, Gorakiki's sister, is a special foe.

Disadvantages: Some aspects dislike or fear each other, since Gorakiki's creatures eat each other as well. Many humans strongly dislike and fear this cult and its worshippers.

SAMPLE ASPECTS OF GORAKIKI

Gorakiki worshippers claim that there are as many aspects of Gorakiki as there are types of insects. But only a few dozen have any significant number of uz worshippers.

Bakatan Beetle-Mother

Bakatan gave birth to countless children, and of all the aspects of Gorakiki she boasts the most worshippers.

Mundane Abilities: Ride Giant Beetle

Virtues: Stubborn

Available Spirits: Beetle Spirits (Typical talents include Thick Carapace, Huge Mandibles, Skitter Quickly, Great Strength, Ignore Blow)

Other Connections: The many sub-types of beetle include some of the most valuable and useful insects tended by uz, and this aspect is among the closest to Argan Argar.

Disadvantages: Each local cult has its own unique beetle ancestor and through the secret takes a slightly different form. Thus, worshippers from one aspect will never be fully accepted by the worshippers of another.

Drounkija Fly-Mother

Drounkija's children are legion, but are less powerful than their cousins. She is worshipped in most, but not all uz lands.

Mundane Abilities: Sense Danger

Virtues: Cautious

Available Spirits: Fly Spirits (Typical talents include Fly, Dodge in Mid-air, Take Off Quickly, Smell)

Other Connections: Drounkija worshippers sometimes train enlo as pilots.

Disadvantages: Drounkija's spawn are among the weakest and puniest of the giant insects, and are the prey of many other types of insect and animal. Flies also produce few useful products besides their own meat.

Jikibir Bee-Mother

Jikibir's children are industrious and strong. Her cult encompasses an entire tribe in Dagori Inkarth, but is limited or non-existent in other uz lands.

Mundane Abilities: Harvest Honey.

Virtues: Brave, Industrious

Available Spirits: Bee Spirits (Typical talents include Work Effortlessly, Fly, Hover, Sting, Smell Flower, etc.)

Other Connections: In Dagori Inkarth, the Bee Tribe tolerates nearby Aldryami, who tend a forest of giant flowers. It is famed for its enlo bee pilots.

Disadvantages: Giant bees and bee spirits are, unusually for giant insects, generally dormant in Dark and Storm seasons when their source of food is limited.

Kolrang Locust-Mother

Kolrang's children drive all before them, devouring and destroying. She is worshipped by swarms of wild uz who live as nomadic pillagers.

Mundane Abilities: Eat and Eat, Fight From Locust Back, Ride Locust

Virtues: Ravenous

Available Spirits: Locust Spirits (Typical talents include Call Others in Swarm, Eat Without Stopping, Fly, Leap)

Disadvantages: Others, even other uz, fear and hate locust worshippers, who strip lands of all food they can catch seize from others.

Other Notes: The wild locust-riders worship Gorakiki as an ancestress; she mated with Kyger Litor, long ago, and some of her children were took the shape of trolls. They, and a few similar aspects, are very similar to human hsunchen beliefs.

Others

Asilak Moth-Mother, Drakokan Termite-Mother and Zerstorg Dragonfly-Mother are widely-worshipped and important aspects not detailed here. Other insect aspects known to be worshipped by uz include bugs, caddisflies, cicadas, earwigs, honeydews, lacewings, louses, mantises, mayflies, roaches, sawflies, silverfish, scorpionflies, springtails, stoneflies and walking sticks, but this is not all-inclusive.



KROLAR

SCORPION GUARDIAN

The Krolar Practice

Krolar is the ancestor of scorpions, and a guardian of the Underworld. He and his twin and mate were spawned during the Great Darkness, within the light of the Enemy, in the ashes of Wonderhome called Death Hell. Thus, they knew Subere and defended her realm until his sister-wife was devoured by a formless chaos god that absorbed its form and nature; it became Bagog.

Strengthened by Zugorteg and armed with Death by Zorak Zoran, Krolar wounded Bagog, weakening her. She wounded him in turn, and most of his children today are smaller and weaker than they were in ancient times.

Entry Requirements: Must be an scorpion, or be of a family that reveres Krolar as an ancestor. Zorak Zoran worshipping uz may join this cult if they slay a Bagog devotee as a sacrifice to Kralor.

Mundane Abilities: Close Combat (One Weapon), Dodge, Krolar Practice Knowledge, Scorpion Lore, Sting with Tail, Treat Poison.

Virtues: Fearless, Vengeful

Traditional Spirits: Scorpion Spirits (typically including such talents as Chitin, Fight After Death, Immune to Scorpion Venom, Pinch, Skitter Quickly, Stinging Tail, Venom).

Fetch: Scorpion Spirit.

Fetishes: Fetishes are always made from the dried bodies of scorpions, or are "tattooed" on the body by using the venomous stinger of a scorpion to inflame and scar the body of the worshipper. Medicine bundles are preferably made from the parts of a giant scorpion, if available.

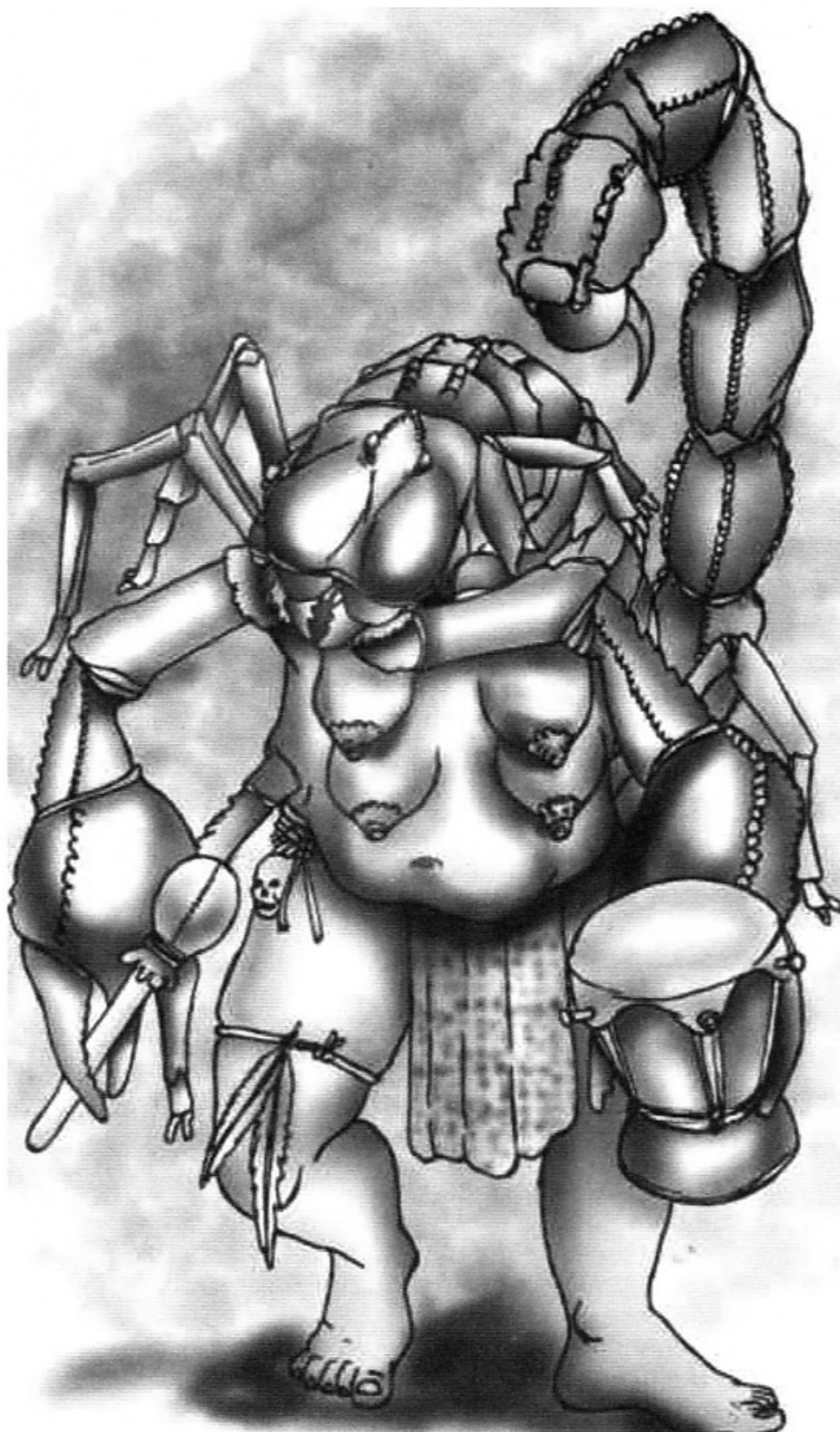
Secret: Transform into Scorpion. This secret is similar to the hsunchen secret.

Manifestations: Krolar is always pictured as a scorpion of a local type. Unlike Gorakiki, images mixing scorpion and uz features are not done, perhaps because of the hatred of Bagog. Every scorpion is Krolar in miniature in his blind determination to fight any foe that disturbs it.

Worshippers: Scorpion and uz descendants of Krolar, and the occasional Zorak Zorani. The rare human hsunchen worship is relatively close to this keyword.

Other Side: Krolar's children and his worshippers guard many of the heroquesting paths to the Underworld against outsiders. Krolar himself has a great den in the midst of the largest path through Subere's Realm, and the souls of his worshippers gather here when he sets them their tasks and guard posts, or commands them to be born again to fight his enemies in the Inner World.

Other Connections: Zorak Zoran is a friend and ally of Krolar, and the two cults are generally quite close in most troll lands, especially where Krolar worshippers are weak. Orani Mor, Krolar's sister, is friendly and spider spirits encountered are usually friendly as well. Subere worshippers are often friendly, and many prefer this cult when selecting guards and warriors. All chaos is an enemy, but Bagog and the Scorpion folk are a special foe; worshippers of Krolar will disregard nearly anything else for the opportunity to strike a blow at these kin-eaters.

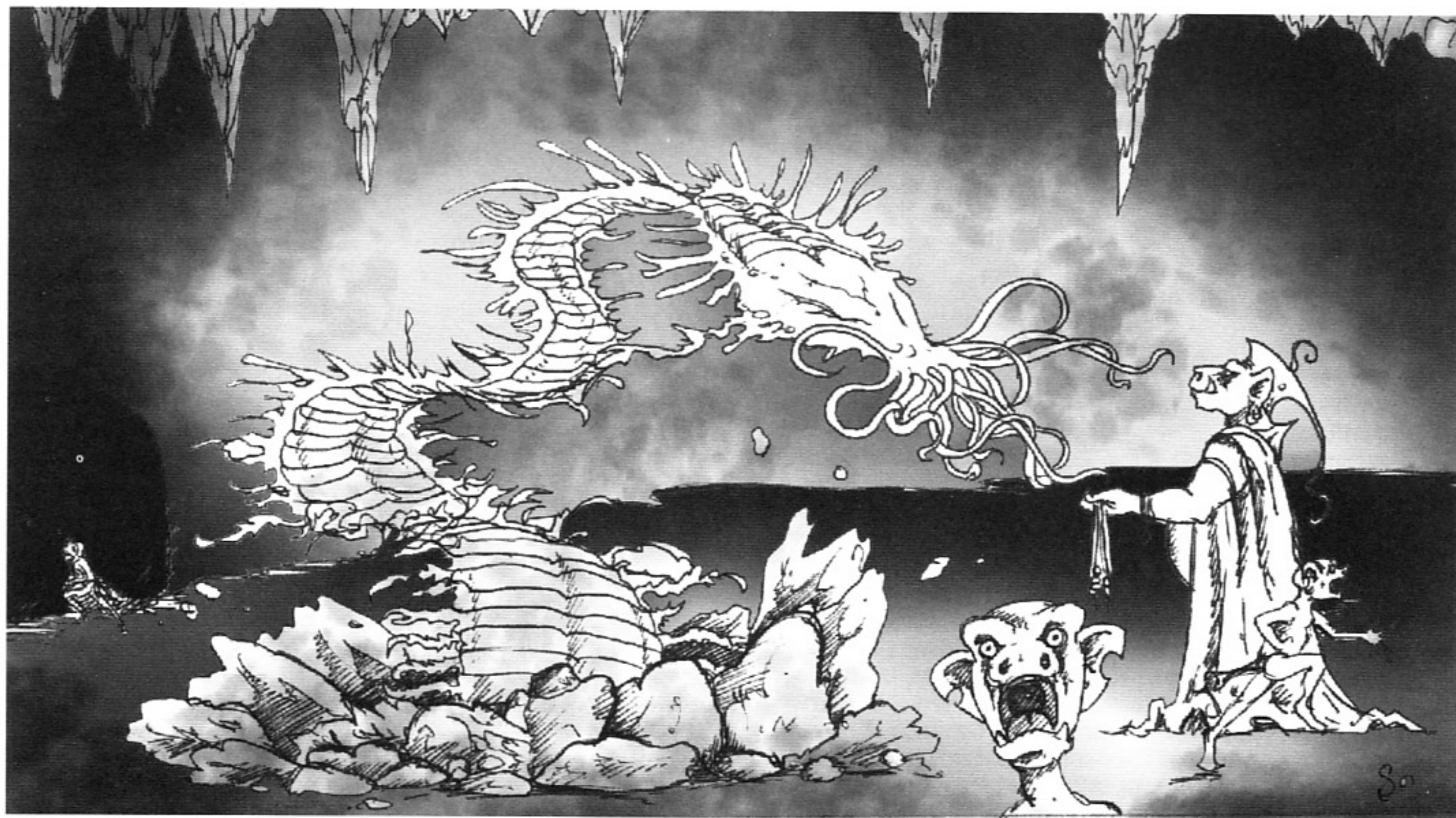


Disadvantages: Krolar's cult is small and scattered among uz, and is usually subservient to the cult of Zorak Zoran. Worshippers must never harm a scorpion, except in self-defence. In non-uz lands where Krolar is unknown, his worshippers may be taken for a form of Bagogi and attacked by chaos haters.

SWEMS

MOTHER OF WORMS

The Burrowing Practice



Swems is the Mother of Worms, who tunnels beneath the world. When Yelm came she fled to Zugorteg's realm, and her descendants have remained there since. She is a gentle spirit, but fought chaos that inserted its feelers into the darkness of the earth. She is easily contacted by any uz, and her bargains can be won cheaply.

