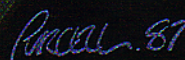


Troll Adventures

And Encounters for RuneQuest



Division of Monarch Avalon, Inc.

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TROLL REALMS — 85715

INTRODUCTION

The way of trolls has been mysterious to humankind. Storytellers sing of trolls' cruel rapacity, yet neglect their courage or their love of boisterous jokes; travelers tell of feeding frenzies, yet fail to understand the dignity of clan ceremonies. The ancient history of trolls, the great migrations and their heroic wars against chaos, are little known. Not well-known even is the source of troll enmity with elves, hidden like so much else behind the blood and turmoil of the Third Age.

Answers to great mysteries can be found in *Trollpak*, a multi-volume compendium unmatched in these decadent times. The small book you hold cannot attempt such questions, nor can it unravel the many important troll religious cults: that data occurs in *Troll Gods*.

In this book, however, adventurers do walk freely among the stone-eaters and talk to, treat with, haggle against, and combat dark trolls and trollkin, in minute particularity. In place of history and system, we offer experience.

THIS BOOK BRINGS HUMAN ADVENTURERS among folk perhaps previously known only as foes. Expect dubiousness and a certain rancor from some of the adventurers; after all, many of the trolls feel the same way.

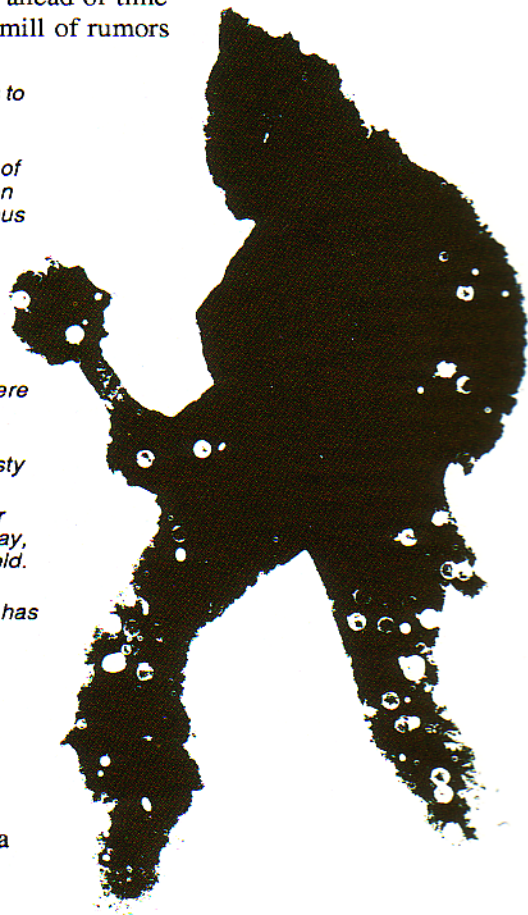
The scenarios and encounters herein are open enough and short-term enough that they can be presented individually or can make up a large fraction of a troll campaign. Ordinary humans or adventurers probably would not spend extended time dealing with trolls, just as it is unlikely that they would never meet them. Ideally these adventures should be interspersed with other, non-troll, Gloranthan scenarios such as those in *Apple Lane* or *Snake Pipe Hollow*.

Gamemasters might begin each session by reading a half-dozen rumors which may or may not be true. Of course he or she should know ahead of time what adventure will be run, and steer things to that one. But the mill of rumors should continue to grind. Here are a few:

- *Open-Minded Merchant Guards Sought* – a trader seeks adventurers to serve as armed guards for a journey into troll territory. Discretion is demanded; there is a bonus for not fighting. [Skyfall Lake]
- *Sightless Sots Sought* – someone wants to hire adventurers capable of getting around in the dark and riding hard for two days, in order to go on the drinking binge of his life. Food and protection provided; a cash bonus follows. [Skyfall Lake]
- *Troll Foes Hired* – an Orlanthi is hiring warriors to attack a troll caravan which has been destroying his crops. [A Troll Caravan]
- *Honey of a Deal* – go to Grubfarm to purchase honey for a rich merchant. Brave fellows may also have the chance to perform the impossible, raising SI2! [Grubfarm]
- *A Kidnaping!* – horrible flying creatures have kidnaped someone. There is a fat reward for getting him or her back, plus all you can eat. [Flying Trollkin]
- *Strange Lights* – for several nights now, farmers report clusters of misty light drifting across the sky. [The Moth-Riders]
- *Trollball* – beat the trolls at their own game; challenge the Sazdorfs or Redstones, or play the troll characters provided. Simple rules, clean play, and a new definition of sportsmanship. No impaling weapons on the field. [Trollball]
- *Devastated Land* – leaves, grass, cattle, practically everything edible has been devoured from an area. What's happening? [The Trollkin Horde]

Special player information exists for several of these scenarios; remember to study the information beforehand and to make photocopies for the players.

We hope you enjoy *Into The Troll Realms*. Please send questions and comments about this book to Chaosium Inc., Box 6302-0302, Albany, CA 94706. If a response is desired, include a stamped, self-addressed envelope; questions not so-accompanied cannot be answered.



INTO THE Troll Realms

Troll Adventures and Encounters for RuneQuest®

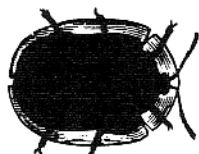


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*Snatch Nor Mangle This Book:
Under Argan Argar's Attentive Eye
Only Honest Folk Shall Profit Thereby!*



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Some Standard Troll Types

GOOD GREAT TROLL WARRIOR, Initiate of Kyger Litor

characteristics	attributes			
STR	28		Move:	3
CON	18		Hit P:	24
SIZ	29		Fatg:	46-39=7
INT	10		Magic P:	12
POW	12		DEX SR:	3
DEX	11			
APP	11			
location	melee	missile	points	
R Leg	01-04	01-03	9/8	
L Leg	05-08	04-06	9/8	
Abdom.	09-11	07-10	8/8	
Chest	12	11-15	8/10	
R Arm	13-15	16-17	9/6	
L Arm	16-18	18-19	9/6	
Head	19-20	20	8/8	
weapon	sr	atk/par%	damage	points
Grtsword	5	80/65%	2D8+3D6	12
H Mace	6	65/55%	1D10+3D6	10

Dodge: 3%.

Spirit Magic (24%): Demoralize (2), Fanaticism*, Heal 2, Vigor* 2 (adds +2 to total hit points and +1 to each hit location).

Skills: Conceal 50%, Listen 60%, Scan 60%.

Languages (speak/read): Darktongue 35/10%.

Treasure: carries 2D100 bolgs; ransom is 2D100 +300 lunars.

Armor: brigandine limbs, scale torso and head.

AVERAGE GREAT TROLL WARRIOR, Initiate of Kyger Litor

characteristics	attributes			
STR	26		Move:	3
CON	17		Hit P:	22
SIZ	26		Fatg:	43-21=22
INT	9		Magic P:	11
POW	11		DEX SR:	4
DEX	9			
APP	9			
location	melee	missile	points	
R Leg	01-04	01-03	7/8	
L Leg	05-08	04-06	7/8	
Abdom.	09-11	07-10	7/8	
Chest	12	11-15	7/9	
R Arm	13-15	16-17	7/6	
L Arm	16-18	18-19	7/6	
Head	19-20	20	7/8	
weapon	sr	atk/par%	damage	points
Grtsword	5	65/50%	2D8+2D6	12
H Mace	6	40/25%	1D10+1D6	10

Dodge: 18%.

Spirit Magic (34%): Heal 2, Strength* 2 (adds +3% to attacks and parries, and +1D6 to damage bonus).

Skills: Conceal 25%.

Languages (speak/read): Darktongue 35/10%.

Treasure: carries 1D100 bolgs; ransom is 1D100 +200 lunars.

Armor: ringmail.

GOOD DARK TROLL WARRIOR, Initiate of Kyger Litor

characteristics	attributes			
STR	18		Move:	3
CON	12		Hit P:	16
SIZ	19		Fatg:	30-32=-2
INT	13		Magic P:	12
POW	12		DEX SR:	3
DEX	11			
APP	11			
location	melee	missile	points	
R Leg	01-04	01-03	6/6	
L Leg	05-08	04-06	6/6	
Abdom.	09-11	07-10	8/6	
Chest	12	11-15	8/7	
R Arm	13-15	16-17	6/4	
L Arm	16-18	18-19	6/4	
Head	19-20	20	7/6	
weapon	sr	atk/par%	damage	points
H Mace	6	65/50%	1D10+1D6	10
Maul	5	50/45%	2D8+1D6	16
Sling	3/9	30/---%	1D8	---
Kite S	7	20/45%	1D6+1D6	16

Dodge: none.

Spirit Magic (34%): Bludgeon* 2, Darkwall* (2), Disruption, Fanaticism*, Heal 2.

Skills: Conceal 35%, Devise 40%, Jump 50%, Listen 50%.

Languages (speak/read): Darktongue 45/15%, Tradetalk 8/---%.

Treasure: carries 1D100 bolgs, 1D100 clacks, and 1D20 lunars; ransom is 2D100 lunars.

Armor: ringmail limbs, brigandine torso, scale head.

AVERAGE DARK TROLL MILITIA MEMBER, Initiate of Kyger Litor

characteristics	attributes			
STR	17		Move:	3
CON	11		Hit P:	15
SIZ	19		Fatg:	28-17=11
INT	12		Magic P:	12
POW	12		DEX SR:	3
DEX	10			
APP	10			
location	melee	missile	points	
R Leg	01-04	01-03	4/5	
L Leg	05-08	04-06	4/5	
Abdom.	09-11	07-10	5/5	
Chest	12	11-15	5/6	
R Arm	13-15	16-17	4/4	
L Arm	16-18	18-19	4/4	
Head	19-20	20	5/5	
weapon	sr	atk/par%	damage	points
H Mace	6	50/30%	1D10+1D6	10
Maul	5	30/25%	2D8+1D6	16
Target S	7	15/45%	1D6+1D6	12

Dodge: 3%.

Spirit Magic (49%): Bludgeon* 1, Darkwall* (2), Disruption, Heal 2.

Skills: Conceal 25%, Devise 25%, Jump 40%, Listen 45%.

Languages (speak/read): Darktongue 40/10%, Tradetalk 8/---%.

Treasure: carries 1D100 bolgs, 1D20 clacks, and 1D10 lunars; ransom is 2D100 lunars.

Armor: cuirbouilli limbs, bezainted torso and head.

GOOD DARK TROLL HUNTER, Initiate of Kyger Litor and Zong the Hunter

characteristics	attributes			
STR	17		Move:	3
CON	12		Hit P:	15
SIZ	18		Fatg:	29-10=19
INT	15		Magic P:	13
POW	13		DEX SR:	3
DEX	13			
APP	10			
location	melee	missile	points	
R Leg	01-04	01-03	4/5	
L Leg	05-08	04-06	4/5	
Abdom.	09-11	07-10	4/5	
Chest	12	11-15	4/6	
R Arm	13-15	16-17	4/4	
L Arm	16-18	18-19	4/4	
Head	19-20	20	4/5	
weapon	sr	atk/par%	damage	points
H Mace	6	50/50%	1D10+1D6	10
Sling	3/9	70/---%	1D8	---
T Rock	3/9	50/---%	1D4+1D3	---

Dodge: 10%.

Spirit Magic (56%): Darkwall* (2), Disruption, Heal 2, Second Sight* (3), Slow* 1.

Skills: Conceal 60%, Devise 50%, Hide 70%, Sneak 70%, Scan 60%, Search 50%.

Languages (speak/read): Darktongue 45/15%, Tradetalk 5/---%.

Treasure: carries 1D100 bolgs, 1D20 clacks, and 1D10 lunars; ransom is 2D100 lunars.

Armor: courbouilli.

AVERAGE DARK TROLL HUNTER, Initiate of Kyger Litor

characteristics	attributes			
STR	17		Move:	3
CON	12		Hit P:	15
SIZ	18		Fatg:	29-10=19
INT	13		Magic P:	12
POW	12		DEX SR:	3
DEX	12			
APP	10			
location	melee	missile	points	
R Leg	01-04	01-03	3/5	
L Leg	05-08	04-06	3/5	
Abdom.	09-11	07-10	4/5	
Chest	12	11-15	4/6	
R Arm	13-15	16-17	3/4	
L Arm	16-18	18-19	3/4	
Head	19-20	20	4/5	
weapon	sr	atk/par%	damage	points
H Mace	6	40/40%	1D10+1D6	10
Sling	3/9	55/---%	1D8	---
T Rock	3/9	35/---%	1D4+1D3	---

Dodge: 10%.