Entry Requirements: None.

Mundane Abilities: Bite, Dig, Know Worm, Survive While Buried Alive, Swems Practice Knowledge

Virtues: Calm, Methodical

Traditional Spirits: Darkness Spirits, Worm Spirits

Special Spirits: The Parts of the Worm (such as Coils of the Worm, Digest Dirt, Worm Head, Tunnel Through Earth).

Fetch: Worm Spirits.

Fetishes: Fetishes are usually black tattoos in abstract rings around the character's bodies. Rarely, necklaces are sometimes used by uz worshippers.

Secret: **Become Worm.** This is a transformation magic similar to the hsunchen magic.

Manifestations: Swems is usually portrayed as the single segment of a great worm, thrust up from the rock. She is part all worms, from the tiniest earthworms and the terrifying maws of her greatest children.

Worshippers: Worms, the few uz who count her as an ancestor, and those who seek to harness the power of her children.

Other Side: Swems and her children squirm together beneath in the Outer Womb in dark tunnels in the earth, isolated from others and content on endless if rather bland food. From here, worshippers can chew paths to

the Darkness Age.

Other Connections: The other dark animal great spirits are related and usually friendly to Swems. Zugorteg, Crone of the Dark Earth, accepts Swems within her domains to the mutual profit of both. Human earth deities are also quite friendly, for this is one dark animal that is generally considered benign. Many call on the boons of her children, but only the uz know how to rouse the giant worms she birthed in the Darkness.

Disadvantages: Swems is one of the smallest of the Great Spirits of Darkness, and offers uz little power, unlike her grandchildren. Her worship is small and scattered, with the only sizeable worship at the Great Mine in Dagori Inkarth.

KARRG

THE MASTER OF WEAPONS

Karrg is Kyger Litor's Good Son, the shield between Kyger Litor and the hostile world beyond the home. He fought the Fiery Death when Wonderhome was invaded, defended the uz during the flight to Komor, and protected them on the surface against their many enemies.

While there are other war gods of the darkness, he is trusted the most by his mother and sister and is pre-eminent in most lands. Normally subservient to his mother and sisters, as war leader they defer to him on the field of battle.

Entry Requirements: None, although it is uncommon for females to worship him.

Mundane Abilities: Climb, Close Combat (two combat styles), Jump, Mass Combat (uz wargang), Mythology of Karrg, Sense Foe, Shout Orders, Uz Tactics.

Virtues: Dutiful, Fearless, Self-Sacrificing.

Affinities:

Defender (Crushing Blow, Enchant Lead ritual, Sense Intruder, Stand Between Foe and Family)

Darkness (Command Living Darkness, Command Spirit of Darkness, Darkshield, Devour Magic)

Secret: Incarnate Karrg. True heroquesters may indeed learn how to incarnate Karrg, but under most circumstances this simply empowers the warrior while defending his family or other charges, providing a bonus of $\frac{1}{4}$ the secret's rating to appropriate abilities, but also forcing him not to retreat. This is not a berserker state, as the warrior is still in full control of his faculties, but he may not save himself at the expense of his mission.

Worshippers: Uz warriors. Wargang leaders devoted to the cult are known as Karrg's Sons.

Manifestations: Karrg is always carved as a huge male uz, armed and armoured. His statue always stands farther back than those of his mother and sisters, and he is not portrayed standing fully upright. Maces are held sacred by his cult, and are a favoured item to hold otherworld allies. In the Inner World, his presence can be felt whenever you fight to protect home and family.

Other Connections: Worshippers of Karrg's sisters provide his cultists with fetishes and spirits, and his brother Boztakang provides special anti-Chaos magic. Karrg is no friend of Zorak Zoran, and the two cults often strive against each other for dominance.

Other World: Karrg's Guardpost is wherever Kyger Litor is.

Disadvantages: Devotees are subject to a number of restrictions which are intended to limit their independence: they are intended to protect the home and serve their Great Mothers, not gallivant off on adventures. A devotee should have at least one slave follower, must hunt for their family at least once a season, may never travel unarmed and may not speak with enlo. Additional restrictions apply for Karrg's Sons, including eating one relative per season. The relative may be a enlo. The standard funeral rite of eating the dead also counts for this ritual.



SUBCULTS OF KARRG

There are many subcults of Karrg, some common to many uz regions, others essentially local. These are just a few examples.

Chaktochak the Black Marshal

Most uz warbands are effective but often relatively undisciplined units. There have been exceptions to this rule, though, and one of the foremost exponents of uz military discipline was Chaktochak, a warlord of the Second Age Greylands. He raised units of uzko who fought in serried ranks, flanked by enlo skirmishers and supported by uzdo and even romal shocktroops.

Mundane Abilities: Close Combat (unit style), Command Army, Fight in Ranks, Know Chaktochak's Campaign Histories, Understand Foreign Tactics.

Virtues: Disciplined.

Affinity:

Black Marshal (Bark Commands, Control Romal, Enforce Discipline, Stiffen Enlo Morale, Strengthen Unit Moral ritual)

Gerak Kag

Gerak Kag was the troll hero who seized Pavis in Kyger Litor's name. He is worshipped as an animist hero – initiates of Karrg count as dedicated practitioners of his practice, and any Korasting shaman can contact the spirits of Gerak Kag's Warband in their name.

Mundane Abilities: Jump, Tales of Gerak Kag.

Virtues: Adventurous.

Gerak Kag's Warband Spirits:

Typical Might: 15-5w

Spirits include Walljumper, Hate Pavisite, Jump-and-Fight and Hang-in-the-Air.

VANE EKARA

THE HURLER

Bekasi the Caller

The game of Trollball, discussed later, is not just a sport, it is also a means of developing physical skills and teamwork among young uz warriors. This helps explain the enthusiasm of the cult of Karrg for the sport, over and above the obvious enjoyment many uz derive from it. Bekasi was a famed warrior and player for the Indigo Mountain Juggernauts who became an equally famed coach. He is still worshipped by players and fans alike.

Mundane Abilities: Close Combat (Trollball), Enthuse Team, Perceive Enemy Tactics, Spot Enemy Weakness, Tales of Bekasi, Trollball Tactics.

Virtues: Demanding, Enthusiastic.

Affinity:

Coach (Excite Crowd, Help Guide Missile, Shout Through Noise, Team-Building ritual)

Eraktog Mace-and-Mace

Perhaps the finest warrior Guhan ever produced, Eraktog was a master of the mace in all its forms. His followers dedicate themselves to it, and suffer a -10 penalty when using any other kind of close combat weapon, except when twinned with a mace.

Mundane Abilities: Close Combat (Mace, Mace & Mace, Mace & Shield, Mace & [Other Weapon], Maul), Craft Mace.

Virtues: Dedicated.

Affinity:

Mace Combat (Bludgeon Away Hostile Magic, Call Mace to Hand, Enchant Mace ritual, Hurl Mace, Shatter Weapon, Smash Away Shield)

Vaneekara was the most adventurous of Kyger Litor's children, and in Wonderhome took part in ancient feuds with uz foes. She threw boulders and smashed the Castle of Fragile Foodstuffs the Mostali had built to amuse herself, and once hurled High King Elf across the cosmos when he tried to wrestle her.

When Yelm invaded Wonderhome she tried to hurl him back out but was defeated, and only Xiola Umbar saved her. She was a valiant warrior in the Darkness, and once threw an entire chaos army out of an uz land. She is the patron of slingers, and in some clans is seen as the patron of female warriors.

Entry Requirements: None.

Mundane Abilities: Combat Aldryami Tactics, Counter Mostali Tactics, Mythology of Vaneekara, Pick Target, Ranged Combat (Throw Rock, one other missile weapon), Sneak Up on Foe, Strong.

Virtues: Adventurous, Cunning.

Affinities

Hurl (Hurl Boulder, Sling Boulder, Sling Many Bullets at Once, Throw As Far As Can See, Throw Foe)

Darkness (Blind Foe, Command Living Darkness, Darksense in Daylight, Escape into Shadows)

Secret: Hurl Foe into Otherworld Acts as a mystic strike on a foe in the devotee's grip – on a complete success, the enemy is hurled straight into their appropriate Otherworld. (For any but heroic enemies, this is immediately fatal.)

Worshippers: Once many female uz fighters worshipped her, but the Curse of Kin made mothers too valuable to fight. She is worshipped mostly by slingers, some male warriors, and some of the rare female fighters.

Manifestations: Vaneekara is sculpted as a huge female uzuz casually holding a great stone or boulder in one hand. Some clans depict her with a sling in her belt or other hand as well. When you throw a stone at a foe or food, you can feel great Vaneekara guiding your hand to aim true.

Other Side: Vaneekara's Halfway House is a cave near the Sixteen Roads Mountain in the Underworld, but she is rarely there, preferring the wander far and near.

Other Connections: Worshippers of Vaneekara may face hostility from worshippers of Zorak Zoran, and jealousy from worshippers of Karrg. Relations with the cult of Zong, her son, are usually very close. Vaneekara was a special foe of the Mostali and Aldryami, and her worshippers are expected to uphold this cult principle.

Disadvantages: Vaneekara does not forbid the use of maces, but initiates and devotees are expected to excel foremost in throwing or slinging great stones.



ARGAN ARGAR

THE GOD OF SURFACE DARKNESS

Argan Argar is the son of Night, the first Darkness God born in Komor. In the Darkness Age he defeated and enslaved Lodril and forced that god to build the great Palace of Black Glass on the Shadow Plateau. From here, Argan Argar founded a great uz empire that included many non-uz.

Later, at the Dawn, he appointed his son Ezkankekko as his Regent on the Surface. When Chaos slithered forth in the Darkness Argan Argar aided any that called upon him irrespective of old hatreds. Of the uz gods, he is the friendliest to non-uz and it is his cult that conducts trade and diplomacy between trolls and humans.

Entry Requirements: The prospective worshipper must have an acceptably open mind in dealing with others (have a cult virtue at a minimum of 10). Argan Argar is accepting of all races save chaos, and non-uz may join this cult. This does not mean that uz worshippers of Argan Argar do not still hold normal hatreds toward certain races (such as Aldryami), but they will at least be better schooled to resist and conceal such hatreds.

Mundane Abilities: Bargain, Close Combat (Spear & Shield), Command Enlo, Gauge Value, Identify Goods by Taste, Know [Foreign Customs], Know [Foreign Geography], Mint Bolg, Mythology of Argan Argar, Operate in Daylight, Speak [Another Language], Speak Tradetalk.

Virtues: Open-Minded, Outgoing.

Affinities:

Exchange with Others (Command Messenger Spirit, Convince Buyer, Convince Seller, Interpret Other's Meaning, Safeguard Item)

Son of Night (Affix Darkness, Create Shadow, Enchant Lead, Sense Lead, Walk Unseen in Shadows)

Ruler of Komor (Befriend Non-Uz, Blow Away Wind, Hide Item Within Earth, Suppress Fire, Withstand Daylight) [This is the affinity provided by the default subcult of Ezkankekko]

Secret: Transcend Perspective. (Gives a bonus of 1/4 the target number when peacefully interacting with a non-darkness creature).

Sacrifices: To win Argan Argar's favour, worshippers sacrifice samples of their trade goods and profits, which they Safeguard within shrines and temples in Argan Argar's name.

Manifestations: Argan Argar is always depicted as an uzko, never an uzuz, carved from igneous rock. His left hand is extended and open, his right holds a spear. Argan Argar is part of every bolg you trade, and the patron of every barter you make.

Worshippers: Uz traders, uz who have frequent dealings with non-uz, and occasional friendly non-Uz.

Other Side: Argan Argar's Black Palace lies in the Night Hell of his Mother, Xentha; once, his worshippers could walk from the Obsidian Palace of Ezkankekko to his father's palace, but this path was blocked when the Pharaoh came. From the Black Palace, worshippers can travel to the Darkness Age, to Wonderhome, or join Xentha's Veil of Night in the heavens as it travels across the sky each night.

Other Connections: Though Argan Argar is not fond of Light or Heat, he has few outright foes, even among traditional enemies of the Darkness. Xentha, his mother, brings her gift of night to his worshippers. Often, his cult has close ties to Gorakiki as traders in insect goods. Non-uz trading deities such as Issaries are friendly, and the cult often acts as intermediaries between humans and uz in trading and diplomacy.



Disadvantages: Other uz may look askance at the foreign mannerisms you adopt.

STICKER THE SPEARKIN

Enlo Subcult of Argan Argar

Sticker joined one of the first units of Argari enlo speakin, and rose to become a captain, reborn as an uzko and then a hero. He is worshipped in an organised fashion by speakin units and also by individual enlo warriors. Those who worship him as a subcult of Argan Argar take this affinity rather than Ruler of Komor - those who worship him directly only gain this single affinity.

Entry Requirements: Most worshippers are enlo, but some others join (although uzko worshipping Sticker can expect at least some commaments behind their backs).

Mundane Abilities: Close Combat (Spear & Shield), Command Enlo, Mass Combat (Spearkin), Rally Companions, Tales of Sticker.

Affinity:

Spearkin (Bond Unit ritual, Gut-stab, Hedge of Spears, Stand Together)

BOLGS

The uz currency is a lead coin known as the bolg. Minted through the cult secrets of Argan Argar, it is a characteristically trollish form of money as one or more may be bitten together also to use as impromptu slingshots.

GADBLAD

THE GREAT SMITH

The Gadblad Tradition

Gadblad is the hero of some tales and the villain of many more. As a grandson of Kyger Litor, he is respected for creating numerous artefacts for his relatives, such as Karrg's Unbreakable Mace or the Castle of Lead. But his creations were not made out of loyalty and respect, but merely for the sake of creation.

He is a Bad Son and a villain, caring for no one but himself, making use of forbidden fire skills and often being forced by others to respect uz traditions. He is the patron of smiths, who are generally viewed as unreliable rogues by other uz. This also means that the tradition, while technically part of the darkness pantheon, is not covered by the special rules on mixing magics on page 32 - Gadblad is jealous of his spirits and does not share them willingly.

Gadblad spirit chiefs are much weaker than other uz shamans. They cannot travel to the Spirit World, lack a fetch and are tied to their workshops. Many master smiths are also said to regularly deal with spirits no sane uz shaman would approach, wrestling these spirits into integration into weapons, tools and creations. Most such master smiths die early in their career, but the survivors tend to be extremely powerful, quite crazed and generally rather ill-tempered.