Spirit Magic (56%): Darkwall* (2), Heal 2, Second Sight* (3), Slow* 1.

Skills: Conceal 40%, Devise 30%, Hide 50%, Sneak 50%, Scan 45%.

Languages (speak/read): Darktongue 40/15%.

Treasure: carries 1D100 bolgs and 1D10 clacks; ransom is 1D100 lunars.

Armor: leather limbs, cuirbouilli torso and head.

GOOD TROLLKIN WARRIOR, Lay Member of Argan Argar, Kyger Litor, or Xiola Umbar

characteristics	attributes
STR 11	Move: 2
CON 12	Hit P: 11
SIZ 10	Fatg: 23-12=12
INT 12	Magic P: 8
POW 8	DEX SR: 3
DEX 14	
APP 8	

location	melee	missile	points
R Leg	01-04	01-03	5/4
L Leg	05-08	04-06	5/4
Abdom.	09-11	07-10	5/4
Chest	12	11-15	5/5
R Arm	13-15	16-17	5/3
L Arm	16-18	18-19	5/3
Head	19-20	20	5/4

weapon	sr	atk/par%	damage	points
Lt Mace	6	30/30%	1D8	8
S Spear	6	45/25%	1D8+1	10
Sling	3/9	35/---%	1D8	---
Bklr S	7	15/45%	1D4	8

Dodge: 42%.

Spirit Magic (30%): Disruption, Heal 2, Speedart.

Skills: Hide 40%, Search 60%, Sneak 30%.

Languages (speak/read): Darktongue 35/---%.

Treasure: carries 2D10 bolgs; ransom is 1D20 lunars.

Armor: bezainted.

AVERAGE TROLLKIN WARRIOR, Lay Member of Argan Argar, Kyger Litor, or Xiola Umbar

characteristics	attributes
STR 10	Move: 2
CON 11	Hit P: 11
SIZ 10	Fatg: 21-9=12
INT 10	Magic P: 7
POW 7	DEX SR: 3
DEX 13	
APP 7	

location	melee	missile	points
R Leg	01-04	01-03	3/4
L Leg	05-08	04-06	3/4
Abdom.	09-11	07-10	3/4
Chest	12	11-15	3/5
R Arm	13-15	16-17	3/3
L Arm	16-18	18-19	3/3
Head	19-20	20	4/4

weapon	sr	atk/par%	damage	points
Sling	3/9	30/---%	1D8	---
S Spear	7	30/30%	1D8+1	10
Bklr S	8	15/30%	1D4	8

Dodge: 28%.

Spirit Magic (25%): Heal 2.

Skills: Hide 25%, Search 50%.

Languages (speak/read): Darktongue 35/---%.

Treasure: carries 2D10 bolgs; no ransom.

Armor: leather on limbs and torso; cuirbouilli on head.

AVERAGE TROLLKIN WORKER, Kyger Litor Lay Member

characteristics	attributes
STR 10	Move: 2
CON 9	Hit P: 9
SIZ 9	Fatg: 19-1=18
INT 9	Magic P: 7
POW 7	DEX SR: 3
DEX 13	
APP 7	

location	melee	missile	points
R Leg	01-04	01-03	1/3
L Leg	05-08	04-06	1/3
Abdom.	09-11	07-10	1/3
Chest	12	11-15	1/4
R Arm	13-15	16-17	1/3
L Arm	16-18	18-19	1/3
Head	19-20	20	1/3

weapon	sr	atk/par%	damage	points
Lt Club	8	30/30%	1D6	8
T Rock	3/9	30/---%	1D4	---

Dodge: 32%.

Spirit Magic (49%): Heal 1.

Skills: Search 45%.

Languages (speak/read): Darktongue 35/---%.

Treasure: carries 1D6 bolgs; no ransom.

Armor: none.

About The Statistics: £ = money in lunars. 1H = one-handed. 2H = two-handed. Abdom. = abdomen. BallCh = Ball & Chain. Bsd = broadsword. Bt = Butt. CphlThrx = cephalothorax. Cmp Bow = composite bow. Fatg. = fatigue points. Fclaw = foreclaw. FP = fatigue points. H = heavy. Hl = held. HP = hit points. M = medium. MP = magic points. L = left. Lc = left-center. LH = left-handed. Lh = left-hind. Lt. = light. P = point(s). POT = potency. Qstaff = quarterstaff. R = right. Rc = right-center. RH = right-handed. Rh = right-hind. S = shield. Sstick = singlestick. SR = strike rank. T = thrown. Twr = Tower. X-Bow = crossbow. * = spell not in *Standard RQ*. • Skills affected by encumbrance have percentile levels reflecting the armor worn by the character. If the armor is removed, at your option raise those skills by the noted encumbrance.

Non-Standard Spells

Several spells not appearing in *Standard RuneQuest* are of significance to gamemasters presenting these troll adventures. All spells not so-appearing are starred in the statistics.

BLUDGEON, Variable – Touch, Temporal, Passive.

This spells works on any smashing or crushing weapon. It increases the chance to hit by 5 percentiles and does one additional point of damage per point of spell. This spell is incompatible with Bladesharp and Fireblade. These added magical points of damage might occasionally hurt magical creatures otherwise invulnerable to weapon damage. Lycanthropes, for instance, will not be hurt by the weapon, but may be hurt by the magical bonus.

DARKWALL, 2 Points – Ranged, Temporal, Passive (Active to move the wall).

This spell creates darkness ten meters square in area and ten centimeters thick. The Darkwall can be moved by the caster at a rate of one meter per strike rank. Light sources within the darkness give no light nor can any sighted being see through the wall. Other senses, such as sonar or other sound, are unaffected by this wall. A Darkwall can be moved or shaped into the height or width desired, so long as the total area is ten meters square and the thickness is always ten centimeters.

FANATICISM, 1 Point – Ranger, Temporal, Passive.

When cast upon a being with normal INT, this spell will increase his chance to hit by half again his skill percentage (round up fractions). Thus a 33% swordsman becomes a 50% swordsman under the spell of Fanaticism. The fanatic may not parry or cast magic other than attack spells. The spell halves the target's Dodge. A successful Demoralize spell cancels the effects of a Fanaticism spell, leaving

the target with normal morale. If the target does not wish the spell to be cast upon him, then the caster must overcome his target's magic points with his own.

GLAMOUR, Variable – Touch, Temporal, Passive.

Each point of spell adds 2 APP to the target for its duration. The target must possess APP for it to be affected. The appearance of the target does not alter, but the quality of appearance increases so that soon the perceiver simply is not reminded of the similarities to the person of whom he otherwise might be reminded. Characters will be recognized as themselves only when within half of their previous total APP.

MINDLINK, 1 Point – Ranged, Temporal, Stackable, Reusable.

Each point of this spell allows mind-to-mind communication between two willing people. It must be cast upon both people at once. It allows transmission of conscious thoughts, magic points, and spell knowledge. It does not reveal hidden thoughts, unconscious urges, or permanent spell knowledge. Those in the link defend against spells with their own magic points. Mindlink may stacked so that several pairs are linked together. Anyone in a Mindlink may use the spell knowledge and magic points of the other participants. INT- or morale affecting spells cast against one member of a Mindlink attack separately each member of the Mindlink, by means of a single resistance roll.

MINDSPEECH, Variable – Ranged, Temporal, Passive.

Allows mind-to-mind communication. Each point of the spell allows one more person to be in contact with the caster. It will transmit only the thoughts intended for transmission by the caster. The thoughts to be transmitted must be whispered or spoken; the listeners hear the message in their minds in the language sent. Mindspeech does not create an open link between the spell caster's communicants: if A casts the spell on B and C, then B and C are not in contact. ●

Encounters

These three encounters may be played in conjunction with the Skyfall Lake, Grubfarm, and Flying Trollkin scenarios, forming more extended adventures, or (with suitable embellishment) each might form an evening's entertainment in itself.

The caravan may be used in several ways. The gamemaster may offer it as an interesting encounter while the adventurers travel near troll country. He may use it as a group of foes for the player-characters to attack (or to be attacked by), or he might allow the adventurers to contact it and bargain with it in a friendly manner.

Reasons to attack the caravan are easy to create. The trolls may have kidnaped someone important. They may be ravaging the countryside. If the adventurers belong to cults intolerant of trolls, they may wish to attack the caravan as a point of honor.

If the gamemaster doesn't want the characters to attack the caravan, or if he or she does not feel that the adventurers can handle such an assault, trade with the trolls can still provide many enjoyable minutes. Played well, the encounter might happen as a sequel to the Skyfall Lake scenario.

It may be that the troll priest wishes to hire the player-characters to help guard his caravan while it passes across a particularly dangerous stretch of territory (such as an elf woods).

This caravan may be used more than once. The gamemaster only need make suitable changes in the personalities and characteristics of the main caravan leaders, and use the rest of the statistics again and again.

The Blue Moon assassin and trollkin horde encounters can occur before, during, or after meeting the caravan.

Each encounter is free-form, and does not depend on the others. Use them and abuse them as you see fit. Statistics for all three encounters are found at the end of this chapter, roughly in the order in which the characters were presented. ●

A TROLL CARAVAN

This typical troll merchant caravan can be divided into four sections: the caravan leaders, the 'troll trucks', the beetleherds, and the caravan guards. The troll merchant and his apprentices ride in the front of the caravan, followed closely by two giant praying mantises (the troll trucks) in single file. Following the two mantises is a mob of undisciplined beetles of various sizes, tended by their beetleherds. Alertly patrolling the flanks of the march is a band of armed guards.

The Caravan Leaders

At the front of the caravan plods a haggard mule ridden by a well-dressed (for a troll) merchant. Accompanying him are three apprentices, one of whom is human. The apprentices also are well-dressed; the human rides a horse, while the two troll apprentices walk.

The troll merchant is named Meddog Brooflyer. His nickname stems from an early experience: when with a party of Zorak Zorani ambushed by broos, Meddog fled immediately, earning the utter contempt of his companions, who managed to fight off the broos. Meddog wears a fancy bronze nose-ring; lead and bronze rings decorate all his fingers. He wears his armor while traveling, but removes it for serious trading. His armor is bronze and is etched with well-done battle scenes and the like. Meddog is overweight and a jolly soul, capable of understanding many human jokes and all troll ones. He was raised in the Troll Woods and treats his apprentices with kindness and respect. He is known to be fair and honest in his business dealings, though he will cheat members of hostile or unfriendly cults. He behaves obsequiously around priests of Issaries. Normally talkative, he is hushed around Zorak Zorani, remembering his youthful cowardice. Still a coward, he'll fight only to save one of his apprentices or his money. In initial contacts, he attempts to impress the contact by speaking as many of his languages as possible, even if he must employ a far-fetched pretext to do so.

Meddog's apprentices resemble him in tastes and habits. His two troll followers are brothers, Keller and Smeelock BlackBite. These two love each other and will try to kill (slowly if possible) anyone harming the other. They constantly kid the human, Khorasho Breadwine. Khorasho is a tall, gaunt man who rarely smiles, though he has a dry sense of humor. Khorasho does much of the talking when humans are met, along with Meddog himself, while the brothers stand quietly behind. When trolls are met, Keller and Smeelock stand beside the merchant, while Khorasho stays in the background. Khorasho also is expected to deal with hostile groups, such as dwarfs and elves. Khorasho has a strong distaste for elves, rivaling that of the trolls. When the man was 12 years old, a band of elves raided his parents' farm and sowed the fields with wild weed seeds, wounding Khorasho's brother when he tried to stop them.

The Troll Trucks

Troll trucks are enormous praying mantises, trained by Gorakiki insect masters. To use a mantis, the mahout has the mantis squat while trolls tie one or two large bins onto its body. Then it stands up again. Mantises serve double duty. They are excellent insects of burden, and they frighten off nuisances such as wolves and bandits, as well as being firm fighters in any conflict. They must be guided by mahouts during battle; uncontrolled, they stop fighting and eat the fallen.