Gadblad spirit chiefs do not separate the Inner and Outer Worlds as tightly as shamans; Song of Power protects the shaman as does a circle of summoning, but if the shaman loses control of the song the spirit is free to run loose within the Inner World.

Entry Requirements: The character must be a smith, and must know Craft Lead at 5w.

Mundane Abilities: Close Combat (Hammer), Craft Bronze, Craft [Other Metal], Create Fire, Evaluate Raw Material, Gadblad Tradition Knowledge, Hammer Without Tiring, Know Otherworld Denizen, Smith, Sing Song of Power, Spirit Combat, Strong.

Virtues: Curious, Obsessive, Reclusive.

Traditional Spirits: Darkness spirits, Metal spirits

Special Spirits: Gadblad master-smiths are spirit chiefs, notorious for summoning terrible spirits in their work. Fire spirits and Hell spirits are both favoured, but others are summoned as well. Typically, a master will teach his apprentice how to summon a few spirits; the apprentice will learn to summon others on his own.

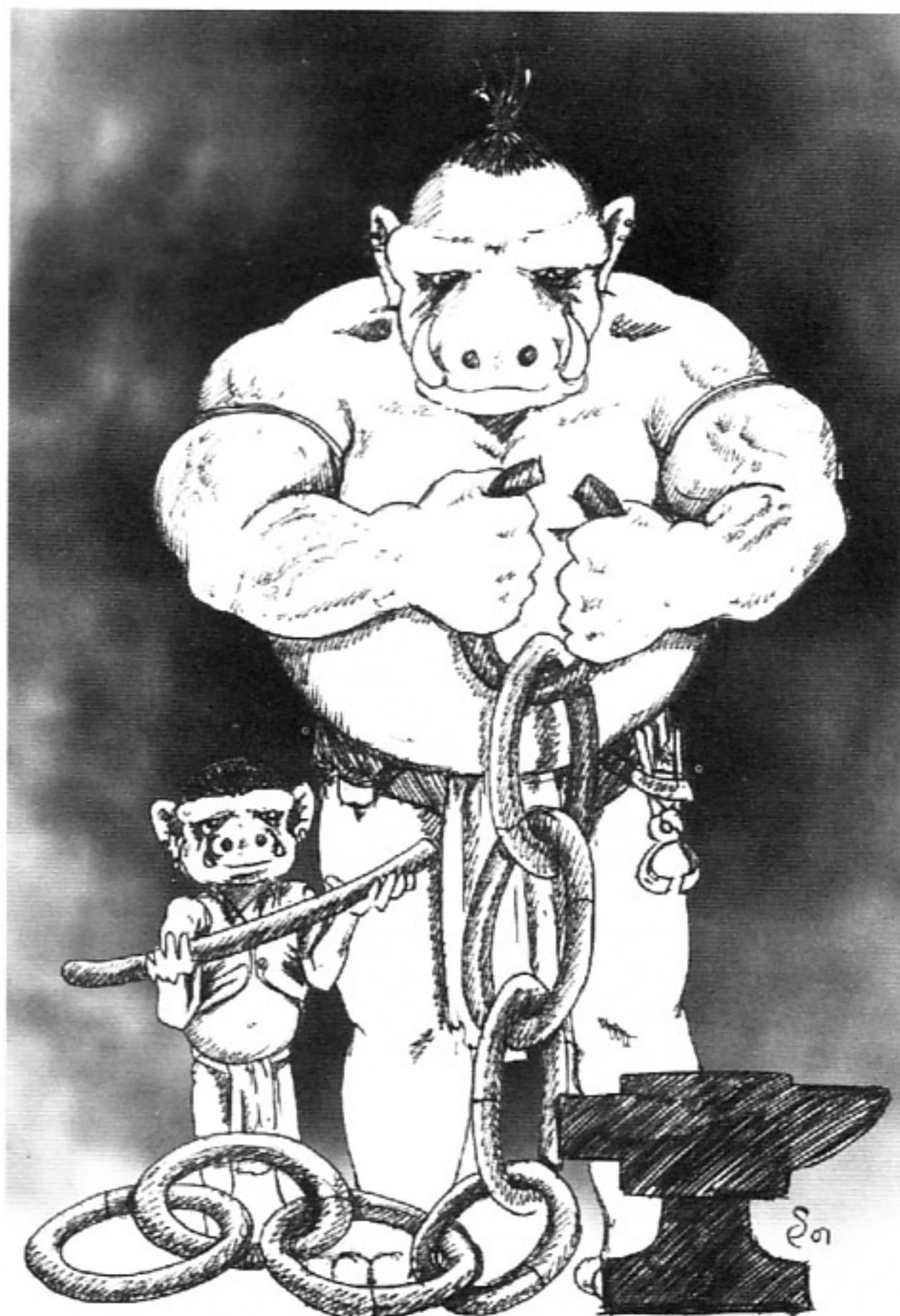
Spirit Allies: Spirits of Heat. These are bound within the forges of the cult's master-smiths, who enjoy the use of heat without painful light.

Fetishes: Fetishes are always objects created by the smith, such as weapons, tools, pieces of armour, etc.

Secret: **Bind Otherworld Entity.** Gadblad smiths may attempt to bind any Otherworld Entity, including sorcerous denizens and petty gods. They may also attempt to integrate such spirits, at a -20 penalty.

Sacrifices: Smiths sacrifice to Gadblad by creating masterworks which are then hammered apart, or melted in the forge. It is the creation rather than the item that Gadblad accepts.

Manifestations: Gadblad is rarely depicted in Kyger Litor temples despite being her grandson. His own worshippers



cast his statues out of metal, a huge uzuz beating his hammer on an anvil. Every smith creating a tool is Gadblad manifest, and every metal tool or weapon bears his mark.

Worshippers: Uz smiths. Master smiths are usually seen to be so influenced by their dark magic they are no longer part of the Inner World. Most are considered insane by other uz.

Other Side: Gadblad dwells within the Underworld but outside Wonderhome. His great forge is the source of heat in the Underworld, and his fanatical worshippers join him in hammering out terrible creations on his Anvil of Lead.

Other Connections: Gadblad is disliked by most other uz gods, including Kyger Litor, but lacks outright enemies in the Darkness pantheon. He repays this by demanding outrageous prices for his goods when others turn to him. Some of his worshippers hold Lodril and Gustbran in friendly regard, another suspect custom.

Disadvantages: Worshippers of Gadblad are usually considered to be evil magicians by most uz. They are widely feared, and considered 'eccentric' at best, insane at worst. Master smiths are refused a place in normal society and live as hermits. Gadblad is generally a god of narrator character villains rather than heroes.

KOGAG

THE BOATUZ

Kogag is the patron of uz sailors. The son of Jeset the Ferryman, he did little in Wonderhome until the Exodus, when he led the escape of a great fleet of uz in his father's boats. He led his fleet to Komor, where they fought such armies of chaos as dared set foot, hoof or tentacle on the sea.

When the Dawn came he led some of his followers back to the Black Sea next to Wonderhome, where they fight all those who attempt this path to the Underworld. Many stayed on the surface, and their black ships were a familiar sight in the First Age. Kogag is the patron of boats and ships, from one-man dugout canoes to the sleek black uz war galleys of Jrustela.

Entry Requirements: Only open to uz.

Mundane Abilities: Climb, Fight On Ship, Gauge Weather, Kogag Mythology, Row, Row Without Tiring, Sailor, Ship Lore, Swim

Virtues: Authoritative, Disciplined, Industrious.

Affinities:

Ship's Mate (Command Crew, Drum Strength, Drown Foe, Hide Ship from Others' Eyes, Manoeuvre Ship, Rally Crew)

Dark Sailing (Float, Jump Across Decks, Row Together, See in Daylight, Shield of Darkness)

Secret: Know Course. The character 'knows' the course and location of the ship, in both darkness and light; she does not navigate by the stars, but innately.

Worshippers: All uz sailors worship Kogag, and nearly all uz senior crewmen and mates are initiates. Only the first mate and captain on a ship are normally devotees; when junior mates advance to this stage, they must find a new ship.

Manifestations: Kogag is pictured as a dark uzko, usually holding a rope, oar or other nautical tool. His statues are chewed from wood, and one is always carried on a ship. Ships lacking his image are not imbued with Kogag's blessings, and uz sailors will refuse to serve on such a ship.

Other Side: Kogag is the Admiral of the Black Sea, and his worshippers crew his fleet of Black War Galleys until they are born again, hopefully as a sailor, always as an uz with the love of the sea.

Other Connections: In Jrustela, Kogag forms a part of the Council of Eight and his cult is integral to everyday life. His cult was once strong in Kethaela, but the Closing and death of the Only Old One reduced it to a shell of its former self. The sea uz of Gloranth's oceans are friendly, the children of Sapana the Robber. Uz sailors trade with and hire these water-going uz cousins as escorts, guides and mercenaries.

Disadvantages: Humans have many stories of the evils of uz pirates, and the vile and wicked shore leave antics of uz sailors in general. Many human ports, ships and sailors in Genertela consider Kogagi to be thieves and slavers and dislike them. Among the uz, Kogagi are notorious for looking down on their fellow uz as 'less sophisticated,' and sometimes disliked for their foreign ways.

Dastalak Boateater

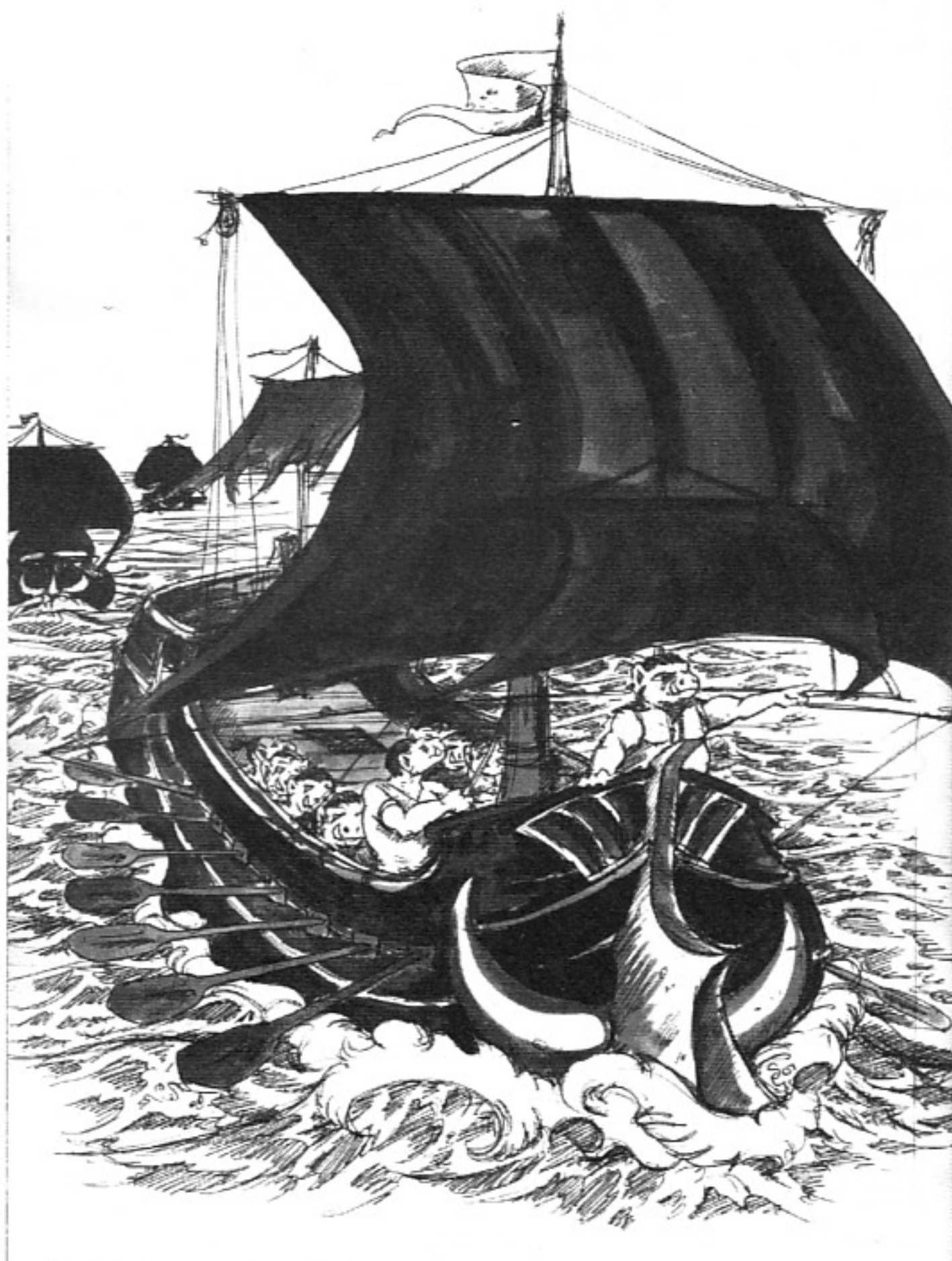
Subcult of Kogag

Dastalak Boateater was an uz hero who stole the secret of the Open Seas ritual from Dormal, and regained the oceans for the uz. He offers one special sorcery spell available to devotees and disciples of the cult.

Entry Requirements: The character must be a mate or captain of a ship, or a harbourmaster; if not, she does not lose her knowledge of the spell but loses her link to the node until she obtains another such position.

Grimoires: Dastalak's grimoire consists of one ritual spell, *Open Seas*. The spell allows uz ships to sail the seas, safe from the Closing, and is engraved on lead plates and mounted in an inner sanctum of each Kogag temple.

Other Side: Dastalak formed a node on the Black Sea of the Underworld. It is small, and he offers only this one spell, but it allows the uz to travel once more on the oceans. Kogag captains are not true sorcerers, and enjoy the benefits of this one spell only: they lack an understanding of the principles of sorcery.



SUBERE

DARKNESS UNTOUCHED BY LIGHT

The Subere Tradition

Subere of the Deep Dark Within existed long before the other spirits and deities worshipped by uz. When all other darkness deities were burned away or forced to flee by Yelm, she was untainted and unchanged. Only twice have her hidden secrets been taken from her: the first was when Humakt stole Death from its hiding place, the second when the uz summoned forth the Dark Eater to fight Gbaji. She is the concealer of secrets, the Nameless Depths who is nearly as forbidding to creatures of darkness as she is to uz foes. This is completely separate to the Kropa and Korasting traditions.