The mahouts guiding the troll trucks are two Gorakiki worshippers. On the lead mantis is Leto One-Eye, an acolyte of the cult. On the following mantis is Phorgg Bugbrain, an initiate. Leto has worked with insects so long that he is unsure how to act around intelligent beings. He is quiet and reticent, only speaking when

spoken to. He is dedicated to insects, their care and tending, and is good at his trade. Even Meddog Brooflyer shows his respect and defers to him when questions about the caravan's insects come up. Phorgg Bugbrain has joined his family's traditional cult. He sees the cult mainly as a tool through which his family maintains its status among trolls.

The rider of a giant praying mantis uses a hit location table of 1D10+10 against his foes, even against other mounted targets with the exception of High Llama riders, who sit equally high.

The Beetleherds

A mob of crawling beetles of various sizes follow the mantises. The beetles range from small ham beetles (SIZ 1) to carrier beetles of SIZ 15 or more. The largest beetles have loads strapped to their backs. The smaller, unloaded beetles occasionally fly off, but the beetleherds quickly snag them by a leg or wing and tug them down, back into the mass of crawlers. To hook and control the beetles they use a long (three or more meters) staff with a small crook at the end, formed like a shepherd's crook but with a much smaller loop. The beetleherds are adept with it. There are two beetleherd supervisor dark trolls; a band of trollkin do the work.

All the beetles are for sale. In the swarm are two flocks of ham beetles, of some two dozen beetles each. Their numbers vary, as they are eaten for food. Several beetles in these flocks could have bound or allied spirits in them, and those beetles could also aid in the control of beetle flocks. There are nine watch beetles, two of which carry loads. Twelve small scarabs in bright metallic colors (SIZ 2D6) scurry along, and there is also a single enormous rhino beetle with a load.

To tend their enormous herd, Leto and Meddog hired a Gorakiki initiate named Thob Grinder. Thob is fairly devoted to his cult, and is in awe of Leto. He is not smart. To help Thob, Meddog hired a half-dozen trollkin as workers. The trollkin master and guardian is Hermaka Softtouch, a Xiola Umbar initiate. Hermaka is protective of her trollkin, but not overly so. She is cautious around non-trolls and hesitates to act on her own. She mildly distrusts Khorasho Breadwine.

The Caravan Guards

A gang of heavily-armed and armored trolls screen the perimeter of the caravan. These mercenaries were hired to keep the caravan safe from bandits. There are two dark troll guards, a great troll, and nine armed trollkin. The great troll is named Gnasher Bonebreaker, and leads the mercenaries. He makes a living by hiring out himself and his small band as guards or soldiers. He loves to fight and brawl, and has been known to fiercely assault vastly superior foes purely for the love of the fight. Every town that the caravan stops in soon has its lowest-class tavern aswarm with Gnasher and his gang. For a great troll and a shallow one at that, Gnasher treats his trollkin well, as a human might handle his hounds. Gnasher likes his two dark troll assistants well enough; they are his closest drinking companions.

"To our confoundment, trollkin suddenly seemed to be everywhere."



The two dark trolls working for Gnasher are Bork and Kindig. They work for the sake of the money; though they are friendly to Gnasher, they would never seriously risk their lives for him or for each other. ●

THE MOTH-RIDERS

On a moonlit night, the adventurers see a faintly phosphorescent blob fly slowly and gracefully across the sky. The blob eventually resolves itself into a flock of large and softly beautiful moths, each 20-30 centimeters across.

Soon after, the adventurers could encounter the moths' masters. They are Blue Moon cult assassins, here on cult business (perhaps murder). They use the moths as hunting animals. The Gorakiki-moth worshippers have managed to extract 'essence of female' from female moths. Hundreds of moths must be sacrificed to obtain even a small bottle of this essence, but it is sufficient. If even a tiny drop of moth essence is sprayed, injected, eaten, or smeared on a person, he or she attracts male luna moths for the next few seasons. Typically, male luna moths have 200% skill at Smell Female. For each passing season, the essence decreases in potency by 1D100%, lowering the male moths' chances of smelling the target.

Since giant luna moths grow nowhere but on the Blue Moon plateau, any source of attraction to such moths beyond the plateau is certain to be a fugitive marked for death or capture. Each assassin carries three bottles of the moth essence in his belt. The bottles are capped and sealed with hard resin so that no odor can escape. Each bottle suffices for one dose, and the assassins will pay up to 500£ for the safe return of a bottle from so far from home.

The two assassins are dark trolls, clad in peculiar silvery furs and dark capes. These outsiders come from the Blue Moon plateau itself. They are named Horribilis and Jakasan. Horribilis is a junior Blue Moon priestess and assassin; Jakasan is her assistant, an initiate of the Blue Moon as well as Gorakiki-moth. Both are initiates of Kyger Litor and honor her.

Why are they here? Perhaps one of the adventurers has been marked for some previous indiscretion. Perhaps someone in the caravan is the target. Perhaps they wish to hire several adventurers for a few hours, for a short, specific fight. Gamemasters should carefully fit such intriguing figures into their games, to take best advantage of them. ●

THE TROLLKIN HORDE

Hordes of trollkin are commonly met near some troll lands. Sometimes these hordes have been expelled by trolls overwhelmed with seemingly endless miserable trollkin; at other times the bands form from runaways, cast-offs, and live births among wild trollkin.

Gamemasters can use and re-use this encounter, varying it according to the number of trollkin and their hunger (which directly affects their courage). Only truly hungry trollkin are desperate enough to do something bold.

Trollkin, as a rule, are cowardly, humble, groveling wretches always prepared to flee. Imagine the way street dogs act around a garbage dump: they shy from people, from each other, and run from the least interruption. Trollkin do that too.

Although trollkin can eat anything, they favor whatever food has the nutrients they need most. This can be a problem for humans, whose various equipment often offers exotic, nutritious food. In dangerously large concentrations, trollkin are much less likely to run off once they have found something good to eat.

Trollkin noises consist mainly of a mewling, whining version of Darktongue, usually unintelligible to the untrained ear. If a trollkin knows a human language, its conversation is a whining litany of "Please don't eat me. I'll do what you want. Don't step on me. Hit my brother and sister if you want. Tell me anything and I'll do it if you won't hurt me."

One particular cry, meaning "Here is hot food!" is usually called the Food Screech; it is an involuntary yelp given off by trollkin. As a trollkin reaches satiation, it wanders off, making low contented growls; in Darktongue those sounds are called 'Done Eating'.

If an adventurer kills one or more of the watching trollkin, others nearby let out the Food Screech and a growing pack of trollkin descend upon the new corpse, ravenously tearing it apart and squatting to munch away. Weaker trollkin try to snatch away these morsels rather than enter the fray around the corpse. The net result of killing a trollkin is to summon more.

Entering a trollkin-cursed area usually means meeting a group of these wretches, often in the escalating sequence given below:

ONE: any Track roll shows that some sort of animal plague has passed by because of the chewed patches of vegetation, trees gnawed down and through, etc.

TWO: individual trollkin may be seen snuffling through the woods and weeds, watching warily from among the rocks or kneeling on the remnants of fallen trees.

THREE: a few trollkin warily stalk the camp, standing outside its perimeters and eyeing and snuffling from a distance. They run away at first when threatened, but return and slowly slink closer. The hungrier they are, the faster they return.

FOUR: a few trollkin come in and sniff about, like semi-domesticated animals. At first they only lick the ground near the cooking place, picking up bits of food or other organic material like leaves. If threatened, they scatter, squall pitcously, and gather again.

FIVE: eventually the bolder trollkin start nibbling at things when they think they are unseen. Saddles and tack are early targets for their hunger. Ropes and tent pegs, especially when out of sight of the central camp, serve as appetizers.

SIX: as more congregate to devour simple, less-protected items, the boldest go for the tents, blankets, firewood, backpacks, and so forth. Threatening or attacking them at this stage only causes them to dodge the immediate threat: while an adventurer chases off one hungry trollkin, six more rush in to chew up what he or she was trying to defend.

SEVEN: urged on by the sight of well-fed trollkin belching and wandering away from the campsite, the remaining hungry start pawing and picking at the clothes of humans or at their horses and dogs. A trollkin horde

doesn't always reach this stage of hunger — if this happens, it means the trollkin are desperate for a nutrient unavailable in rocks and vegetation. It also means that there are a lot of trollkin.

EIGHT: once blood is drawn, many trollkin succumb to a troll instinct and begin a frenzied gobbling (like a feeding frenzy), not caring that they may be chewed upon at the same time that they are chewing others. If they have set upon a human, the only thing to do is to fight back, hoping to kill enough unresisting trollkin to effect an escape. ●

MEDDOG BROOFLYER, Argan Argar Priest and Kyger Litor Initiate

characteristics	attributes			
STR	17		Move:	3
CON	11		Hit P:	15
SIZ	19		Fatg:	28-29=1
INT	15		Magic P:	18 +ally 13
POW	18		+spirit	14 = 45
DEX	13		DEX SR:	3
APP	18			
location	melee	missile	points	
R Leg	01-04	01-03	8/5	
L Leg	05-08	04-06	8/5	
Abdom.	09-11	07-10	7/5	
Chest	12	11-15	7/6	
R Arm	13-15	16-17	8/4	
L Arm	16-18	18-19	8/4	
Head	19-20	20	5/5	
weapon	sr	atk/par%	damage	points
1H Spear	6	60/50%	1D8+1+1D6	10
Cmp Bow	3/9	45/30%	1D8+1	7
Buckler	S 7	20/60%	1D4+1D6	8

Dodge: none.

Spirit Magic (76%): Countermagic 1, Detect Magic*, Glamour* 2, Heal 4, Magic Spirit Binding Enchantment* (3), Mind-speech* 1, Speedart. *Known by Rat:* Bladesharp 3, Detect Enemies, Detect Gems, Detect Gold, Detect Silver, Dispel Magic* 2, Spirit Screen* 2.

Divine Magic (86%): Absorption 2, Command Shade, Dark Walk*, Safe*, Spellteaching*, Summon Shadow* 3, Worship Argan Argar*.

Skills: Bargain 75%, Ceremony 85%, Darksense/Scan 40%, Darksense/Search 65%, Evaluate 100%, Hide 60%, Human Lore 65%, Orate 100%, Ride 65%, Troll Lore 45%.

Languages (speak/read): Darktongue 90/10%, New Pelorian 28/---%, Sartarite 53/---%, Tradetalk 30/---%.

Magic Items: *Power-spirit binding matrix* in crystal; not for sale. *Boozeroack* which, immersed in a vat of an alcoholic beverage, increases the POT of the brew by 1D6, priced at 4500£. The *Bugbring amulet* which keeps away from the wearer all mosquitoes, bedbugs, and other small irritating insects. This is done, unfortunately, by attracting other, larger predator arthropods which do the actual scaring. Thus the wearer continually has large beetles, scorpions, spiders, and centipedes crawling over him. The wearer takes 1D6 minor bites and stings weekly from these guests; gamemaster's choice whether or not these crises cost hit points. Price of the amulet is 2800£.

Treasure: 1300 bolgs in sacks on mule. Junk jewelry worth 35£ on body. Chest with personal cash of 190 clacks, 375£, and 45 wheels. Ransom is 1700£.

Armor: brigandine limbs, scale torso, bezainted head.

Spirits: • ally in black rat riding Meddog's shoulder: Rat INT 12, POW 13, HP 2. • Power spirit in matrix: POW 14.

KELLER BLACKBITE, Argan Argar and Kyger Litor Initiate

characteristics	attributes			
STR	19		Move:	3
CON	10		Hit P:	13
SIZ	16		Fatg:	29-35=6
INT	13		Magic P:	16
POW	16		DEX SR:	3
DEX	12			
APP	14			
location	melee	missile	points	
R Leg	01-04	01-03	8/5	
L Leg	05-08	04-06	8/5	
Abdom.	09-11	07-10	7/5	
Chest	12	11-15	7/6	
R Arm	13-15	16-17	8/4	
L Arm	16-18	18-19	8/4	
Head	19-20	20	7/5	
weapon	sr	atk/par%	damage	points
H Mace	6	75/65%	1D10+1D6	10
Sling	3/9	55/---%	1D8	---
Kite S	7	21/50%	1D6+1D6	16

Dodge: none.

Divine Magic (75%, one-use only): Dark Walk*, Suppress Aether*.

Skills: Bargain 35%, Conceal 30%, Darksense/Scan 90%, Darksense/Search 30%, Evaluate 50%, Hide 50%, Listen 55%, Orate 85%, Ride 25%, Sleight 25%, Sneak 40%.

Languages (speak/read): Darktongue 90/60%, Tradetalk 32/---%.

Treasure: carries 40 bolgs and 60 lunars; ransom is 700£.

Armor: brigandine limbs, scale torso and head.

SMEELock BLACKBITE, Argan Argar and Kyger Litor Initiate.

characteristics	attributes			
STR	12		Move:	3
CON	11		Hit P:	16
SIZ	19		Fatg:	26-21=5
INT	12		Magic P:	12 +spirit 21
POW	12		= 37	
DEX	10		DEX SR:	3
APP	10			
location	melee	missile	points	
R Leg	01-04	01-03	5/6	
L Leg	05-08	04-06	5/6	
Abdom.	09-11	07-10	7/6	
Chest	12	11-15	7/8	
R Arm	13-15	16-17	5/5	
L Arm	16-18	18-19	5/5	
Head	19-20	20	5/6	
weapon	sr	atk/par%	damage	points
H Mace	7	60/45%	1D10+1D4	10
Maul	5	30/25%	1D10+1+1D4	10
Target S	7	15/45%	1D6+1D6	12

KHORASHO BREADWINE, Human Initiate of Argan Argar

characteristics	attributes			
STR	12		Move:	3
CON	13		Hit P:	15
SIZ	17		Fatg:	25-28=3
INT	15		Magic P:	14
POW	14		DEX SR:	2
DEX	16			
APP	14			
location	melee	missile	points	
R Leg	01-04	01-03	7/5	
L Leg	05-08	04-06	7/5	
Abdom.	09-11	07-10	6/5	
Chest	12	11-15	6/6	
R Arm	13-15	16-17	7/4	
L Arm	16-18	18-19	7/4	
Head	19-20	20	5/5	
weapon	sr	atk/par%	damage	points
†RH Bsr	5	70/55%	1D8+1+1D4	10
†LH Bsr	5	45/40%	1D8+1+1D4	10
†T Dart	7	55/19%	1D6+1D2	4

† all weapons have POT 4 poison smeared on them. The poison lasts for three hits on armor or one penetration, whichever comes first.

Dodge: 10%.

Spirit Magic (54%): Bladesharp 2, Disruption, Farsee*, Glamour* 2, Heal 3, Speedart.

Skills: Bargain 40%, Listen 45%, Orate 50%, Ride 80%, Scan 50%, Search 50%, Sneak 30%.

Alchemy: can brew up to POT 4 poison for smearing on blades and up to POT 4 Scorpion Venom antidote.

Languages (speak only): Aldryami 23%, Darktongue 28%, Esrolian 13%, New Pelorian 20%, Sartarite 40%, Trade 20%.

Treasure: carries 20 bolgs, 25 clacks, and 70 lunars; ransom is 850£. Also owns six doses blade poison POT 4 and four doses of Scorpion Antidote POT 4.

Armor: chainmail limbs, scale torso, ringmail head. Carries two darts.

Dodge: none.

Spirit Magic (66%): Befuddle (2), Disruption, Heal 3, Vigor* 4.

Skills: Darksense/Search 45%, Hide 25%, Human Lore 45%, Listen 55%, Orate 30%, Ride 25%.

Languages (speak only): Darktongue 70%, Esrolian 10%, Sartarite 15%, Tradetalk 18%.

Treasure: carries 18 bolgs, 30 clacks, and 17 lunars; ransom is 480£. Owns power-spirit matrix in tattooed beetle wings, spirit with POW 21.

Armor: bezainted limbs and head, scale torso.

LEETO ONE-EYE, Kyger Litor Initiate and Gorakiki-beetle Acolyte

characteristics	attributes
STR 18	Move: 3
CON 11	Hit P: 18
SIZ 19	Fatg: 33-35=2
INT 12	Magic P: 16 +spirit
POW 12	matrices 18 = 34
DEX 10	DEX SR: 3
APP 10	

location	melee	missile	points
R Leg	01-04	01-03	8/6
L Leg	05-08	04-06	8/6
Abdom.	09-11	07-10	8/6
Chest	12	11-15	8/8
R Arm	13-15	16-17	8/5
L Arm	16-18	18-19	8/5
Head	19-20	20	8/6

weapon	sr	atk/par%	damage	points
H Mace	5	90/50%	1D10+1D6	10
Maul	5	100/75%	1D8+1+1D6	10
Target S	6	25/80%	1D6+1D6	12

Dodge: none.

Spirit Magic (59%): Countermagic 3, Heal 6, Silence* 5, Slow* 3; *known by First Befuddle* (2), *Dispel Magic** 7, *Disruption, Farsee**; *known by Second Extinguish** 2, *Ironhand** 3, *Mindspeech** 2, *Strength* 2; *known by Third Bludgeon** 4, *Darkwall** (2), *Mobility** 1.

Divine Magic (79%): Beetle's Head, Carapace, Sprout Arms.

Skills: Animal Lore 90%, Ceremony 51%, Darksense/Scan 75%, Darksense/Search 55%, Devise 75%, Hide 30%, Insect Care 90%, Listen 55%, Plant Lore 95%, Ride Mantis 115%, Sneak 50%, World Lore 55%.

Languages (speak/read): Darktongue 45/45%.

Treasure: carries 95 lunars; ransom is 2300£. Three matrices hold three intellect spirits: First INT 11 POW 13; Second INT 7 POW 10; Third INT 10 POW 14. Two magic point matrices hold 10 and 8 magic points, respectively.

Armor: full chainmail.

LETO ONE-EYE'S PREYING MANTIS

characteristics	attributes
STR 18	Move: 4/4
CON 21	Hit P: 33
SIZ 45	Fatg: 59
INT 2	Magic P: 12
POW 12	DEX SR: 2
DEX 17	

location	1D20	points
Rh Leg	01	8/6
Lh Leg	02	8/6
Abdom.	03-07	8/14
R Wing	08	8/9
L Wing	09	8/9
Rc Leg	10	8/6
Lc Leg	11	8/6
Thorax	12-15	8/14
R Claw	16-17	8/11
L Claw	18-19	8/11
Head	20	8/11

weapon	sr	atk/par%	damage	points
Fclaw	2	65/60%	1D10+4D6	---
Bite	5	95/---%	2D6	---

Skills: Fly 40%, Hide 80%, Sneak 50%.

PHORGG BUGBRAIN, Gorakiki-beetle and Kyger Litor Initiate

characteristics	attributes
STR 15	Move: 3
CON 11	Hit P: 16
SIZ 21	Fatg: 26-24=2
INT 12	Magic P: 12 +crystal
POW 13	12 = 24
DEX 14	DEX SR: 3
APP 11	

location	melee	missile	points
R Leg	01-04	01-03	5/6
L Leg	05-08	04-06	5/6
Abdom.	09-11	07-10	7/6
Chest	12	11-15	7/8
R Arm	13-15	16-17	5/5
L Arm	16-18	18-19	5/5
Head	19-20	20	7/6

weapon	sr	atk/par%	damage	points
H Mace	5	70/50%	1D10+1D6	10
1H Spear	5	40/45%	1D8+1+1D6	10
Target S	6	21/70%	1D6+1D6	12

Dodge: none.

Spirit Magic (48%): Befuddle (2), Glamour* 2, Heal 5, Protection 2, Slow* 1.

Divine Magic (83%, one-use only): Beetle Head*, Carapace*, Sprout Arms*.

Skills: Animal Lore 20%, Bargain 25%, Hide 25%, Insect Care 45%, Ride Mantis 70%, Sneak 25%.

Languages (speak/read): Darktongue 60/60%, Tradetalk 25/---%.

Treasure: carries 200 lunars; ransom is 1000£. Owns 12-point magic point matrix.

Armor: bezaunted limbs, scale torso and head.

PHORGG BUGBRAIN'S PRAYING MANTIS

characteristics	attributes
STR 39	Move: 4/4
CON 24	Hit P: 34
SIZ 43	Fatg: 59
INT 2	Magic P: 12
POW 8	DEX SR: 2
DEX 20	

location	1D20	points
Rh Leg	01	8/6
Lh Leg	02	8/6
Abdom.	03-07	8/14
R Wing	08	8/9
L Wing	09	8/9
Rc Leg	10	8/6
Lc Leg	11	8/6
Thorax	12-15	8/14
R Claw	16-17	8/12
L Claw	18-19	8/12
Head	20	8/12

weapon	sr	atk/par%	damage	points
Fclaw	2	65/60%	1D10+4D6	---
Bite	5	95/---%	2D6	---

Skills: Fly 40%, Hide 80%, Sneak 50%.

THOB GRINDER, Gorakiki-beetle and Kyger Litor Initiate

characteristics	attributes
STR 18	Move: 3
CON 14	Hit P: 16
SIZ 17	Fatg: 32-19=13
INT 11	Magic P: 17
POW 17	DEX SR: 3
DEX 13	
APP 16	

location	melee	missile	points
R Leg	01-04	01-03	5/6
L Leg	05-08	04-06	5/6
Abdom.	09-11	07-10	8/6
Chest	12	11-15	8/8
R Arm	13-15	16-17	5/5
L Arm	16-18	18-19	5/5
Head	19-20	20	6/6

weapon	sr	atk/par%	damage	points
H Mace	6	50/30%	1D10+1D6	10
Maul	5	30/25%	2D8+1D6	16
Target S	7	15/45%	1D6+1D6	12

Dodge: 15%.

Spirit Magic (76%): Disruption, Extinguish* 2, Heal 2, Protection 2, Slow* 3.

Skills: Conceal 30%, Insect Care 50%, Listen 40%.

Languages (speak/read): Darktongue 50/10%, Tradetalk 5/---%.

Treasure: carries 45 bolgs, 65 lunars.

Armor: bezaunted limbs, brigandine torso, ring head.

HERMAKA SOFTTOUCH, Kyger Litor and Xiola Umbar Initiate

characteristics	attributes
STR 21	Move: 3
CON 18	Hit P: 19
SIZ 19	Fatg: 39-34=5
INT 12	Magic P: 17
POW 17	DEX SR: 3
DEX 13	
APP 12	

location	melee	missile	points
R Leg	01-04	01-03	8/7
L Leg	05-08	04-06	8/7
Abdom.	09-11	07-10	8/7
Chest	12	11-15	8/8
R Arm	13-15	16-17	8/5
L Arm	16-18	18-19	8/5
Head	19-20	20	8/7

weapon	sr	atk/par%	damage	points
H Mace	6	55/50%	1D10+1D6	10
1H Spear	6	50/45%	1D8+1+1D6	10
Sling	3/9	70/---%	1D8	---
Buckler S	7	16/60%	1D4+1D6	8

Dodge: 5%.

Spirit Magic (62%): Befuddle (2), Heal 6, Protection 2, Solace*.

Divine Magic (77%, all one-use only): Couvade*, Darksee*, Healing Trance*.

Skills: Conceal 40%, Darksense/Scan 40%, Darksense/Scrutinize 45%, First Aid 50%, Treat Disease 55%, Treat Poison 90%.

Languages (speak/read): Darktongue 60/25%, Tradetalk 25/---%.

Treasure: carries 123 bolgs; ransom is 450 lunars.

Armor: full brigandine.



BORK, Kyger Litor Initiate

characteristics		attributes			
STR	17	Move:	3		
CON	15	Hit P:	18		
SIZ	21	Fatg:	32-34=-2		
INT	10	Magic P:	8		
POW	8	DEX SR:	4		
DEX	8				
APP	12				
location		melee	missile	points	
R Leg	01-04	01-03	8/6		
L Leg	05-08	04-06	8/6		
Abdom.	09-11	07-10	7/6		
Chest	12	11-15	7/8		
R Arm	13-15	16-17	8/5		
L Arm	16-18	18-19	8/5		
Head	19-20	20	6/6		
weapon		sr	atk/par%	damage	points
H Mace	6	40/65%	1D10+1D6	10	
Maul	5	95/80%	2D8+1D6	16	

Dodge: none.

Spirit Magic (49%): Bludgeon* 1, Disruption, Fanaticism*, Heal 2. Bork usually stops to do a little Ceremony before attempting any spells.

Skills: Ceremony 40%, Devise 25%.