Entry Requirements: The character must contact and bargain with Subere. She is less interested in mundane treasures or sacrificed souls than in knowledge. One common sacrifice is to give away a great part of the shaman's memories (and possibly skills) to the goddess, to be forever lost.

Mundane Abilities: Acute Darksense, Attack Soul, Know Otherworld Denizen, Read/Write Darktongue., Subere Tradition Knowledge.

Special Ability: **Attack Soul** allows the worshipper to attack individual opponents in the Inner World in spirit combat without disincorporating. She may not bind the target, or possess it unless she disincorporates. She may command friendly spirits to possess the victim after reducing his AP to 0.

Virtues: Heartless, Possessive.

Traditional Spirits: Darkness Spirits, Fear Spirits, Passion Spirits, Wraiths

Special Spirits: Dehori, Spirits of Hell. Uz legends list fully Seven-times-Eight-times-Nine such spirits, such as the Hellwolves (which cause panic), the Undertakers and the Lurking Leapers.

Fetch: Fetches are always Primal Darkness Spirits, with greater powers and abilities than a normal darkness spirit. They will instantly Escape to the Other World if a ray of light threatens to fall on them, and the shaman will be forced to travel to the Other Side to re-establish their bond.

Fetishes: Fetishes are always made from objects that have never been touched by light, and become one-use if light ever touches them. It is not uncommon for shamans to use integrated spirits of living darkness to protect themselves and their fetishes from light. Medicine bundles are made up of primal darkness drawn from the Other World.

Secret: **Know Dark Secrets.** This 'meta-secret' is Subere's ability to understand the myriad minor secrets she keeps in her dark realm. Once a worshipper understands this secret, she may Quest to learn others. Each secret so gained, however, costs the worshipper a part of her soul until ultimately she loses her uzness, and become as pitiless and terrible as Subere herself. In game terms, each Secret so learned adds 5 to the Heartless virtue. At 1w3 the character is no longer comprehensible to mortals, and should be removed from play. Hero Points may not be used to reduce the level of this virtue, even if the character leaves Subere's cult.

Worshippers: Only the strongest, fearless, mad or power-hungry dare worship pitiless Subere. The uz prefer

gentler deities, and this frightful great spirit is too cold to suit them.

Manifestations: The Hell Hag is sometimes depicted as formless; her image is always faceless, her visage concealed behind the cowls of a robe. Her statues are carved from coal where possible, lead where not, and three leaden bands are wrapped around the image. The fearful darkness, where terrible things lurk beyond darksense, is her province. When you fear the unknown and the unknowable, you feel her terrible hand upon you.

Other Side: Subere rules her Nameless Depths, the part of the Underworld Yelm never touched nor even found. Few non-uz know of its existence, and only her worshippers would ever brave its terrible Darkness.

Other Connections: Dehore, her husband, gives her the secret of summoning the Dehori.

Disadvantages: Normal uz are terrified of Subere's worshippers; enlo will often blindly panic in their presence. In addition to the restrictions regarding light and the fetch and fetishes, Subere hates anything touched by light; shamans exposed to light will lose some or all of their powers for a time, with both loss and duration dependent on the severity of exposure, until they have ritually cleansed themselves.

Dark Secrets

These are just some – but the Deep Dark has many secrets.

Become Other World The character becomes an embodiment of the Other World, and may use her spirit as a living gateway for summoning without normal shamanic preparation. She cannot enjoy the protection of a Summoning Circle, however.

World Beyond The character understands the Cosmos Unknown, a terrible knowledge. The character may travel to the World Beyond the Outer World, or may summon creatures unknown in Glorantha.

Sister of Death Subere was the Mother of Death, and it was from her that Humakt stole this power — but did not steal the full understanding of it. The Secret's rating may add APs or augment resistance when combating a death-related affinity, feat or secret.



XIOLA UMBAR

SOLACE OF DARKNESS

Xiola Umbar is the goddess of protective darkness, and the sister of Zorak Zoran. In Wonderhome there was no pain and no need of protection or solace, but she gained importance in the flight to Komor and saved many from the terrors of the surface — though she also sometimes protected non-uz from the ravages of the Darkness Gods. When chaos came, she aided all who called upon her, uz or no. All uzko love her gentle touch, though they despise her gentle protection of the worthless enlo, who revere her. Xiola Umbar is no whimpering coward, and fights anyone and anything that seeks to abuse those under her protection.

Entry Requirements: The character must convince a priestess of her merciful nature, either by having a cult skill or virtue at 16.

Mundane Abilities: Brew Healing Potion From Fungus, Create Medicine from Insects, First Aid, Gentle Touch, Intimidate Patient, Mythology of Xiola Umbar, Treat Disease.

Virtues: Compassionate, Protective, Strong-Willed

Affinities:

Heal Wound (Heal Burn, Heal Chaos Wound, Heal Injury, Regenerate Quickly, Stop Dying)

Relieve Pain (Calm Distress, Comfort Song, Diminish Fear, Sooth Anger, Transfer Birth Pains to Mate)

Dark Protector (Capture Attention of Foe, Defend Group, Shield of Darkness, Turn Blow Against Wielder)

Secret: Group Defense. The character may transfer APs between those included in her protection without requiring a roll, so long as they are used in contests relating to her three domains: healing, comforting distress and in combat.

Worshippers: Uz nurses and mothers. Uz who seek protection or seek power often join her cult, particularly those with weak families. Enlo revere her, and view her worshippers as the gentlest and kindest of masters. Even humans worship this gentle goddess.

Sacrifices: Gentle Xiola Umbar is content with sacrifices of food and fine things; the fine things decorate her shrines of solace where they may comfort the senses of uz. She takes the best part of the food, gracefully leaving the mundane portion to feed pregnant uz, infants and grandmothers.

Manifestations: She is often symbolised as a clay pot with a healing charm on the exterior, and a mouthless face on the inside bottom. Statues to her always depict a serene uz female with no mouth. All healing is her domain, as is rest without fear.

Other Side: Xiola Umbar wanders the uz Underworld, bringing solace and comfort to her worshippers and others worthy of her attention. Each god and spirit vies to give her guest right. Her own home is the Cave of Solace in the realm of Night, and can be reached from anywhere in the Underworld — even from the Burning Prison of Fiery Death. Her worshippers know paths to all places and ages, for Xiola Umbar has friends among all but chaos.



Other Connections: Kyger Litor and her children love Xiola Umbar for her ability to ease the pain of Komor. Worshippers of Zorak Zoran, her brother, may scorn her ways but are still generally friendly. She was midwife to the waters of the world and helped Dehore become the Dehori, and both are friendly. She has few enemies; even Yelm, whom she comforted in the Underworld, is friendly. The cult's protection of the weak often gains friendship from outsiders and the downtrodden in uz society, such as humans, voralans and, of course, enlo. In some human lands she is widely worshipped.

Disadvantages: Xiola Umbar is always loved, but not always respected. Her cult has a secure but not always powerful role in uz society, and lacks the influence of her brother or of Kyger Litor's children.

ZONG

THE HUNTER

The Zong Practice

Zong is the son of Vaneekara the Hurler, and the patron of uz hunters. Zong was the first uz to hunt the new food trolls found in Komor, and taught others how to find prey when it became scarce. His worshippers are the providers of uz society, venturing forth from snug homes to stalk prey in the dangerous Good Hunting Lands. Most importantly, Zong teaches uz how to send the dead prey's spirit back to its mother so it can be reborn again, hunted anew, thus eaten many times. Zong hunters stalk every animal in Glorantha, save true uz.

While Zong's is a practice of the Korasting tradition, in the more benighted troll lands, he is revered separately, so he is listed separately here. Those who enter the tradition through reverence of Korasting may freely acquire Zong practice spirits without penalty. However, those ignorant souls who followed Zong directly must treat the other practices of the tradition as friendly, but nonetheless must pay the additional hero points to acquire their spirits.

Entry Requirements: The character must provide a Zong shaman with a gift of food she personally hunted and stalked on the surface.



Mundane Abilities: Acute Darksense, Animal Lore, Butchery, Butchery Song, Know Surface World, Motionless, Move Silently, Ranged Combat (Sling), Set Trap, Stalk Prey, Zong Practice Knowledge

Special Ability: Butchery Song. The character returns the prey animal's soul to its Mother, allowing it to be reborn and ensuring that prey will not decrease.

Virtues: Daring.

Traditional Spirits: Hunter Spirits (offering such talents as Bind Prey, Find Prey, Guide Sling Bullet, Run without Tiring)

Special Spirits: Prey Spirits.

Fetch: Zong shamans bargain the service of a fetch from the spirits of predator animals Zong befriended and allied in the darkness. These include Beetle spirits, Rat spirits and Raven spirits among others. Part of this bargain is a share of every hunt, and a vow not to hunt the spirit's kind.

Fetishes: Zong shamans make fetishes from the hides, bones and teeth of the animals they hunt. Their medicine bundles are made of leather, and will contain a tiny piece of each animal they have hunted since gaining their fetch.

Secret: Bind Prey Spirit This is the special ability used to bind the spirits of prey the shaman has personally killed.

Worshippers: Hunters who seek special magics and help in gathering food for their families. Zong is the most popular of the uz hunting gods.

Manifestations: Zong's image is often carved into a sling ball with crude facial features cut into it, and worn as an amulet. Some hunters erect great shrines to Zong out of the bones of the creatures they hunt. Whenever you stalk prey, or feast well on a prey animal, you feel Zong there stalking beside you.

Other Side: Zong feeds his grandmother's court in Wonderhome, stalking exotic animals throughout the Cosmos to please her. His worshippers know secret paths out of Wonderhome to Good Hunting Lands in the Spirit World, and to the Darkness Age.

Other Connections: Zong worshippers feed their fellow uz, and receive favors and respect in return. The most powerful of his worshippers, decided by annual Great Hunts, are often the consorts or lovers of the clan's queen. Aside from chaos, they regard few as enemies, but all non-uz as potential food; many non-uz cults fear and hate Zong cultists for this. Human hunting cults regard the binding of prey animals with horror.

Special Spirits of Zong:

Prey Spirits

Typical Might: Equal to the prey's highest ability.

Zong shamans do not always return a spirit to its mother quickly, and may bind the spirits of prey animals into fetishes for temporary use in the Inner World.. These fetish spirits flee after the binding shaman dies.

ZORAK ZORAN

DARK WATER

Zorak Zoran is the troll god of Hate and Vengeance, the mindless explosion of fear and frenzy against both law and chaos, which finds its only justification and satisfaction in unlimited violence. As much as the rest of the world might regret it, he is one who helped save the world, and whose powers may be needed again. Zorak Zoran is one of the most popular uz wargods. Death Lords, the warrior priests of the cult, may be devotees or even disciplines, who have surrendered their entire lives to the pure energies of Hate.

Entry Requirements: Open to uzko, uzdo, and exceptional enlo. The initiate must swear a blood oath to serve and obey their Death Lord. Individuals of other races (even humans) may sometimes be allowed to join, though they have to be strong and mean enough to survive in the cult.

Mundane Abilities: Ambush, Close Combat (Mace & Shield, Maul), Ignore Pain, Intimidate Follower, Mythology of Zorak Zoran, Sense Foe.

Virtues: Angry, Cruel, Fearless, Vengeful.

Affinities:

Berserker (Break Through Shield Wall, Break Weapon, Crushing Blow, Fight to the Death, Hate Blades)

Darkness (Command Living Shadow, Command Scorpion, Enchant Lead ritual, Hate Light, Stygian Armour, Terrifying Aura)

Hatred (Blood Vengeance, Command Ghost, Command Zombie, Hate You, Make Ghost ritual, Make Zombie

ritual, Rage of Hatred)

Note that all three affinities are classed as Berserker magic.

Secret: Poisoned Wound Acts as a mystic strike when used in conjunction with an attack using a mace, maul, or other blunt weapon. In addition to other contest results, if the target's APs are reduced to 0 or below he suffers a permanent -1 Hurt and takes an additional such wound for each full -10 AP inflicted. These Hurts cannot be healed without appropriate Otherworld magic.

Worshippers: Troll warriors, other Darkness races, and occasional fanatical humans.

Sacrifices: Zorak Zoran requires that his worshippers sacrifice living creatures, preferably captured enemies and ideally Aldryami and Mostali. They are tortured and burned alive, or simply slaughtered in an orgy of blood and violence, and then eaten. If no captives are available, unworthy or weak worshippers, unwary enlo and, if necessary, food animals are offered.

Manifestations: Zorak Zoran is carved as an old three-eyed uzko. In one of his hands he holds a mace and with the other he makes a magical gesture. Maces and skulls are sacred to Zorak Zoran; they and giant scorpions are the favoured embodiment for divine companions. His presence can also be felt in the Inner World whenever a person seeks vengeance at any cost, when a worshipper exhibits mindless rage and violence, in unquenchable hunger, and in the death of Zorak Zoran's special foes.

Other Side: Zorak Zoran commands the Immortal Legions



of Death from his Lead Fortress on the Bloody Plain which lies deep in the War Hell of the Troll Underworld, a place of eternal conflict. Zorak Zoran's followers leave behind their mangled bodies and join these battles after death, keeping back Chaos and Light and preparing themselves for glorious battles in the next life. Their bodies are often animated as zombies to help defend his holy places.

Other Connections: Zorak Zoran works fairly well with all Darkness Deities, and has a very close relationship with Xiola Umbar. His relationship to the Karrg's Sons of Kyger Litor is very trollish. Sometimes hostilities break out between the two factions and one will be forced to leave the community. Zorak Zoran has special hatred for Humakt, and all worshippers of Light and Sky deities (especially Yelmalio) are special foes. Mostal and Aldrya are also hated for misdeeds committed in the Godtime. Zorak Zoran mastered many demons during the Darkness, and devoured their souls to steal their powers.

Disadvantages: Understandably, Zorak Zorani terrify most normal people, even other trolls. They must fight their enemies wherever they find them, and would rather die than retreat or show fear. They must show no mercy, and must kill their opponents or die trying. Death Lords must have their own band of followers, and often come into conflict with the local Kyger Litor hierarchy. Even non-troll worshippers may not use iron, but may use enchanted lead weapons and armour. When an initiate becomes a devotee he must give up all animistic worship, and must sacrifice all of his fetishes to Zorak Zoran.