Languages (speak/read): Darktongue 50/10%.

Treasure: carries 30 lunars; ransom is 250£.

Armor: chainmail limbs, scale torso, ring head.

GIANT RHINO BEETLE

characteristics		attributes	
STR	38	Move:	3
CON	19	Hit P: 27	
SIZ	35	Fatg: 57	
INT	2	Magic P: 12	
POW	12	DEX SR: 4	
DEX	5		
location		1D20	points
Rh Leg	01	9/5	
Lh Leg	02	9/5	
Rc Leg	03	9/5	
Lc Leg	04	9/5	
Abdom.	05-09	9/11	
Thorax	10-13	9/11	
Rf Leg	14	9/5	
Lf Leg	15	9/5	
Head	16-20	9/9	
weapon		sr	atk/par% damage
Hrn Ram	7	75%	2D6+4D6
Bite	7	50%	1D6+4D6

NOTE: may attack once per round. If the Horn Ram succeeds, the victim must resist STR against STR or be lifted into the air and be held helpless while the beetle continues to attack others with Bite (it cannot Bite someone held in its horns. The beetle won't life dead or incapacitated targets into the air.

Skills: Fly 40%, Hide 80%, Sneak 50%.

HORRIBILIS, Blue Moon Priestess, Kyger Litor Initiate

characteristics		attributes			
STR	17	Move:	3		
CON	14	Hit P: 15			
SIZ	16	Fatg: 31-12=19			
INT	16	Magic P: 18			
POW	18	DEX SR: 3			
DEX	17				
APP	8				
location		melee	missile	points	
R Leg	01-04	01-03	5/5		
L Leg	05-08	04-06	5/5		
Abdom.	09-11	07-10	5/5		
Chest	12	11-15	5/6		
R Arm	13-15	16-17	5/4		
L Arm	16-18	18-19	5/4		
Head	19-20	20	5/5		
weapon		sr	atk/par%	damage	points
Blowgun	2	80/45%	1D3+poison	4	
RH Rapier	5	85/80%	1D6+1+1D6	8	
LH MnG	6	50/85%	1D4+2+1D6	10	

Dodge: 50%.

Spirit Magic (86%): Befuddle (2), Heal 5, Invisibility (3), Shimmer* 4, Silence* 1, Speedart; known by Mothball Farsee* 2, Second Sight (3), Dispel Magic* 6, Protection 4; in matrix Silence* 3.

Divine Magic (96%): Absorption 1, Command Lune, Concealment*, Divination* 1, Worship Blue Moon.

Skills: Conceal 85%, Darksense/Scan 65%, Darksense/Search 75%, Devise 70%, Disguise 90%, Hide 85%, Sneak 75%.

Alchemy: can brew Blade Venom POT 10 and mineral poison POT 20. Blade Venom is a type of poison which is smeared on a blade or point. If the weapon penetrates armor, the target immediately matches his or her CON against the Blade Venom's potency. If overcome, the target takes the venom's potency as damage directly to the hit location struck. If the poison is successfully resisted, the target still takes half the damage to the hit location. Blade Venom must be carefully applied — it takes 1 melee round to apply to a dart or arrow, 2 rounds to apply to a spear point, and 5 rounds to apply to a sword. One dose coats 5 darts or arrows, or 2 spears, or 1 sword. Blade Venom is volatile, losing its potency within 15 minutes after opening the bottle. In combat, it stays on a weapon for 3 successful strikes against armor, or 1 penetration. If even 1 point damage is done to the target, the poison enters the wound and is no longer on the weapon.

Languages (speak/read): Darktongue 80/50%, New Pelorian 40/10%, Sartarite 18%/---%.

Treasure: Silence 3 matrix. Two doses of Blade Venom. Five doses of mineral poison. 40 golden wheels (each worth 20£) for bribes to local officials.

Armor: all bezaunted.

JAKASAN, Initiate of Blue Moon, Gorakiki-moth, and Kyger Litor

characteristics		attributes			
STR	12	Move: 3			
CON	12	Hit P: 15			
SIZ	17	Fatg: 24-16=8			
INT	12	Magic P: 13			
POW	13	DEX SR: 2			
DEX	19				
APP	5				
location		melee	missile	points	
R Leg	01-04	01-03	6/5		
L Leg	05-08	04-06	6/5		
Abdom.	09-11	07-10	5/5		
Chest	12	11-15	5/6		
R Arm	13-15	16-17	6/4		
L Arm	16-18	18-19	6/4		
Head	19-20	20	6/5		
weapon		sr	atk/par%	damage	points
Scimitar	5	90/85%	1D6+2+1D4	10	
Sling	2/7	70/---%	1D8	---	
Bukir S	6	25/85%	1D4+1D4	8	

Dodge: 46%.

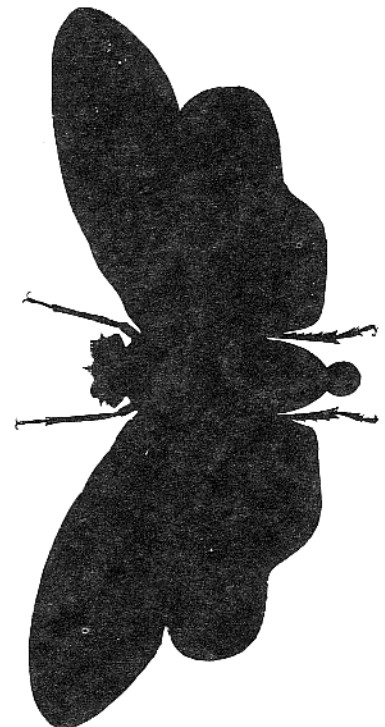
Spirit Magic (49%): Befuddle (2), Bladesharp 4, Heal 3, Speedart.

Skills: Animal Lore 85%, Breed Moth 90%, Conceal 30%, Darksense/Scan 75%, Insect Care 90%, Listen 65%, Make Female Essence (requires female moths) 50%.

Languages (speak/read): Darktongue 60/45%, New Pelorian 30/13%, Tradetalk 13/---%.

Treasure: carries 200 lunars.

Armor: ring limbs and head, bezaunted torso.



Skyfall Lake

This scenario is written for non-troll characters. They must enter troll territory and find a well-reported grog shop hidden in the woods. There one human must (and more humans may) enter into a good-natured drinking contest with the trolls. This should result in friendly-enough relations that the humans can go on to Crabtown, where a business deal can be concluded. The party can then return home.

The many opportunities for mishap are left to the gamemaster; if the adventurers decided to trash the grog shop, you must deal with the consequences. Stress to the players that the employer desires no hostilities, and will punish whoever starts a fight.

This scenario is a mine for role-playing, since it avoids combat. The players have the rare opportunity to enter a troll community as a friendly or neutral party. The adventure allows the gamemaster to play the situation as he or she wishes.

Most of the general data in Player Information is correct. The exact size of this troll settlement is impossible to tell; any of the cited figures might be right. The handouts contain the usual exaggerations by prejudiced humans. The mentions of iron are false, as are the stories of iron's presence in the hills.

The Task

A local merchant wishes to hire adventurers who can follow orders to guard an assistant going to Crabtown, a troll settlement in the Spider Woods near Skyfall Lake. The entire journey should take four days.

The merchant will pay each of up to eight adventurers the following: first, either 2 points of spirit magic taught by Issaries or 100£ cash after the job is done; secondly, 50£ in advance and another 50£ after the job is done; thirdly, a fair share of any loot rightfully gained in self-defense while on the job.

The assistant who is accompanying the party is a gentle, experienced trader named Murius. He is smart, a non-combatant, and a skilled speaker and trader initiate of his cult.

Murius has Path Watch on him for the journey, and will bring medicines which keep him awake for the whole journey. He is a non-player-character who should be handled by the gamemaster. After the first 24 hours, he will be groggy and disoriented, and should be played quietly.

As far as actual play goes, Murius' function is to maintain peace. His employer claims to have prepared the trip with the trolls, and the party is guaranteed protection if they follow normal procedures. If he discovers, or even suspects that any characters deliberately caused trouble with the trolls, he will say so, and that person will lose all payment as well as Murius' protection.

Murius has a set of written instructions from his boss. It is written in Tradetalk, and it is included in the handouts. Murius will share it with the adventurers.

Everything is fairly straight-forward; your task as gamemaster is to entertain the players without a fight.

Murius' object is to pick up four large spools of spider silk, each worth about two thousand lunars, and four other bundles worth about 250£ each, containing miscellaneous troll items dredged from the lake.

The Overland Journey

The adventurers complete their instructions and outfitting in Ironspike, the northernmost Sartarite outpost. They must cover 40-50 kilometers on the first day, find the Frog Grogge Shoppe (as it is named) on the second day, and proceed as fortune takes them from there.

Leaving Ironspike, the party travels through hilly country for 25 or so kilometers. This takes Murius' wagons about 12 hours. This region is hunting land for the trolls; if the gamemaster has the publication *Trollpak*, make two rolls on the appropriate encounter table found there. Trolls met here are wary, and may well flee if approached.

Crossing the hills, the expedition enters the flat lands beside the Skyfall marshes. An additional six hours pass before they reach the stream beside which they are to camp. Trolls met here are more likely to be aggressive, and will not take kindly to thoughtless or destructive acts by adventurers. Nonetheless, gifts and bribes made here are likely to be accepted.

Most trolls met while traveling here will be reluctant to interact with the party. Keep in mind that the journey is much less important than the events to follow at the Grogge Shoppe and in Crabtown. If the adventurers attack or kill trolls on the way to the Shoppe, no one at the Shoppe will know of it.

PLAYERS' MATERIALS

Some items of information are free, provided by the employer; some are for sale, and may be sought out by the players. The paired items also may be given out in any way desired by the referee.

They include:

FROM THE EMPLOYER

Lunar Report (c. 1584)
Myth of Skyfall Lake
An Issaries Report (c. 1610)
The Nets of Skyfall
Ancient Ditty
Map to Skyfall Lake
Instructions from the Employer

FROM THE TEMPLE OF KNOWLEDGE

Price: 50 Lunars for entire collection
Ancient Report on Great Trolls (c. 732)
Lunar Report on Religions (c. 1595)
Troll Fishing Boats, Etc. (c. 1423)
Redbird's map of Crabtown
Another Redbird Document

TO BE HANDED OUT LATER

Grog Shoppe Menu

on this matter. If I return, the name of Naravang Four-eyes will ring forever as a hero.

Farewell, wife. My last thoughts shall be of you. Keep our secret pathway open. Yelmadio smile on you.

[Naravang was seen once since then, in a dream of his wife's. He appeared, looking gaunt and pale, and said "No fear." Four-eye is also the name of a servant in Crag-spider's household who is a spirit of light and delivers messages for her.]

Lunar Report on Religions [c. 1595]

The most popular religion in the area is that of Arachne Solara, the goddess of nature. Cragspider, a monster troll, is said to be high priestess of the cult. She is never seen but the pinnacle which houses her is but 12 miles away from the lake, always visible.

Kyger Litor is popular, as wherever trolls live.

Sea Titan is another god, whose shrine is set atop the crab shell there.

A priestess of Night wanders about, hobbling and aided by a slave. She carries a lead umbrella which she calls Argan Argar, and which shades her in the daytime.

Troll Fishing Boats, Etc.

[Fragment from an old Tarsh report to the king, c. 1423]

To catch some of the deeper monsters the trolls use whole humans as bait, hooked alive and protected only by an air-breathing spell.

Most prized of their small lake fleet is *Krakenbane*, a massive ram-ship with eight magic oars cut from giant bones and armor made from the hide of unslayable dragons.

Most fishing boats are poor imitations of this vessel. Instead of dragon parts they usually have some portion of a dead dragonewt nailed to their wooden planking to provide protective magic.

Their nets, in the hand of a master, could provide access to almost any magic of the cosmos, were the caster to survive the many hard tests and guardians who are tied into its magical strands and knots.

Another Redbird Document

We had no problem in acquiring a piece of the magical rope. These trolls responded like real friends, even though I was an initiate of two Lightbringer cults and had liberated a band of trollkin to my care.

The guards in my hire have turned out to be among the most slovenly and vile of my experience, for they seem to enjoy rooting about the poisonous drinks like the trolls that they are visiting. Only myself and a servant named Willworth went out onto the lake to fish.