Amanstan

Subcult of Zorak Zoran

Amanstan contains the fire powers that Zorak Zoran gained when he ambushed Yelmalio at the Hill of Gold and devoured his heart. He allows Zorak Zoran worshippers access to and control of fire powers, something most other trolls are unable to do.

Although Amanstan is a spirit, he does not have shamans. Instead, devotees of Zorak Zoran who worship Amanstan are the equivalent of 'sacred chiefs.' They teach initiates how to integrate the fire spirits controlled by Amanstan. They gain a spirit ally that is essentially identical to a salamander (see *Anaxial's Roster*, p201), and which can be manifested in a fiery body when the devotee wishes. Other fire spirits are drawn to the ecstatic Amanstan ceremonies, and can be fought and integrated by the Zorak Zorani.

Entry Requirements: Amanstan is only open to initiates or greater of Zorak Zoran. Prospective members must survive an attack by the officiating devotee's Spirit Ally to be accepted.

Mundane Abilities: Amanstan Tradition Knowledge, Resist Fire, See in Bright Light, Sense Fire Spirit Nearby, Spirit Combat.

Traditional Spirits: Fire Spirits (Typical talents include Blazing Slingstone, Flaming Weapon, Start Fire, Walk Through Flames)

Secret: Ambush Yelmalio. Allows the Zorak Zoran wor-

shipper to use a Quest Challenge in the Inner World to steal any type of fire power from a Light, Sky, or Fire God worshipper. The ability rating of the ability wagered must be at least as high as the ability rating of the fire power sought.

Worshippers: Fanatical Zorak Zoran initiates and devotees in Dagori Inkarth and Guhan, occasional worshippers in other uz lands.

Manifestations: Zorak Zoran's victory over Amanstan is reinforced whenever an uz extinguishes or devours a fire, and in the scars Zorak Zoran's worshippers receive from flames.

Other Side: Amanstan is a captive flame in Zorak Zoran's fortress in the Sixth Hell, near the Forest of Lights.

Disadvantages: Zorak Zorani who worship Amanstan are feared by other uz even more than they would be otherwise. Many uz view them as betraying the race by using evil powers. An initiate who leaves one Death Lord to follow another who worships Amanstan, may find himself attacked by his former compatriots.

Lord Master of the Demons of Death

Subcult of Zorak Zoran

During the Great Darkness, Zorak Zoran conquered many demons, devouring them so that he gained their powers. The names, powers, and deaths of these demons are remembered by his worshippers, who sacrifice parts of themselves (or their foes) to gain access to these powers. A few of the conquered demons are known in all uz lands, and their special abilities are available to all Zorak Zoran worshippers. Each uz land also remembers one or more special foes, unknown anywhere else, who provide special magics only to them. Thus, in Dagori Inkarth worshippers of Zorak Zoran remember his conquest of Corlum, the Worm of Destruction, and can send Crushing Coils to crush the life out of their foes.

Entry Requirements: This subcult is open to initiates and devotees of Zorak Zoran. The specific demons conquered (and thus feats available) are different in each uz land; a sampling is provided below. Worship of each demon requires that specific sacrifices be made – Agados, for example, requires that the worshipper sacrifice his own (or a captive's) eye.

Feats: The following feats are widespread among worshippers of Zorak Zoran:

- Blind Foe (from Agados, the Eye Eater)
- Crushing Pain (from Gadoz, Xiola Umbar's Foe)
- Darkmight (from Durik Gol, the Dancer in Darkness)
- Hate Sky (from Toram, the Sky Demon)
- Make Skeleton ritual (from Xixitic, the Bone Horror)
- Secret: Conquer Demon. Allows a character in any Otherworld to ignore the Alien World modifier when using any ability against a demon.

Disadvantages: Zorak Zorani who worship the Demons of Death are often required to sacrifice parts of their own body or soul to gain the demons' magics. Over time, this can seriously weaken the worshipper.



RUNNING UZ AS ADVERSARIES

Uz are one of the classic foes of Glorantha. Linger on the fringes of most major human lands, the uz are raiders, monsters in the darkness used to terrify children and feared and hated by many human cultures. And, in their element, they are one of the toughest foes in Glorantha.

RAIDING

Uz constantly raid their neighbours. The area around any uz land is usually considered a hunting ground, and uz hunters prowl the area searching for food. While few uz actively hunt humans or other sentient races, most hunters will defend their hunting ground, and so the immediate area near an uz land is always subject to the predation of the Zong cult.

Adventurers are a proper, even preferred target for raids. Remember, human adventurers are constantly barging in where they're not welcome, killing uz for sport, stealing uz secrets, and generally being obnoxious. As far as uz are concerned, killing such is merely avoiding future trouble.

THE ART OF THE AMBUSH

Open combat? It's for those gloomy Humakti boys. Uz, even the Zorak Zorani berserkers, love to ambush foes, maximising uz strengths by attacking at night. Typically, a wave of screaming enlo or insects are driven in against the surprised foe while the uzko use slings or thrown rocks from the darkness. Spirits or appropriate magics are used to douse lanterns or fires, blinding humans. Then the uzko themselves attack, driving along hulking uzdo, hungry romal, warrior enlo and even giant insects, spirits of darkness and other horrors. All of this is intended to minimise losses among the uzko (so in group contests, AP loss is distributed first to the initial wave of beasts and enlo) and keep the enemy off balance.

TACTICS IN COMBAT

Typically, a group of uz foes will include a large number of lightly armed enlo (nearly always outnumbering their oppo-

nents) and a small core of heavily armed and armoured uzko warriors. The uzko will often be hardened warriors, worshipping Kaarg, Zorak Zoran, Vaneekara or Bozkatang. The enlo are used to wear the enemy down, while the uzko charge in at the most opportune time. Often, if the battle is going badly uz will be content to withdraw while the low-status enlo are slaughtered.

Different uz cults add different tactics. Zong cultists like to follow an enemy group over several days, sniping from the darkness to add fear and panic, denying them sleep or peace of mind. Vaneekara cultists may literally bombard a foe from a distance, sending in the enlo and uz warriors only after 'softening up' a foe. Zorak Zorani may charge in a screaming wave, or erupt silently out of the darkness to attack – or both. Often, their attacks are preceded by a silent wave of undead instead of enlo. Hombobobom drummers will beat out combat rituals to aid their fellows, while Jakaboom shamans and Subere priests unleash spirits and daimons of hell on the enemy.

Argan Argai may, of course, deploy their units of surprisingly disciplined enlo spearkin, but are also just as likely to use their financial resources to hire suitable mercenaries, so an attacking force might not



be made up of uz as expected but perhaps morocanth, sedraili, maybe even humans! Not every uz band will encompass all of these, of course, but uz know how to work together, and can often appear in unexpected combinations.

TACTICS IN WAR

Uz armies are rare but fearsome things. Usually only mustered to defend an uz land against invaders, the mustering of an uz army always portends the worst for neighbouring species and lands. Although they usually don't appear to have the same kind of organisation and discipline as a human army, this does not mean that they are unruly mobs. Their style of war rarely demands serried ranks, and spirits, drums and signals help them coordinate their operations perfectly effectively when they need to.

Usually, as in small skirmishes, uz armies prefer to eat away at the fringes of their enemies and forestall combat until they feel that the enemy is at a loss. Uz usually have much greater mobility (since they do not require a supply train – uz can 'eat off the ground' like no other race), especially in their homelands, and can avoid combat when not to their liking.

Often, against humans, an uz army may appear and ravage the countryside, only to disappear before local humans can give battle — or turn out to be a small part of a larger uz force used to lure humans out of forts or towns.

The record of uz tricks and stratagems in war are endless. Large pits may be dug and concealed to destroy cavalry; in some cases, spirits of darkness or swarms of maggots or stingworms may be hidden inside to await the foe. Tunnels may be dug, allowing uz to erupt inside fortifications or from unexpected locations. Traps are scattered in the face of an advancing enemy.

Cavalry are a special target, since uz have little use for horses save at dinnertime, and wish to deny their enemies any advantage of speed and momentum and a cavalryman in the charge can bowl over even a romal.

ALLIES OF THE DARKNESS

Uz are only part of uz warfare, however. Uz can call upon other races of the darkness, and usually do. Most common are the children of Gorakiki; uz may send swarms of insects into battle, or ride huge insects as mahouts. Flying insects with enlo pilots serve as scouts, harass flying foes, raid and cause havoc behind enemy lines.

Also dreaded are the feared spiders of Orani Mor: the Cragspider cult in Dagori Inkarth in particular fields gangs of tarantula-riders, with giant wolf and lynx spider packs running alongside at the riders' command. Such uz 'cavalry' as tarantula-riders or preying mantis-riders are rare and always few in number, but are far more powerful and nimble than most human cavalry. Many human-uz battle record sudden attacks of spider cavalry from directions

thought impossible – through bogs, sheer cliffs, dense forest.

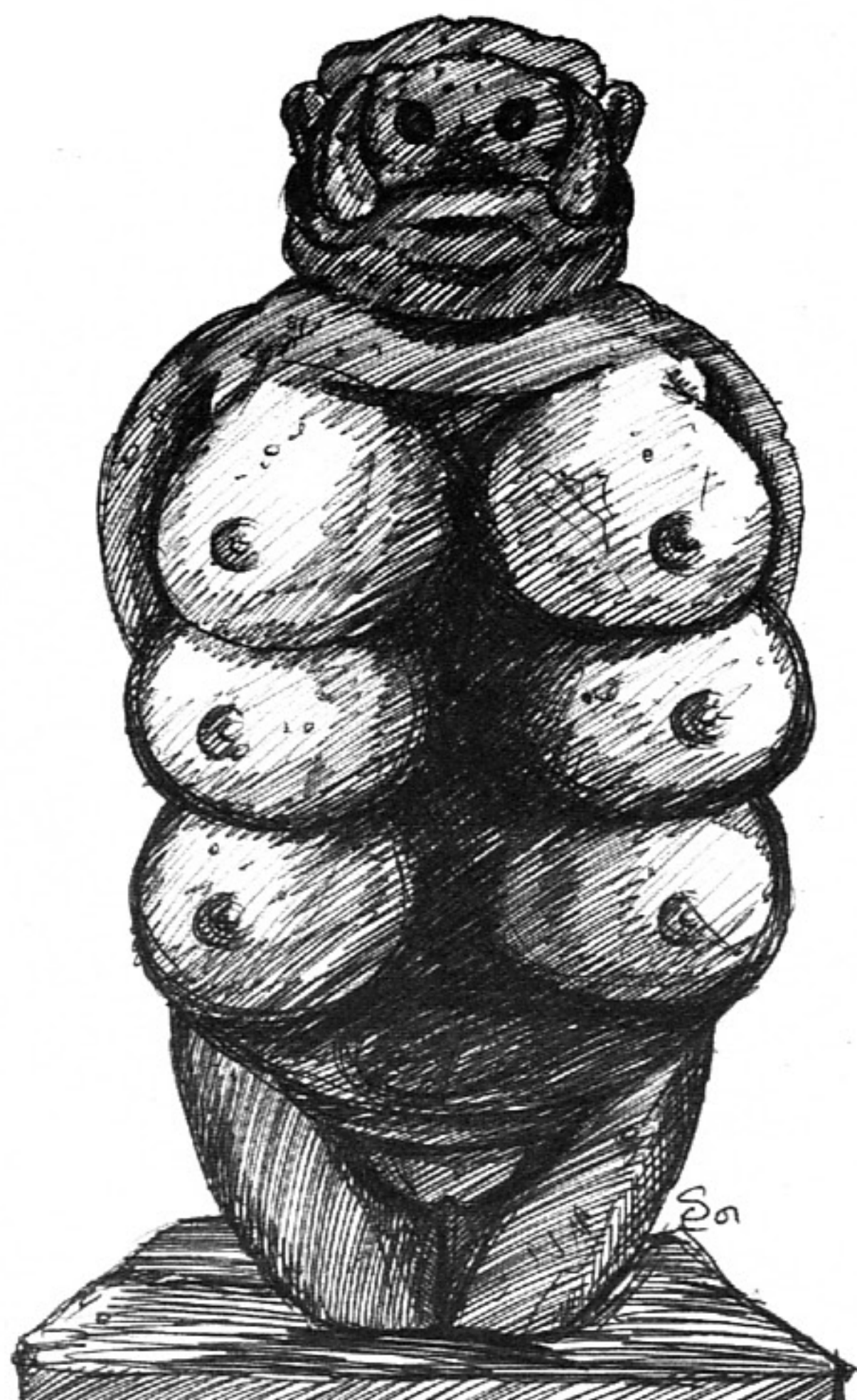
Uz also show a propensity to summon horrors from the darkness. There is no comprehensive list of the monstrosities that uz may call for to their aid, but Black Eater or Hell Wolf Father have both been manifest at key battles in history. Most uz armies summon much lesser monstrosities.

AFTER THE FIGHT

Uz have a reputation as eaters of man-flesh who cannot be bargained with. This is not true – while uz are suspicious of outsiders, this is a natural result of the treacheries and betrayals of other races. Uz are just as willing to ransom foes, make bargains and agree to peace – as long as it is on their terms, and they trust their foe. Often, intermediaries such as the Kitori, Torkani or Xiola Umbar cult serve to negotiate ransom exchanges.