I drew up several creatures which were strange, and lost my bait. The most impressive was a green snake's skull which seems to be important. Most important, of course, is that it was free.

Willworth pulled up a bronze pot with a lid closed tight. He pried it open with his knife and peered inside, but a mustardy vapor sizzled out and burnt his whole face off. Healing did help some and he is lucky that I saved his life then. One eye was horribly swollen and I couldn't bear to look at it.

I immediately set off home but we were beset by one of those unpredictable dangers of the region. A whale, measuring thrice the size of any of the greater dinosaurs in the world, rose and came to swallow us. It seemed as big as the city of Boldhome. All of my magic was no use against it.

Willworth then rose up and proved the worth of someone even as ignorant as he, for he simply said something and waved his hand and jumped once with a yelp of pain, and the whale shuddered and sounded, never touching us at all and sending a wave which carried us to shore. Willworth, poor fool, was ashock and was once again saved by my skills.

Such activities are common there, or so it would seem to me.

We returned home as outlined elsewhere in my memoirs.

GROG SHOPPE

EROSION OUZO	35 SILVERS
DRIVE CAREFUL WINE ...	50 SILVERS
OLD ROTGUT	30 SILVERS
SKULLBUSTER	100 SILVERS
POWZIE!	5 SILVERS
RAINBOW DELIGHT	2 SILVERS

ALSO AVAILABLE:

FERMENTED FRUITS ...	3 SILVERS
BEER	1 SILVER
BREWED ROOTS	2 SILVERS
WOOD ALCOHOL	3 SILVERS

Other fine and select delights are occasionally available. Ask the slave for particulars.

REMEMBER! NO FIGHTING TH'S SIDE OF THE CURTAIN!

STRICTLY ENFORCED

After breaking camp on the morning of the second day, the party should move upriver, the players pausing occasionally to make Scan and Track rolls. Have them begin to do this before there is anything to see.

The incorrect sign is that of an impala skull with a stick through one eye socket pointing to the right. The right-hand trail leads to a pit trap, left to the gamemaster to handle. The trolls occasionally check the trap to see if anything has tumbled in.

This is a critical decision. The players have to figure out which path goes to the Grogge Shoppe. Let them do so if they can. The easiest way is to make a successful Track roll and notice that the left-hand trail has many more troll footprints.

There is no attempt to hide the Grogge Shoppe. There are, in fact, obvious peace signs stuck to trees and

painted on rocks. Most of these are crude marks, but also there is a real human hand giving the Lunar Sign of Peace, and a Chalana Arroy sash hangs nearby.

A thick, old, very dirty curtain flaps along a cliff face. It's held up by stone spikes wedged into the limestone. To enter the Grogge Shoppe, raise the curtain and walk down into the dim interior.

As the nearby floor plan confirms, there is nothing fancy about this place. Sketch the plan for the players while the eyesight of their adventurers adjusts to the darkness which trolls prefer. Naturally, any conversation in the Shoppe comes to an abrupt halt when the visitors appear.

Five trolls, three trollkin, and one gargoyle are in the cave. Note character locations on the plan, and play them as follows.

SPOONER: the bartender and owner, Spooner is an Argan Argar initiate, adroit at languages. Although the rite noted in the employer's instructions is little-known to humans, Spooner has done it often and knows it well. He should be the speaker whenever the adventurers must be answered. He orders the three trollkin about, and also translates for Watcher, the troll who cannot understand any language but Darktongue.

3 TROLLKIN: they have no personalities. Have Spooner send them scuttling about to do work and to provide comic relief.

GROGGER: this wingless gargoyle is a loyal slave to Spooner. He usually sits at the spot located, acting as a chair for his owner. Upon command, he leaps up and does his stuff, surely leaving an opponent groggier than before.

THE WATCHER: he sits slumped on the floor. Sometimes he mumbles in Darktongue to Spooner, who may send a trollkin to him with a ladleful of this or that.



GROWLER: though his voice is low and raspy, he makes himself clear. He, too (what a coincidence!), speaks the language of the adventurers. He is fairly sober and speaks confidently to humans. He is dressed like a hunter.

SQUEAKER: dressed like a warrior, he makes no hostile moves. His armor is on, his helmet off, his weapons beside him. He doesn't want to fight and won't be provoked. He has met humans before; he likes to gamble.

The Ritual

Once the adventurers make the proper statement (as instructed, the leader must say 'Rom bom ga ga ooooo'), the trolls become friendly. They make welcoming noises to the player-characters, gesture them in, offer them seats, and ask if they are hungry.

Spooner says, "Welcome to the Frog Grogge Shoppe Inn. This is, as you somehow know, the secret entryway into my home city, granted to me by Her Mightiness Cragspider, Goddess over all the world. If you can meet a few special requirements, you and all of your party can enter Crabtown as friends.

"Here is what you must do. First, take a good large swallow from any one of these kegs which you select. Secondly, take a drink from any one keg which I select. Thirdly, take a drink from any one keg which someone else selects.

"After that you will be guided to town by one of my trollkin, and you will be announced as friends."

Someone, of course, must accept.

"Glad to hear that. Before we begin, would you or any of your friends like some human beer before we begin? It is good to trolls, you know, and I sell it cheap. Only one silver for a mug of real ale."

When any orders for beer are filled, Spooner says, "Let's begin now. You may choose your own poison, as they say. What? [looks shocked] Why yes, of course you must pay for the drinks. [looks angry] What are you trying to do, ROB ME? That's better!"

Some other answers Spooner may make are just below.

Q: Who made up the names of these drinks?

A: There was a fellow named Willworth through here several times. He did it. I really don't know what those words mean. We have our own names in Darktongue.

Q: Who wrote this menu?

A: Once there was a woman here who had a remarkable feather. She did not drink here, though she did eat like everyone does, and she made this for me with her feather for payment.

Q: What are in these kegs?

A: I cannot tell you.

And there are other speakers besides Spooner:

GROWLER: I will help you out for money.

SPOONER: That is against all the rules.

GROWLER: Look, you guys, maybe I can help you another way. First of all, do you make bets?

SQUEAKER: Bets? Count me in!

At this point, introduce the betting motif if you want. See the next section, Side Bets.

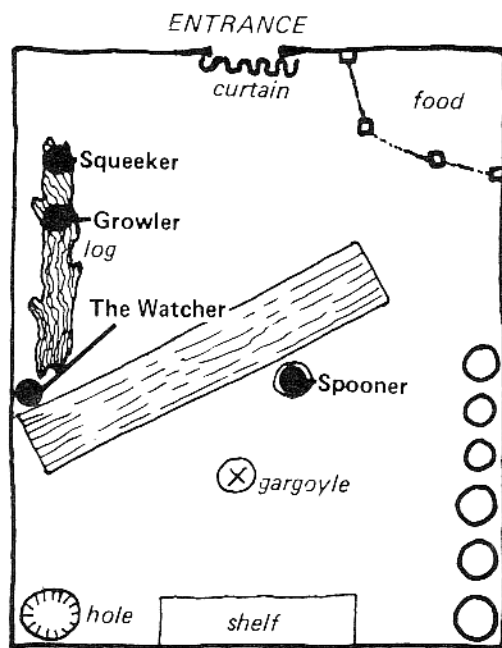
Side Bets

Growler and Squeaker are happy to bet on the success and failure of the people drinking each drink. Each has a pattern he uses as much for entertainment as in aid of the humans.

Growler bets that the human will be slightly affected by a drink. He bets a small amount. He wants other people to bet against his assumptions.

Squeaker always speaks second. He always bets that something far worse will happen to the person, and makes much larger bets.

They are both wrong the first few times. Their bets show, in fact, that they have no idea how the drinks affect people. The names hint about effects which might



Inside the Grogge Shoppe.

occur, however, and if the adventurers understand that they may be tempted to bet against the trolls themselves.

The trolls are glad to bet. In fact, they suggest that all the humans take up the task of testing each of the vats and make greater and greater wagers.

However, Squeaker knows a lot more than he first shows, and at some point will make a huge bet on something quite silly which will occur from the drink of the gamemaster's choice. The event occurs *exactly* as Squeaker says it will, he will win, and the two trolls will laugh their heads off at the adventurers, and then collect their winnings.

Sample Dialogue

These words are to guide the trolls' talk. Read them aloud if you like. Inflect them! Sound trollish by lowering your voice, growling and snorting. These ready-made speeches can fill gaps of silence and provoke responses from the adventurers.

GROWLER: I bet you 12 lunars that his eyes fall out.

SQUEAKER: I bet 25 lunars that he never eats solids again.

GROWLER: I bet 14 lunars that he gets a case of the Shakes. **SQUEAKER:** I bet double that and say that his hair will turn gray and that he'll lose the use of his fingers.

GROWLER: I bet 8 lunars and a clack that this is the drink that changes humans into bears. **SQUEAKER:** No, I bet you 39 lunars that the man will laugh, then choke till he turns blue, have the runs, and then go berserk.

GROWLER: I can't believe that he'll drink that one! I bet he never gets rid of the smell! 15 lunars! **SQUEAKER:** I saw this one happen before. I bet 23 lunars that he goes blind for a week, then catches Wasting disease.

GROWLER: Wow! I've seen this! 17 lunars says he dies! **SQUEAKER:** I think that his INT will be raised and that all his hair falls out. 22 lunars.

During this the two trolls drink heavily and, acting quite drunken, they always urge more ale upon the humans with whom they are betting. They'll even buy drinks for their marks. If the adventurers accept these drinks, see the sub-section on ale in The Grogge Shoppe Drinks and How They Work for the effects.

Those who enjoy imbibing may be taken advantage of by experienced sharpies like Growler and Squeaker. Each time the trolls buy an adventurer an ale, the recipient must make an idea roll. If they have been trying to stay sober while drinking, they must receive a result of current INT x5 or less, or drink more anyway.

When the player-characters are nicely drunken, the trolls make an exorbitant bet. If the players understand what is happening, the gamemaster must insist that those adventurers can only refuse if they receive a successful current idea roll. Failing, they agree to the wager even though the players might wish otherwise.

This exorbitant wager may be anything that the gamemaster chooses, and can apply to any of the troll

drinks that have not yet been tried. The effect should be ridiculous, but not fatal. This special effect applies only for this one drink, and the beverage's normal effects may or may not apply as well. In justification, the gamemaster can point out that troll drinks are not standardized, and that this particular batch had some unusual trace elements.

Feel free to adjust the amount of each bet to suit the cash which the adventurers typically carry. The trolls are good for their word; they'll always be able to pay up. They are not absurdly rich — this is a light entertainment, not a chance to strike it rich.

The Grogge Shoppe Drinks and How They Work

Besides the drinks listed as available in the Grogge Shoppe, gamemasters are urged make their own to suit their fancies. All drinks are served in large mugs about a liter capacity. The following notes about specific drinks include appearance, effect upon trolls, effect upon humans, and other notes as needed.

DRIVE CAREFUL WINE: this thick brown syrup smells sour. Little unidentifiable chunks float on its surface.

Of typical troll ingredients, most of it is boiled plants, about 15 varieties. The lumps are chopped beetle of a type valued for its powerful digestive juices which help ferment this stuff. The chunks crumble easily and are easily swallowed.

This drink is a troll favorite in taste, but not specially noted for any physical effect.

The chemicals may sicken human drinkers. Each mug requires a resistance roll of CON against the number of mugs swilled. That is, each mug equals POT 1 poison, cumulative for life. The human body cannot break down these poisons. However, neither is there any effect (except for a transitory queasy feeling when first drinking) until the person is overcome by the total POT. He or she then becomes violently ill for that number of hours equalling the number of mugs drunk, and must spend 1D6 hours times that number recovering. During the recovery, only healing songs bring any solace to the otherwise helpless victim. This poison never breaks down. If a person ever tries this drink again, he or she must once again match the accumulated total against his or her CON or be sick. (The number of mugs should be entered on the player's adventurer sheet.)

It is commonly believed that one may build up tolerance to many troll drinks, and the referee may wish to amuse himself by encouraging players to try this with Drive Careful wine.

OLD ROTGUT: A dark purple wine with pale blue froth on the surface.

This berry beer is made to almost human standards of cleanliness and purity.

Trolls like Old Rotgut because it numbs them into a comforting stupor which can be shaken off quickly if desired. The effects are short-lived as well, though persistent drinkers have pink teeth from the stuff.