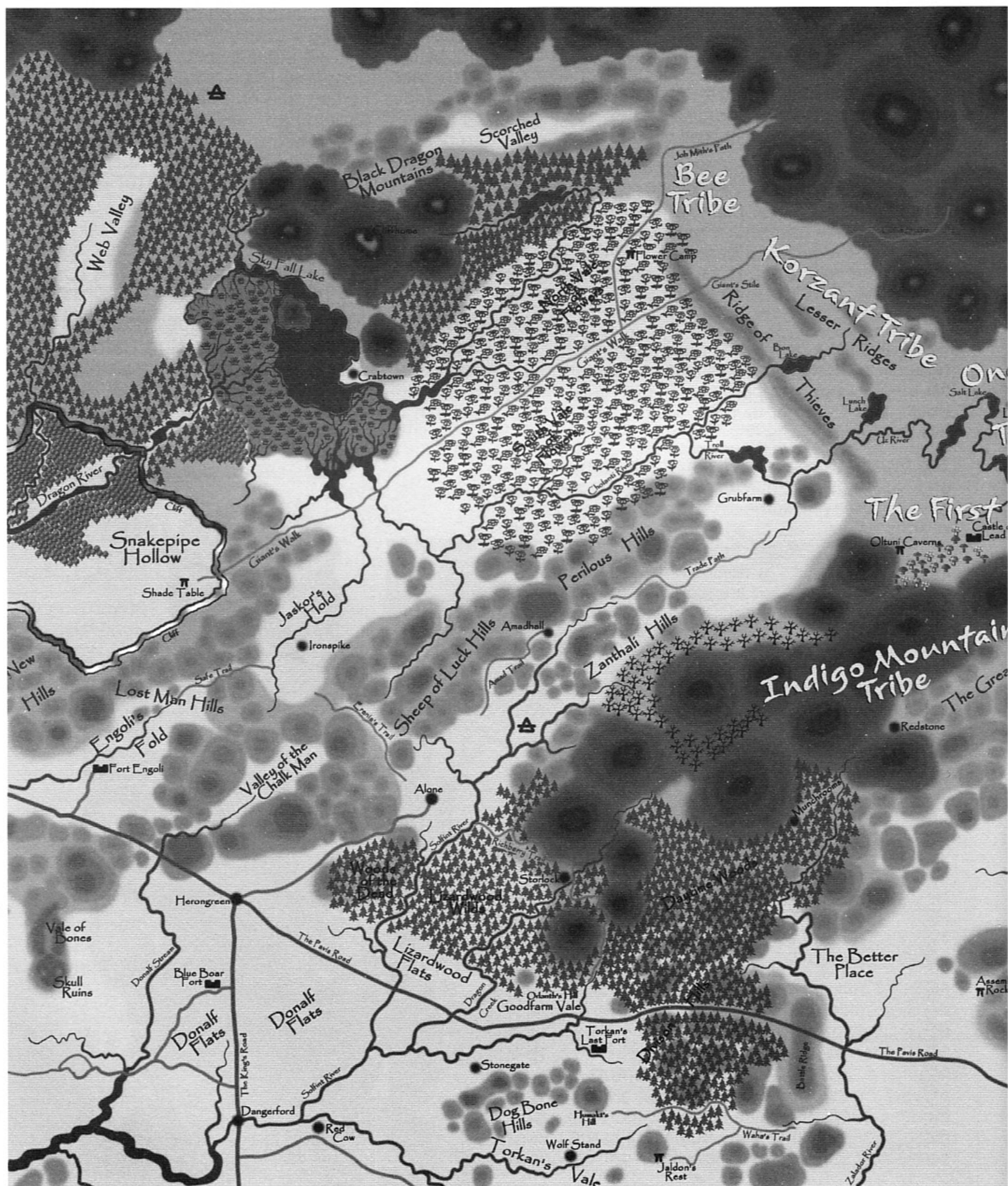
NARRATOR RESOURCES

The rest of this section provides an array of resources for the Narrator setting Hero Wars games amongst or near the incomparable uz: a detailed map of the trollish land of Dagori Inkarth, Narrator characters, a hero band and more.

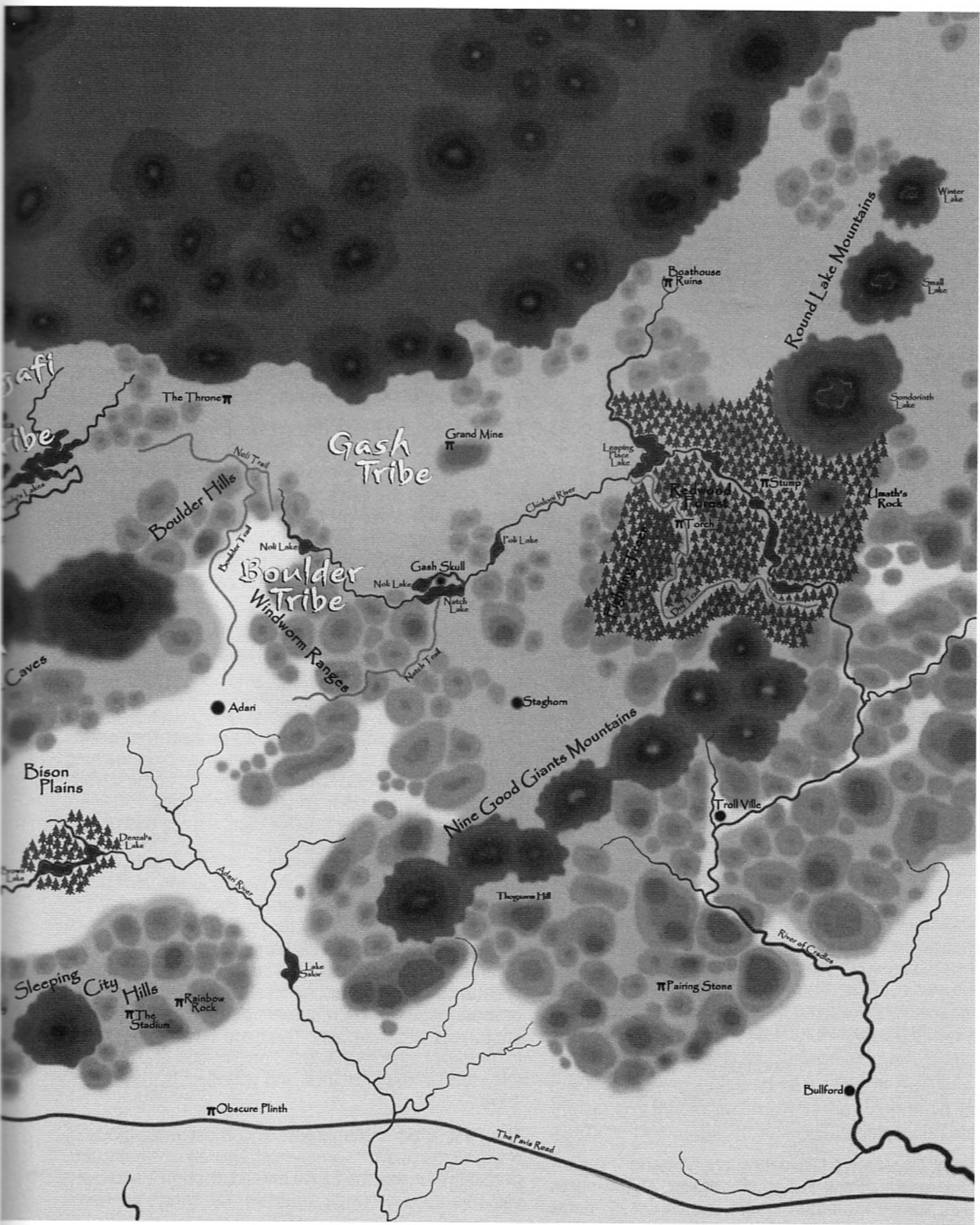


DAGORI

KYGER LITOR'S REALM



INKARTH



DAGORI INKARTH

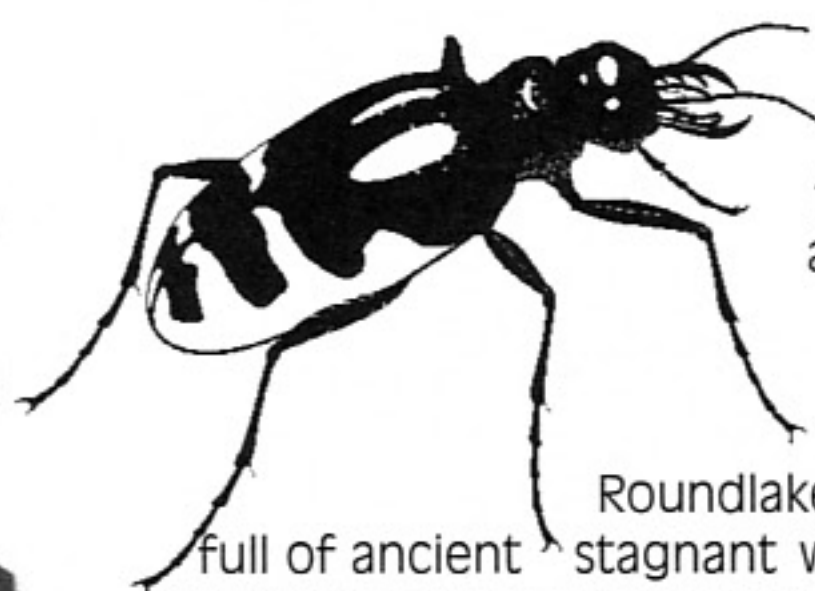
A BRIEF GUIDE

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

THE LAND

It is cut by the Indigo Mountains, a chain of newer volcanoes whose rise wrinkled the lands about them during the Storm Age. The higher parts of the mountains are too steep even for trolls, and snow stays on the north faces of the higher peaks the year round. North and west of them is the richest portion of Dagori Inkarth, well-watered by rains and by winter snow, where giant flowers fill valley after valley. The Ridge of Thieves is the first of a series of granite ridges which run parallel to the Rockwood Mountains further north. It is marginally higher but appreciable steeper than the older wrinkles which cross it.

Gors Land is a jumble of rocks and soils, divided from dry and rocky Gash Land by the parallel granite ridges of the Boulder Hills, which are topped with huge rounded boulders, which have filled the valleys between.



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

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

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

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

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

The Great Caves are a fascinating phenomenon. The region lies south of the Indigo Mountains. At the north end lies Sentry mountain where stands a 125-metre

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

THE UZ

Dagori Inkarth is a prehistoric kingdom ultimately deriving its power from Kyger Litor, goddess of darkness and ancestress of all trolls. Her matriarchal hierarchy of theocrats draws its power from kinship connections or from her darkness magic. Leading the government is Kyger Litor Herself, proclaimed as Goddess of Dagori Inkarth. However, she is rarely seen by any but her highest worshippers, who have accepted or seized the responsibility and benefits of community leadership.

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

To the north-west, the uz demigod Cragspider rules her lands from Cliffhome. The dark and mysterious Sporewood, on the other hand, is refuge to the voralans, ancient yet inscrutable allies of the uz.

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

THE TRIBES

Less momentous events are handled by lesser agencies. Foremost are the tribes of the land. Tribes are kin-based and use a common ancestress to bind members together. Leading tribal members also are always leading ancestress cult members. There are seven major tribes in Dagori Inkarth, each with its own history and legends. The eldest is the First Tribe and youngest is the Korzant Tribe.

The **First Tribe** is the largest and most prestigious of them all. Its quarters are almost entirely underground, primarily beneath the Castle of Lead, though it also owns valuable aboveground properties. The tribe's economy

is based on fungus and insect-breeding. They dominate the Subere cult.

The **Ongafi Tribe** is the leading surface tribe and is concentrated in Laca, where about a third of the total tribe resides above and below ground. Most of Gors Land is occupied by them.

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

The **Indigo Mountain Tribe's** lands include the high valleys of the Indigo Mountains, the Zanthali hills, and the Great Caves. They are avid hunters. Most trolls encountered in the regions by human lands, such as the Bison Plain or the Marginal Woods, will be from this tribe.

The **Gash Tribe** is next. They have held this region since the first settlement, and intend to hold it until it is again rich and fertile and ever afterwards. About a thousand enlo live alone or in rebel gangs in the wretched land. Almost all the trolls are concentrated in Natch Land, with about half the remaining enlo. the rest live at or about the Grand Mine. The Hunting God is very popular here.

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

The **Korzant Tribe** began early in the Third Age when a rebellious daughter defied her elders and broke away from the First Tribe. Similar processes had established other tribes in earlier times. They occupy the Lesser Ridges region. The tribe includes many splinter Gorakiki cults. They are unusually kind to enlo because so many of the little creatures are needed to ride special insects. The Trollkin, in turn, are unusually arrogant about being Values and have formed many 'pilot clubs' which are based on old tales of times when whole clans of pilot slaves deserted en masse to seek their fortune elsewhere. Such escapes, however good for morale, are rare.

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

A Local Dagori Inkarth Herocult:

UTTOG SKOLSKULL

Uttog was a son of Gash, and founder of the Skolskull Clan of the Indigo Mountain Tribe. A wily and villainous uz, he roamed Komor with his burly war gang, looking for trouble and adventure. He was a potent magician, with a great love of uz drinks, and regularly stole dangerous, strange or odorous ingredients to make his magical brews. The most famous was his Day Club Soda, which allowed trolls to function (albeit a little drunkenly) in daylight as if it were night. This made the Skolskull a terrible foe of the Aldryami and Humans that clung onto the last remaining points of light. Amongst the uz, Uttog is most famed for his fatal drinking contests, which he never lost, even against ancestral Dehori and other darkness monsters. Uttog would forge the skulls of his competitors into the Black Brew Cauldrons, in which to make his brews. His family eventually ate Uttog after his death in the war against D'Wargon: his flesh it was said was so laced with Old Rotgut that his family's teeth were pink for five generations.

Uttog is now worshipped amongst uz brewers, especially those of the Indigo Mountain Tribe. His Grog Shoppes are usually called Day Clubs, as they are frequented throughout the daylight hours by all manner of uz sops and drunks.

Mundane Abilities: Concoct Troll Drink, Hunt for Drink Ingredients, Mythology of Uttog Skolskull, Stir Cauldron Tirelessly.
Virtues: Eccentric, Gregarious, Possessive.
Affinity:

Black Cauldron Brewing (Brew Troll Drink, Cure Hangover, Defend Grog Shoppe, Ferment Quickly, Forge Black Cauldron ritual, Hold Your Ale)

Secret: Brew Day Club Soda. This drink allows uz (even enlo and romal) to function in daylight as if it were night. It is, however, a strong intoxicant, and mildly addictive. Trolls function at a -1 while under its influence, and must resist the secret's strength to avoid acquiring the flaw Addicted to Day Club Soda at 12. They then begin to crave the drink and perhaps even the sunlight, they are often seen as strange by their fellows. Worshipers of Uttog never become addicted to Day Club Soda.

Black Brew Cauldrons

These large and heavy lead cauldrons are magically forged from the skull of an opponent who has lost a drinking contest with its creator. Each is different, having some characteristics of the creature used to make the vessel, so a cauldron made from a Zorak Zorani may be ugly and painful to touch, one made from a darkness daimon would be icy cold and jet black. Each cauldron can be used to augment a brewer's Black Cauldron Brewing Affinity with a rating equal to 1/4 of the original victim's highest ability. An Uttog brewer may own only one cauldron at a time.