For humans, this drink has a POT 15 poison from the berries. A human must receive a successful CON roll against POT 15; failure sends 1D6+6 points of damage



And don't eat the mug!

to the abdomen. A success reveals Old Rotgut to be astonishingly pleasant. Each mug is resisted against separately and, if successful, does no harm. Additional drinks are not cumulative. Some human debauchers are known to prefer Old Rotgut despite the damage (healable by magic), but even most alcoholics recognize the danger of that trap.

SKULLBUSTER: a brown liquid covered by a turgid layer of crusty yellow and red bits. It smells like rotten tobacco and red peppers.

Trolls love Skullbuster because it dulls their sensitive hearing and dilates their weak eyes. They perceive this distortion of perception as a high. Skullbuster reportedly tastes very good, though some trolls think that the Grogge Shoppe uses too much elf skin during the soaking process.

Humans who drink Skullbuster show no apparent effects for a day after they drink it. When a victim wakes the next morning, his or her INT has been reduced by one point per mug drunk. The effect remains until the victim gets a successful current INT x1 result on D100. The roll can be made once per day. If a victim's INT is reduced to zero or less, he or she goes into a coma that night and cannot be awakened until cured magically.

POWZIE: a frothy yellow drink, lively enough to give off hissing sounds. It is warm to the touch, and smells of cinnamon and garlic.

Trolls drink Powzie for its kick. Each mug drunk by a troll reduces his hit points by one, recoverable by one point per hour. This is not real damage, but numbness; upon reaching zero hit points, the troll merely goes unconscious. Powzie is for trolls who drink to forget. Watcher, the sot slouched in the corner of the Grogge Shoppe, drinks this.

Humans who drink Powzie never finish a mug without having to stop. Each swallow equals a POT 1 poison which rushes directly to the head if it overcomes the drinker's current CON. This damage can be healed by magic. The POT of the swallows accumulate, and at last will overcome the drinker's CON, at which time all the accumulated POT is done at once to his or her head. Powzie! A mug has about 20 swallows in it.

An adventurer who chooses this drink may be felled by it several times, but the trolls will insist that he or she finish the drink.

EROSION OUZO: this is a thin bubbling liquid, much like champagne. The dipping spoon for this drink is of enamelled metal.

Erosion Ouzo is an acid, POT 3D4 per drink. It's caustic, and placing something over the surface will let the bubbles pop there, with clear results. Skin will be mildly burned. Metal will be tarnished and slightly eroded. Cloth will be burnt away.

Trolls like this drink. It goes directly to their rock stomachs, where it joins the digestive juices to ignite massive heartburn, setting off chemical reactions which flush the body of acids. The result is rapid euphoria lasting about half an hour per mugful.

A human takes damage from this drink varying with the POT of the acid. Full damage is done directly to the head and chest. It is quite possible to melt away by

trying to swallow this stuff. Healing spells will repair this damage.

RAINBOW DELIGHT: it changes color and consistency, passing through the spectrum from yellow to purple and back again. It gets thicker as it yellows; thinner as it becomes purple.

In the yellow stage, Rainbow Delight is chewy and smells like citrus. In the red stage it is salty and usually chugged quickly. In the purple stage it is tangy and aromatic. This social drink for trolls is much favored. Making it is a secret known only to trolls.

For humans, the yellow stage can be swallowed with great difficulty only after prodigious chewing. A successful CON x5 roll must be received, or else the target gags and spits it out. Swallowing this stage does one point damage each to head and chest, and two points to the abdomen as the belly tries to churn it.

The red stage is extremely salty to humans, but is otherwise palatable and without ill effect.

The purple stage is concentrated alkali, always burning the human target for two points of damage to both head and chest, and doing four points damage to the abdomen.

A single mugful has two of each of the drinks in it. As one color is consumed, the contents cease turning that color. For instance, if an adventurer drinks both red drinks, the stuff begins to alternate between yellow and purple.

ALE: a normal, if rather dark amber ale, as served in many human inns and taverns. Trolls enjoy its flavor, though they can drink gallons of the stuff without becoming drunk.

It is different for humans. If you have it, consult *Vikings* and apply those drinking rules. If you do not, let each mug subtract one from both the current INT and DEX of the drinker. This affects skill bonuses, but not memory. Drinkers will have reduced idea roll thresholds, and presumably the trolls will take advantage of this inability to resist foolish suggestions.

The Results

If the adventurers perform the minimal duties outlined, they will be able to ask for the guide and then be off to Crabtown.

They may or may not be or become drunken, though one of them must drink.

If the players have debts, then they surely will be allowed into the town. Nothing will happen to them at all, either, even from their angry debtors. Not paying off results in pursuit by those appropriate at the end of the scenario.

Regardless of the betting, Spooner will send a trollkin to lead the humans to the Crabtown temple of Argan Argar. The trollkin is very ordinary, and refuses to speak to humans.

The trollkin carries a staff to which are tied a gourd and some other junk, dangling on red ribbons. One item is a little silver bell which the trollkin keeps ringing as they go.

CRABTOWN

This settlement is both ancient and ever-changing. The map can be used many times; feel free to change sections of the town at will. This part of the adventure gives the adventurers chances to speak to trolls, be bumped by trollkin, smell their buildings, and otherwise give them opportunity for contact.

Using the word 'building' to refer to troll structures may be inapt. Trolls have little skill at architecture, and usually excavate rather than build or grow surface constructions. They do often imitate other peoples by constructing temporary above-ground shelter.

Troll buildings or structures are always patchwork, unless they get outside help (as Sir Scissor did years ago from human). Trolls are indiscriminate about materials: a single irregularly-stacked wall might contain rocks, logs, bits of cloth, dirt, reed matting, bones, and skins stretched over openings. Such walls are precarious, tumbling down in the wind or collapsing when a trollkin tries to scale one.

Approaching the Town

Crabtown is 11 kilometers from the Grogge Shoppe, about a two-hour walk. Time the arrival of the party to dusk, giving enough light to see by and allowing the trolls to come out and move about.

The path winds through large boulders; the adventurers can hear and see figures paralleling the way. These are trollkin guards. They will not attack and will run away if attacked, but they will keep pace all the way. As messengers come and go, the number of trollkin gradually increases.

Half way along, the party is stopped and questioned at a guardpost, even accompanied by a trollkin from the Grogge Shoppe. The guards are standard warriors of appropriate level selected from the sample troll statistics at the front of this book. This is a good time for everyone to check their adventurers, perhaps to heal them; now is also a good time for you, through Murius, to remind everyone of their duties and responsibilities.

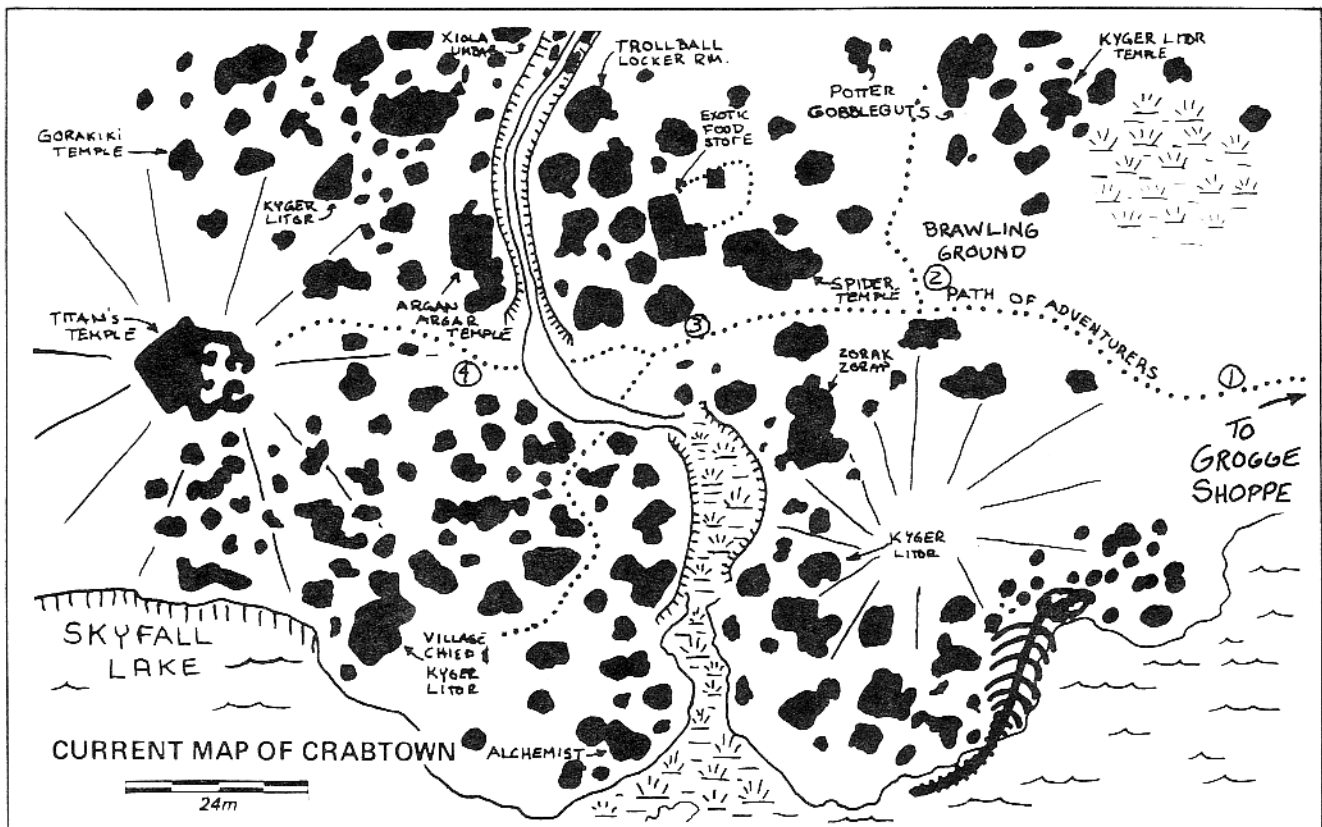
The path through the rocks becomes difficult, rising and narrowing abruptly to make a strong defensive position. More trollkin guards stand here. The path goes downwards, then turns sharply right. Turning a corner, the adventurers get their first glimpse of Crabtown.

POINT (1). This is the first of four viewpoints related to the map of Crabtown. From here the town is a dirty brown and gray collection of irregular buildings. A steep barren hill dominates the left side of the town; the flanks of the hill are steeply eroded. The bleached bones of a large creature can be seen between the hill and the lake beyond. Many buildings cluster together in an area perhaps 150 meters square.

Many trollkin scabble about, stuffing their mouths with goods which surely will be gone later, eaten by bigger trollkin. Unarmored trolls in a variety of costumes are emerging, stretching and yawning. Drums beat. Patrols of scouts and bands of hunters come and go.

A well-worn path leads into town. Murius now directs the way. The trollkin guide accompanies the party without comment.

POINT (2). To the left are many buildings. To the right is the Brawling Ground. Several trolls are here, mostly





DANIEL A. BRECKEN 1988

Entering the Skeyriver Titan temple.

comes forward to speak with the trollkin with the bell. The butler looks over his shoulder at the humans. The trollkin motions, nods, and points to each of the party. The two trollkin whisper in Darktongue with accents impossible to understand.

At last the butler turns to the adventurer who performed Spooner's ritual, saying, "Fum Sir Sisser to is customs: Hi! Te lord is out now, so plest be seated and eat or sleep to is arrival. Plest do not straying fum tis spot."

Murius is embarrassed that the butler did not address him directly, and demands the statement be repeated. He then turns and repeats the message a second time to the adventurers.

Everyone should settle down and wait. This is an opportunity for the player-characters to be tempted by their own curiosity. If they wander off, you are on your own to guide them.

Sir Scissor

Meeting and dealing with Sir Scissor is the high point of the expedition. He is a strange and curious character, and his behavior is only his personal taste, exaggerated as much of troll behavior is.

He shows off by constantly going about in daylight. He is not at all intimidated by light, since he wears sunglasses made of natural volcanic glass.

Sir Scissor is not his troll name, which he keeps a secret. He gave himself the name Sir Scissor after many years of dealing with humans.