UZ FRIENDS AND FOES

GRANDMOTHER GATABAK

Grandmother Gatabak was a Mother of the Kaggak clan of the First Tribe in Dagori Inkarth in the time of the Council of Friends. Her own mother, Ganngaja, was the Great Mother of the clan, and they were strong and prosperous. When D'Wargon brought about the Great Woe, Gatabak saw the end of the uz near. Twice she gave birth to stunted enlo, which she destroyed in horror. Desperate, she sought aid from the many spirits of Hell. In time, Kogogerii the Child Eater answered her, and taught her how to bind the spirits of the newborn. This would give her the power to resist D'Wargon and to birth healthy uzko. Gatabak destroyed and bound her next enlo, and the next, to gain power, but it was still not enough. And her next child she bound in her womb. Kyger Litor cast her out from the folk for such evil, and she was no longer uz. And she no longer give birth to a proper uz child, but only to monsters. Insane, she began to steal the children of other uz, hoping that with enough power, she could yet give birth to a proper uz child.

Encounter Ideas

Grandmother Gatabak still lurks in the Rockwoods, stealing south once or twice a generation into Dagori Inkarth to attempt to steal uzko children. She raids rarely, but she is old and cunning, and sometimes cannot be warded against. Uz or uzfriend heroes might pursue her to rescue an infant, or attempt to destroy her for her crimes.

She rarely molests non-uz, but if Kogogerii teaches her how to bind the spirits of non-uz children. Gatabak might then wreak havoc across Sartar and Tarsh, stealing infants of humans and other races. Uz heroes might be called to the aid of human allies, or forced to intervene before uz are blamed for the crimes.

As the uz of Dagori Inkarth gather for the first uzuz birth in decades, Gatabak herself is preparing to steal such a child, for surely it would give her the power she craves. Heroes might be dispatched to kill her before the birth; if she was to steal the child, the heroes might be sent to kill her and save the child before she can sacrifice it.

ERKUKTUG THE BONE HUNTER

Hunters carry out a noble mission, feeding their people, but for Erkuktug it has become more, a means to develop her contacts with the souls and spirits of Komor.

She is a powerful shaman of Zong, but now wanders Dagori Inkarth seeking new prey. What she captures she binds into a fetish made of one of its own bones, which she also makes into a simple pipe which, when blown, mimics the creature's own deathcry. She will keep the fetish for exactly a season, then break it, releasing the spirit to its own Otherworld. In that



Uzko Mother 1w, Kogogerii Shaman 1w2

Significant Abilities: Acute Darksense 1w3, Apostate of Kyger Litor 10w2, Birth Only Monster 7w3, Close Combat 12w2 (Bite & Claw), Eat Anything 1w2, Hated by Kaggak Clan 5w2, Hated by Uz 1w, Hate Others' Children 1w, Hide 5w, Know Rockwood Mountains 1w2, Tough 1w.

Magic: Gatabak lost most of her links to Kyger Litor's tradition when she was driven from the folk, and as a follower of the Kogogerii tradition most uz spirits are now hostile to her. She has ritually killed and devoured many uzko infants to date, integrating many of them to increase her power. She has bound six of their spirits into their umbilical cords, which she wears on her wrists. In a given combat, she may use each cord to increase any skill by one mastery level, but she may not use more than one cord for any given skill. She also usually possesses a few fetishes, spirits captured and bound in her rituals, but ultimately she will sacrifice them, too, to Kogogerii and rarely has a given spirit for long. A typical mix might include the following four fetishes: *Cause Fear* 6w, 3/day, *Blind Foe* 18, 3/day; *Ambush* 2w2, 1/day; *Great Leap* 18w, 3/day.

season, though, she will have taught and spoken to the spirit, and hopes in this way, spirit by spirit, to teach all Glorantha the wisdom of the uz and the Twelve Secret Sounds of Kyger Litor.

She has no interest in war, politics and adventure, but she has an innate sense of fair play in the hunt and may even intervene to help humans or others when being hunted by her own kind. She also has a burning hatred of Chaos or anything else which might try to trap or destroy souls.

Encounter Ideas:

Erkuktug can be used as a classic deus ex machina to save or assist the heroes if they get into a tight spot. (She could even be a useful ally in hunting Gatabak.)

She can also be used to emphasise the mournful and spiritual side of the uz to non-uz. After all, she is a fearsome huntress and fighter, yet bears them no ill-will unless they get in her way.

VANEEKARA'S LAST DAUGHTERS

"Smash the surface world!"

Since the Exodus and the Curse of Kin, female uzko have become precious, and the wise uz mother commands her daughters to never venture far from safe darkness. Sometimes a daughter chafes at such restrictions, but there are fewer 'safety valves' for her than for her brothers. A mother will rarely allow a fertile daughter to hunt or travel on the surface, and never to join Zorak Zoran, else she risks the chance her line dies out. Vaneekara the Hurler is a more acceptable patron. She has always been a favorite war goddess of the uz, and in the First Age her legions were strong and powerful. Since the Curse, her worship declined and the legions shrunk to scattered bands (excepting only the Barren Legion of Halikiv). As the hero wars approach, the restless look to her deeds and seek to reforge old paths of power.

Bakeegag was the most famous follower of Vaneekara in Dagori Inkarth. Daughter of the founder of the Boulder Tribe, she bedeviled her tribe's enemies to no end – she once threw a great boulder into the Oslir River to dam it for a season; she knocked down part of a star that offended Xentha; and she broke Orlanth's nose with one of his own pieces of flint. Every generation since the Curse, a few daughters look to Bakeegag and try Vaneekara's path. Any daughter swearing an oath to Bakeegag laying her hand on First Rock earns the right to try this – as long as she is successful at it. Most leave after a season or two, but a few persevere. It is a grudging path and a hard one, but these are Vaneekara's Daughters, who would rather obey her than their own mothers.

Common Names: 'Rock tossers,' 'stone throwers.' Only the most daring of uz risk 'Boulder Holders.'

Form: A gang of adventuresses.

Cultural Context: An acceptable way for daughters to escape their mother's strictures for a time and perform heroic deeds. Accepted by uz society: they are not outcasts, but uz who choose a different way.

Ideology: 'The Rightful Daughter is an adventurer.'

Look and Feel: Bold, loud uz warriors. Seeking to be greater than most dare, they take risks few would venture..

Purpose: To fulfil Vaneekara's ideals; for many, primarily to escape their mothers' authority.

Headquarters: Usually Crabtown; the band hunts the beasts of the lake with thrown stone.

Reactions: All uz respect the power of Vaneekara, but not all like it. Worshippers of Kaarg and Zorak Zoran often see them as competition, and are sullenly or openly hostile.

Leader: Kychalas the Hurler, devotee of Vaneekara, who tossed a rock from Crabtown to Boldhome, then back, on a bet.

Uzko Huntress 1w2, Shaman 1w2

Significant Abilities: Acute Darksense 1w2, Close Combat 10w (Bite & Claw, Mace), Hardy 20w, Hate Chaos 1w2, Know Dagori Inkarth 1w2, Ranged Combat (Thrown Rock, Sling) 5w2, Track 1w3.

Magic: Erkuktug is a shaman of Korasting and Zong, and although she only keeps her fetishes for a month, such is her prowess as a huntress that she always has many. Furthermore, they are often of strange, unusual and challenging prey, with abilities to match. For example, she might when encountered have a bone of a Manticore (*Poison Wound* 10w, 2/day), a Unicorn's horn (*Heal Anything* 1w2, 1/day), a Tusker bone (*Frenzied Charge* 20, 3/day) and a Giant Bat's wingbone (*Fluttery Flight* 1w, 3/day), as well as sundry minor ones.

Renowned Members: Vaggajoom Two-Rocks, who crushes dinosaurs with boulders; Gilath Uz-in-a-Human, an apostate Orlanthi who found her true soul.

Membership: Between a dozen and twenty uz. Each year, a few may leave and a few may join. Male uz are never allowed to join. (Male uz have joined, but they were really daughters, not sons.)

Other Contacts: The band do not sever ties with their mothers – just loosen them for a time – and may call or be called upon those ties.

Bakeegag: Bakeegag loves this last band, and preserves this fragment of Vaneekara's cult.

Method: Manifest. The band's leader may summon Bakeegag. Leadership is determined by who can throw the First Rock as far as Bakeegag could (resistance of 12w2). If more than one uz can do so, the winner is she who can hurl the farthest.

Form: Bakeegag appears as a spirit visible only to members of the band. Most outside of it incorrectly take her First Rock – a two-hundred pound chunk of dull black stone – to be her manifest form.

Membership Requirements: Perform a worthy deed once a season. The band also plays trollball against anyone willing to take them on (any good fan knows that to make a long pass is to "throw like Vaneekara").

Organisation

The Boulder Throwers are mercenaries in times of war, fighting together as a unit and hurling great rocks at their foes. In times of peace the entire band may travel together, but it is just as likely that one or a couple of band members may wander off on their own and rejoin the band later. Kychalas the Hurler leads the band but does not constrain them like enlo or humans. Like Vaneekara, she leads by action and deed.

Membership

Requirements: To join, one must be able to hurl stones as well as any member of the band (a resistance varying from 15 to 5w).

Abilities Taught: Boast

Typical Personality Traits: Adventurous, Free-spirit, Risk-taker.

Guardian Entity

Bakeegag loves this last band, and preserves this fragment of Vaneekara's cult. As long as they make Bakeegag proud, they enjoy the benefit of her presence. If more than a season goes by without significant deed, however, she will reduce her magics.

Powers: Awareness Function: **Spot Target** 16; Blessing Function: **Tireless Hurling** 1w; Defense Function: **Resist Detection** 18 (Bakeegag helps to conceal the perpetrator, but not the act.)

RUNNING THE RIDGES

AN ADVENTUROUS SITUATION

The Running of the Ridges is an annual ritual in Dagori Inkarth. Each year during Storm Season, certain uz clans engage in a 'contest' with a selected human as part of their ancient rivalry with Storm. The human, in the role of Orlanth, is given magical sandals and allowed to escape across the Ridge of Thieves; to go free, he must run the entire distance ahead of his pursuers. The uz must run barefoot on the knife-sharp granite ridges, but any good uz can manage that. A Kyger Litor priestess oversees the ritual, and will use any troll victory for her own magical purposes; success brings much good weather and fortune in the coming year, while defeat means the Storm will wax powerful.

The Contest

The human and uz will compete in a group contest, as the human tries to elude, the uz try to catch him (and outrun each other), and all are forced to deal with the difficult terrain of the Ridge of Thieves.

Contest: Running the Ridges

Appropriate Abilities: Running, Fast, Jumping (-1)

Typical Modifiers: Endure Pain, Know Local Area, Marching.

The human, given a long head start, begins with an Action Point bonus - this can be tailored, but 30-40 points (tailored up or down depending on the relative number of APs the human and uz start with) is probably suitable considering the number of foes. More points will give the human a greater advantage, and biases toward a human victory; fewer points is to the advantage of the uz. Action points, in this contest, represent the speed of the various players, the distance the uz fall behind the human or catch up to him, and how tired they are. Players with APs of less than zero are so winded they're forced to drop out of the race. For added drama, the Narrator can factor in the harsh Ridge of Thieves itself, which is (after all) difficult to run on. Make the characters contest against the ridge (10w or more) every few rounds to represent the difficult terrain as it slows down the

human and rips the trolls' feet bloody (taking away APs).

For the purposes of this contest, the human does not suffer penalties for the multiple foes: the uz are a goodly distance behind him (at first), and are all coming from the same direction. This could change if two or more trolls race up, very closely, and the human has to dodge both of them. Similarly, although the trolls are competing against each other, it is at their *option* to apply this penalty. For example, if Garorf is very close behind the human, and Bagtrag wants to delay her, she can 'compete' against Garorf (giving *both* -3 against the human). This represents the uz jostling, pushing and manoeuvring against each other instead of trying to catch the human. Similarly, the uz will not usually transfer APs to each other due to the nature of the contest.

Human Players

"So there I am stuffing a bunch of magic fungus in a sack, figuring how I'll spend the money, when I hear a coughing sound. Turn around, and there's a half dozen trolls, grinning. I figure it's the stewpot for sure, with no ransom, but the crazy monsters just toss me in a cave, smack me around a bit, and let me go hungry. After a couple of days one comes in and tosses a pair of sandals at my head. I get dragged outside, and there's a bunch of them. The big one says, 'You run. You get away on ridge, you not get eaten.' Didn't have to hear that twice!"

"Close thing — one of 'em nearly got me about mid-way through, and I had to kill one of their darkness spirits. But I got to the end of the ridge, and snuck off into the brush — the sandals are good for sneaking, I found out. So that's how I got my Sandals of Darkness."

As related by Hierd Windfoot, Orlanthi

Generally, the human actor was caught intruding on the lands of Dagori Inkarth. The trolls will always prefer a worshipper of Orlanth, although they'll run the ritual with a worshipper of any Storm god if they have to. Orlanthi prisoners captured in war by the trolls are sometimes given a chance to escape (and keep their ransoms). More rarely, a human from one of the clans of Sartar friendlier to the trolls will take part willingly, risking a year's service to a Kyger Litor priestess for a chance to learn secrets of the darkness.

If played by the Narrator the human should have

a suitable good ability (at least 1w) such as *Fleet of Foot* or an appropriate ability or feat, ideally slightly higher than the troll average, to represent the victory of Orlanth in his cowardly flight away from powerful, angry trolls upset about his views on property rights.

Hunters along the ridge and trollkin pilots riding flying insects above hem the human in, on the ridge to avoid escape by flight or similar trickery. Normally, the trolls are also aware if the Orlanthi possesses powerful feats (since if he did, he wouldn't be captured easily!), but they sometimes miss one, or an Orlanthi 'ringer' sneaks in to try and steal the Sandals of Darkness through the contest.

Uz Players

"Hurrrr... there goes the hooman. Cowardly son of an enlo. Now we wait. You know, this is a big honour. When Orlanth the Thieving Wind stole Kyger Litor's sacred Sandals of Darkness six of her grandchildren tried to catch him. When they failed — and they got more their than ears boxed for that — the miserable wind-brigand kept the stolen piece of the Darkness and caused no end of trouble with it. But when Gartorf was Queen, her daughter caught one of the sneaky buggers, and wrung some of his storm powers clean out in Kyger Litor's name. So today you teach Orlanth and his criminals to respect the Folk, and take something from him. Hurrr - that's enough time. Go catch that sure-food toothless windpoet, my children. Don't let him get away!"

As related by Gardarg, Priestess of Kyger Litor

The six uz actors are usually young uz given the honour of playing the part of the Vengeful Grandchildren in the ritual. The priestess of Kyger Litor will usually select strong runners through a variety of contests in the weeks before the ritual, on occasion for much competition among ambitious uz. Those uz who know the secrets of Gerak Kag's jumping magics are especially encouraged.

If run by the narrator the uz should each have a good ability (17 or 1w) such as *Running*, *Jumping* or *Catch Windy Burglar*. Many uz in the contest will try to use darkness magics to confuse or slow the human: typical are the summoning of *fear spirits* and other spiritual creatures; creating *darkness* in the human's path; *blinding* him, *hurling* huge stones; *commanding insects* to harry him; etc.



Conclusion

If a human escapes by running the ridges, he has re-enacted Orlanth's theft of Sandals of Darkness. The sandals now grant him (alone) the magical ability of **Walk in Darkness** 17. This will allow him successfully to escape through the rest of Dagori Inkarth. If the human escapes but did not run the ridges (through flight, etc), he has followed a different path and thus stolen a different bit of the darkness — the Narrator decides what, but it is usually related to their method of escape. (such as **Fly in Darkness**, or **Gerak Kag's Jump**). If the human is caught, he may still be held for ransom by the uz; the uz are occasionally happy to give the thief a good beating and send him home to tell his fellows not to mess with them. Particularly annoying human losers are destined for the stewpot.

If the uz win, the uz who actually catches the Orlanthi steals a bit of Orlanth's sneaky storm powers. She learns the feat of **Resist Storm** 17. The winner will be respected above other participants, but all will be honoured and considered blessed. If the uz fail, they must serve their priestess of Kyger Litor as slaves for the year, and rank less than mere enlo. They will often be sent on tasks for the priestess, and forced to venture into the horrible light of foul Yelm.

Mythically, of course, Orlanth won, so defeat is not that tragic a fate. The priestess will remind them that Gash managed to smash Orlanth's head with the Pairing Stones soon after the windbag stole the sandals, so there can always be future raids on the treacherous humans! It is just embarrassing, and losers usually bear a grudge against the sneaky hooman that got away.

TROLLBALL!

Trollball is the archetypal troll game: brutal, deadly and anarchistic. It was played by trolls before Fiery Death entered Wonderhome. In ancient times the balls were the now extinct Whirring Whiz beetles, but since Gbaji's curse, unfortunate trollkin have been the ball of choice.

Trollball teams are either amateur or professional, with amateur matches played in every troll village, by whoever wishes to play and professional teams made up of well-groomed and -sponsored players, whose only role in society is to play Trollball. Every strong tribe will try to support a Trollball team. There is usually only one league in an area, which will shamelessly pit poorly skilled amateurs against honed professionals.

Trollball games are always a major social affair, with much drinking, brawling and side betting taking place in the audiences. As every communal event is also an opportunity to celebrate uzness, Trollball also have a religious element, over and above the whispered prayers to Kyger Litor to favour the petitioner's team!

Object of the Game

The object of the game is to get the 'live' portion of a trollkin across the goal line. A goal scores one point, after an agreed amount of time the team with the most points wins. In the event of a tie, team champions throw trollkin, the one who hurls the trollkin furthest wins.

Teams

Troll ball teams have seven players: one can be an Uzdo, the rest must be Uzko. Five players can go onto the pitch at a time, one of whom is the goalie, and may not leave the red zone. There are four free roaming field-players and two reserves on the bench. If a player needs replacing, he must stagger to the sideline.

Sponsors must be male, and often heal wounded players off field - when they are not orchestrating the fans, bellowing 'helpful' advice to the team and taking bets.

The Field

A trollball field measures 30 metres by 51. The goals are ten metres wide, centred at opposite



ends of the long axis. Goals are marked with tall posts, standing stones or even a motionless troll. Corners are marked the same.

Red zones are very important to play and are carefully marked with the blood of sacrifices made to each team's own Team Spirit Post, magical poles driven in at the 10 metre line. Before any trollball match, ceremonies are held before these idols.

Other Authorities

Two giants generally act as referees; they literally kick out any unruly players who break the rules. A Xiola Umbar priestess is on site to monitor the health of the 'ball' and calling for a new ball upon its death. New 'balls' are grabbed at random from the audience.

Rules of the Game

- Blunt Weapons only, though any armour can be worn.
- No magic should be used on the pitch.
- No missile weapons.
- It is illegal deliberately to maim the trollkin while holding it. It may be maimed while running away from you.
- The goalie may not leave the red zone.
- A team cannot enter the opposing team's red zone unless the trollkin is in their possession.
- Spectators may throw anything they want at opposing players in their own team's red zone, but players cannot harm spectators.

In Hero Wars mechanics a game of trollball is easiest to resolve as a Group Extended Contest. However, Narrators can have fun by allowing Spectators to lend APs by hurling rubbish at teams, or by having a Giant intervene for foul play. AP loans and contest results should be interpreted with a sense of humour; this is not the hack'n'slash of battle, but the to-and-fro of a bizarre sport. So a critical may be a spectacular ball pass and a fumble could be a flying dive that lands the player in the lap of an angry Uzdo spectator.

SAMPLE TROLLBALL TEAMS

The Sazdorf Whackers & Tacklers (Sartar)

Sponsored by the Sazdorf Clan of Battle Valley, the Whackers are a mean bunch of well-honed semi-professional players. Most notable amongst their roster is the Can-Opener, an Uzdo who specialises in ripping armoured opponents to pieces.

Skill Level: Play Trollball 10w, Shred Armour (Can-Opener) 5w

The Redstone Wallbangers (Dagori Inkarth)

The Wallbangers are one of the few full-time teams in Dagori Inkarth. Each player is sponsored by one of the Great Caverns families and is usually well equipped, however internal clan politics have lead to several locker room bust ups of fatal proportions.

Skill Level: Play Trollball 15w, Well-Equipped 1w, Internal Conflict 13 (Flaw)

The Stillwater Mudders (Dagori Inkarth)

A purely amateur team, sponsored by the Stillwater 'Day Club', the team are heavy drinkers and often

arrive at matches inebriated. Despite their amateur status, their games are popular, due to the special flooded pitch and unusual eel-on-a-stick snacks.

Skill Level: Play Trollball 17, Run through Mud 1w, Drunkards 17 (Flaw).

The Barrelheads (Elder Wilds)

Sponsored by Gerag Midem and infamous Zorak Zorani, the Barrelheads are as temperamental as their owner. Their skill on the pitch varies immensely, but they always play better when their aggressive and unruly fan club and sponsor is present.

Skill Level: Play Trollball 5w, Zorak Zorani Fan Club 20, Intimidating Sponsor 10w.

The Uz from the Black Stuff (Shadow Plateau)

A recently reformed team from the Holy Country, the 'Black Stuff' are unusual in that they insist on singing lengthy prayers to the Only Old One before every match. A very tough team, it is said that they are 'So 'ard they bathe in hot tar!'

Skill Level: Play Trollball 5w, Tough 10w.

The Drogol Tree Chompers (Troll Woods)

A very unusual team in that it occasionally fields troll that were formally hoomanz. Although not as tough as their team-mates, these players have advantages of speed and good eyesight. Their fans are renowned for throwing axes at opposing teams.

Skill Level: Play Trollball 4w, (Ex-hoomanz) Good Eyesight 17, Run Fast 20.

The Trollbridge Boys (Prax)

An amateur team from the Big Rubble, they play their matches on the famous Trollbridge itself. Although the view point of the crowd is limited to the two ends of the bridge, games can be spectacularly fatal as players are pushed into the river below.

Skill Level: Play Trollball 18, Run on Narrow Edge 20.

The Silent Moths of Contemplative Tactics. (Blue Moon Plateau)

The Moths were banned from playing in Dagori Inkarth after they turned up to the Castle of Lead championships completely invisible. Their opposition did not realise that they were in a game at all until half time! This is why magic is now banned.

Skill Level: Play Trollball 20, Weird Blue Moon Magic 5w.

THE END

UZ AND DEATH

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

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

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

DEATH IS NOT AN END

Uz are a shamanic culture for the most part, and uz shamans are constantly encountering spirits of different sorts. Some require sacrifices, respect, worship or 'mundane' benefits – one spirit might want a small shrine; another may want you to perform an action that pleases it (so a fire spirit might like to light fires). This suggests an appropriate role for young uz heroes: placating all these damn spirits!

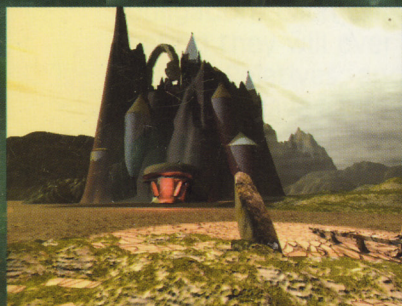
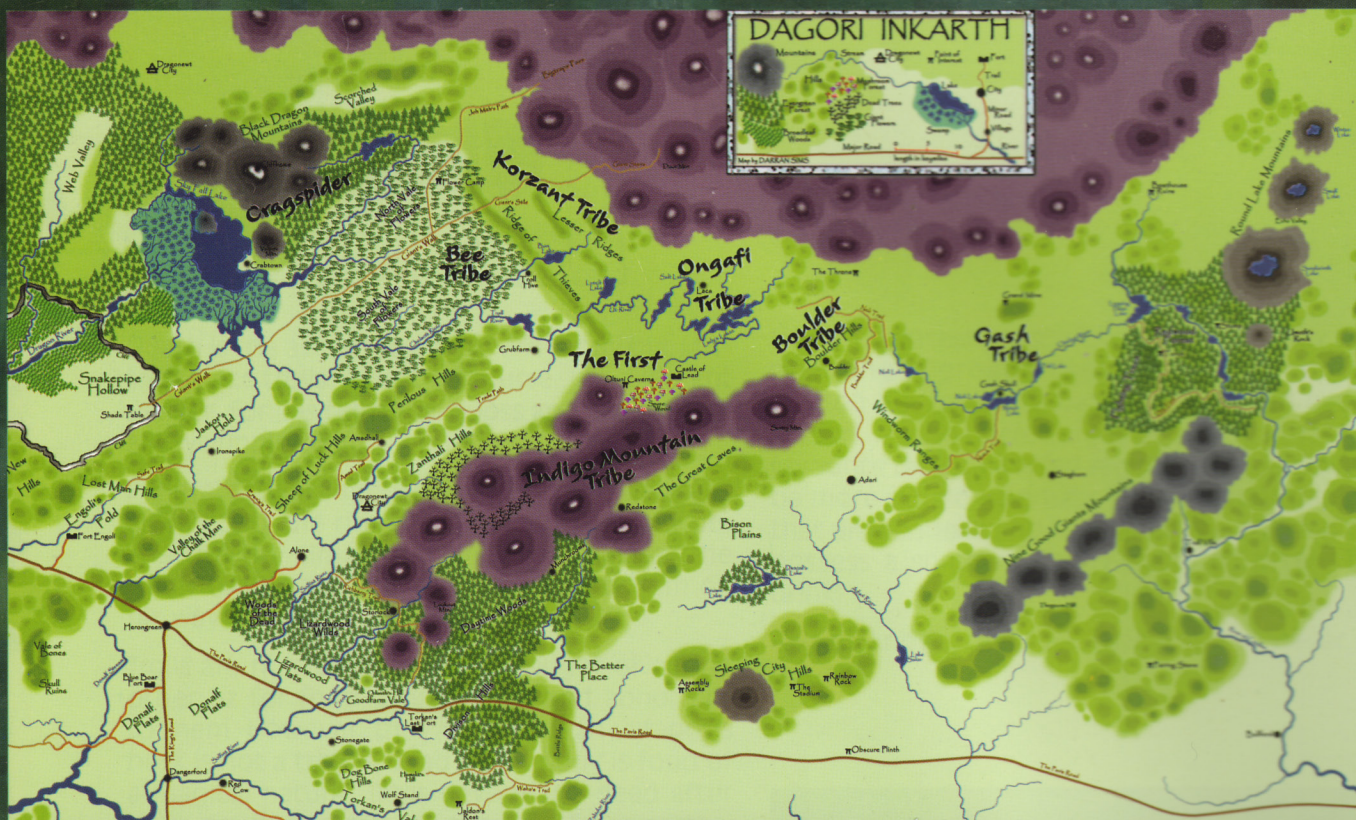
For example, some of the cult duties that Kyger Litor initiates are likely to owe their Great Mother are such 'spiritsitting' duties. 'Hur. Take salamander outside, let it burn something big.' Particularly vulnerable, valuable or vicious spirits won't be trusted to heroes, but routine chores may be farmed out. That bound water elemental wants to be summoned to 'go swimming' every couple of seasons, and you have to take it to the lake. Or a spirit wants a special sacrifice of a rare item the heroes are sent to procure; 'Next week, Kungag will demand bison-liver. Go get one.'

This might be used to give the characters some connections to ancestors, suggest plot hooks, or just give them an idea of the magical environment of Glorantha.

However, ancestors' spirits may be especially demanding. Perhaps Great-Grandma Korgat wanted her favourite bas relief polished every season. Maybe Uncle Korgar demanded that his favourite tarantula is fed regularly. It could even be more simple – perhaps the ancestral spirit is that an alcoholic and it wants to be allowed to possess a shaman's body every so often, to drink!

Any uz knows, after all, that the end never is the end...





The Castle of Lead, one of Troll Goddess Kyger Litor's earthly homes



The Throne - obsidian seat of the Statue Without A Face



The Sporewood, a deep fungal forest with secrets the light was not meant to see.

THE UZ ARE HERE!

The uz, the incomparable trolls of the fantasy world of Glorantha, are here! An ancient race, with a history of woe and glory, mighty magics and dark secrets. Hungry for a return to past glory; hungry for an end to the curse under which they labour; and, well, just hungry...

This book contains character keywords for trolls, the secrets and magics of their cults and shamanic traditions, background, scenario notes and more, richly illustrated and lovingly detailed.

It's time to see the world a different way. It is time to eat!

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