He is much influenced by human contacts he has made as an Argan Argar merchant, but these ways have been altered to suit troll tastes. Sir Scissor has on decent though unkempt robes of heavy wool, dyed a bright red. He wears a stout fur cap and a broad leather belt with a silver clasp, and many bags of varying size hang from his belt. If viewed carefully, movement can be seen beneath his robe. That is his rat familiar.

He carries a heavy crossbow, uncocked. Behind him come two slave trollkin carrying another of their kind, dead and already partially butchered. The dead one has no clothes and was apparently a wild trollkin.

Sir Scissor leads a leashed trio of creatures. They strain against his grip, glad to be home and done with the hunt. Two of them are cave trolls with blindfolds over their eyes. The third is a trollkin with an unusually large nose; it struts about and sometimes whines. Its eyes have been poked out.

Proud of his hunting team, Sir Scissor is flattered if anyone comments favorably about them. The unfortunate on the leashes have been treated to go abroad in daylight, and the dark troll is sure to point that out.

Sir Scissor formally greets Murius, and then begins the troll custom of introducing them to his home. Use this opportunity to show players troll customs. First, the greetings are made. Then several trollkin bring large bags of varying cleanliness. Sir Scissor then allows the adventurers into his house, casting a nicely-made sack over each head, symbolizing entrance into welcoming darkness. Always bag the jumpiest adventurer first, and let him make some trouble. After being welcomed

inside and unbagged, use these customs: pointing-out of possessions, feeding live animals to guests, and bargaining for goods. Additional information can be found in *Trollpak*, if you have that publication.

Once this scene is concluded, the party may rest or go on, as you wish. Unless you want to continue to explore the town, nothing else of importance need occur here.

If the adventurers got this far without offending anyone, don't despair — be glad you have interested and sensitive players. Let them rest, travel home, and get paid. Then, on the next adventure, use the pursuit force statistics as enemies in your own scenario.

THE PURSUIT

The adventurers will not stay long in Crabtown if they think they are in trouble. If they are, let them know. Sir Scissor will certainly warn his guests if they are going to be arrested or assaulted. He'll urge them to flee, for troll justice is not kind to human offenders. He can help them escape to the town limits, but no further.

It is possible to attack the offending adventurers inside Crabtown, but that is unsporting and contrary to a good tale. If anything happens in town, it should be a hairsbreadth escape, perhaps with alarm drums booming as the party runs like hell to escape.

The party, having escaped, has no difficulties until they reach the flatlands by Skyfall Marsh. There avenging spider riders, in hot pursuit, attack.

Adjust the number of pursuers to an amount creating a fair fight. If you need more than those provided at the end of this adventure, make photocopies. Remember, these trolls do not need to kill the whole party. They do demand vengeance, and their payment should be exorbitant (two humans alive or dead, for instance, or four horses). If these can be gained, the spider riders have achieved victory and will depart, leaving the survivors behind. The trolls do not care whether the offending adventurers or the entirely innocent are killed or returned to Crabtown.

The gamemaster may want to give the adventurers a chance to negotiate with the spider riders, or to betray two among them to the wrath of trolls. Adjust the situation to the adventure's flavor and your desires.

The pursuers are professional soldiers in the employ of Cragspider. They are competent and should be used that way. Their spells will be prepared when they attack, for instance. They are led by a priest of Aranea. They all ride large tarantulas. Each tarantula is accompanied by swarms of giant wolf spiders which are furry and can jump and bite. Each spider party is identical.

Players' Information

A few kilometers behind them, the adventurers see some enormous gray mounds scurrying over the ground toward them. There is a swathe of smaller brownish objects before these gray things, either preceding them, being chased, or being herded.

As the pursuers draw closer, the players can see that they are being chased by gigantic gray tarantulas.

Pursuit Pack 1

TROLL WARRIOR

attributes		melee	missile	points
Move 3	R Leg	01-04	01-03	7/6
HP: 16	L Leg	05-08	04-06	7/6
	Abdom.	09-11	07-10	8/6
FP: 5	Chest	12	11-15	8/7
	R Arm	13-15	16-17	7/5
MP: 13	L Arm	16-18	18-19	7/5
	Head	19-20	20	7/6
weapon	sr	atk/par%	damage	points
Javelin	3	60/25%	1D10+1D3	8
H Mace	6	80/60%	1D10+1D6	10
Net	5	65/60%	1D4+1D3+	8
			snare	8
Kite S	7	20/70%	1D6+1D6	16

Dodge: none. **Spirit Magic:** Bludgeon* 2, Darkwall* (2), Detect Enemy, Disruption, Fanaticism*, Heal 2, Mindspeech* 1, Protection 2. **Skills:** Conceal 75%, Climb 55%, Devise 55%, Jump 65%, Listen 65%, Ride Spider 80%. **Languages:** Darktongue 40/25%, Tradetalk 25/---%. **Treasure:** 1D100 lunars; ransom is 250£.

TROLL MAHOUT

attributes		melee	missile	points
Move 3	R Leg	01-04	01-03	6/5
HP: 15	L Leg	05-08	04-06	6/5
	Abdom.	09-11	07-10	8/5
FP: 5	Chest	12	11-15	8/6
	R Arm	13-15	16-17	6/4
MP: 12	L Arm	16-18	18-19	6/4
	Head	19-20	20	6/5
weapon	sr	atk/par%	damage	points
Javelin	3	30/25%	1D10+1D3	6
H Mace	6	65/50%	1D10+1D6	10
H Net	5	50/40%	1D4+1D3†	8
Kite S	6	20/45%	1D6+1D6	16

†plus snare.

Dodge: none. **Spirit Magic:** Bludgeon* 2, Darkwall* (2), Disruption, Fanaticism*, Heal 2, Speedart. **Skills:** Conceal 35%, Devise 40%, Jump 50%, Listen 50%, Ride Spider 90%. **Languages:** Darktongue 35/15%, Tradetalk 15/---%. **Treasure:** 50 bolgs, 50 clacks, 10£; ransom is 100 lunars.

TARANTULA MOUNT

attributes				
Move: 8		Hit P: 42		
Fatg: 66		Magic P: 14		
location	melee	missile	points	
R4 Leg	01	01	9/7	
L4 Leg	02	02	9/7	
R3 Leg	03	03	9/7	
L3 Leg	04	04	9/7	
Abdom.	05-08	05-11	9/17	
R2 Leg	09-10	12	9/7	
L2 Leg	11-12	13	9/7	
R1 Leg	13-14	14	9/7	
L1 Leg	15-16	15	9/7	
CphlThrx	17-20	16-20	9/17	
weapon	sr	atk%	damage	
Bite	5	65%	1D6+4D6+	poison POT 42

Spell: Heal 3. **Skills:** Climb 90%, Hide 40%, Jump 90%, Search 75%, Sneak 50%.



TROLLKIN SLAVE

attributes		melee	missile	points
Move 2	R Leg	01-04	01-03	3/4
HP: 11	L Leg	05-08	04-06	3/4
	Abdom.	09-11	07-10	3/4
FP: 15	Chest	12	11-15	3/5
	R Arm	13-15	16-17	3/3
MP: 7	L Arm	16-18	18-19	3/3
	Head	19-20	20	4/4
weapon	sr	atk/par%	damage	points
T Javeln	3	30/30%	1D10	8
HI Javeln	7	30/30%	1D6+1	8

Dodge: 25%. **Spirit Magic (30%):** Heal 2, Speedart. **Skills:** Hide 25%, Ride Spider 50%, Search 50%. **Languages:** Darktongue 25%. **Treasure:** 6 doses POT 4 poison for troll's javelin.

Wolf Spider Skills: Climb 90%, Hide 40%, Jump 90%, Search 75%, Sneak 50%.

WOLF SPIDER 1

attributes				
Move: 8		Hit P: 14		
Fatg: 20		Magic P: 7		
location	melee	missile	points	
R4 Leg	01	01	3/3	
L4 Leg	02	02	3/3	
R3 Leg	03	03	3/3	
L3 Leg	04	04	3/3	
Abdom.	05-08	05-11	3/6	
R2 Leg	09-10	12	3/3	
L2 Leg	11-12	13	3/3	
R1 Leg	13-14	14	3/3	
L1 Leg	15-16	15	3/3	
CphlThrx	17-20	16-20	3/6	
weapon	sr	atk%	damage	
Bite	6	35%	1D6+1D4+	poison POT 14

WOLF SPIDER 2

attributes				
Move: 8		Hit P: 14		
Fatg: 20		Magic P: 7		
location	melee	missile	points	
R4 Leg	01	01	3/3	
L4 Leg	02	02	3/3	
R3 Leg	03	03	3/3	
L3 Leg	04	04	3/3	
Abdom.	05-08	05-11	3/6	
R2 Leg	09-10	12	3/3	
L2 Leg	11-12	13	3/3	
R1 Leg	13-14	14	3/3	
L1 Leg	15-16	15	3/3	
CphlThrx	17-20	16-20	3/6	
weapon	sr	atk%	damage	
Bite	6	35%	1D6+1D4+	poison POT 14

WOLF SPIDER 3

attributes				
Move: 8		Hit P: 14		
Fatg: 20		Magic P: 7		
location	melee	missile	points	
R4 Leg	01	01	3/3	
L4 Leg	02	02	3/3	
R3 Leg	03	03	3/3	
L3 Leg	04	04	3/3	
Abdom.	05-08	05-11	3/6	
R2 Leg	09-10	12	3/3	
L2 Leg	11-12	13	3/3	
R1 Leg	13-14	14	3/3	
L1 Leg	15-16	15	3/3	
CphlThrx	17-20	16-20	3/6	
weapon	sr	atk%	damage	
Bite	6	35%	1D6+1D4+	poison POT 14

LYNX SPIDER, Leader of the Pack

attributes				
Move: 8		Hit P: 21		
Fatg: 40		Magic P: 12		
location	melee	missile	points	
R4 Leg	01	01	4/4	
L4 Leg	02	02	4/4	
R3 Leg	03	03	4/4	
L3 Leg	04	04	4/4	
Abdom.	05-08	05-11	4/9	
R2 Leg	09-10	12	4/4	
L2 Leg	11-12	13	4/4	
R1 Leg	13-14	14	4/4	
L1 Leg	15-16	15	4/4	
CphlThrx	17-20	16-20	4/9	
weapon	sr	atk%	damage	
Bite	5	45%	1D6+2D6+	poison POT 21

Spirit Magic (70%): Heal 3. **Skills:** Climb 90%, Hide 40%, Sneak 50%.

WOLF SPIDER 4

attributes				
Move: 8		Hit P: 14		
Fatg: 20		Magic P: 7		
location	melee	missile	points	
R4 Leg	01	01	3/3	
L4 Leg	02	02	3/3	
R3 Leg	03	03	3/3	
L3 Leg	04	04	3/3	
Abdom.	05-08	05-11	3/6	
R2 Leg	09-10	12	3/3	
L2 Leg	11-12	13	3/3	
R1 Leg	13-14	14	3/3	
L1 Leg	15-16	15	3/3	
CphlThrx	17-20	16-20	3/6	
weapon	sr	atk%	damage	
Bite	6	35%	1D6+1D4+	poison POT 14

WOLF SPIDER 5

attributes				
Move: 8		Hit P: 14		
Fatg: 20		Magic P: 7		
location	melee	missile	points	
R4 Leg	01	01	3/3	
L4 Leg	02	02	3/3	
R3 Leg	03	03	3/3	
L3 Leg	04	04	3/3	
Abdom.	05-08	05-11	3/6	
R2 Leg	09-10	12	3/3	
L2 Leg	11-12	13	3/3	
R1 Leg	13-14	14	3/3	
L1 Leg	15-16	15	3/3	
CphlThrx	17-20	16-20	3/6	
weapon	sr	atk%	damage	
Bite	6	35%	1D6+1D4+	poison POT 14

WOLF SPIDER 6

attributes				
Move: 8		Hit P: 14		
Fatg: 20		Magic P: 7		
location	melee	missile	points	
R4 Leg	01	01	3/3	
L4 Leg	02	02	3/3	
R3 Leg	03	03	3/3	
L3 Leg	04	04	3/3	
Abdom.	05-08	05-11	3/6	
R2 Leg	09-10	12	3/3	
L2 Leg	11-12	13	3/3	
R1 Leg	13-14	14	3/3	
L1 Leg	15-16	15	3/3	
CphlThrx	17-20	16-20	3/6	
weapon	sr	atk%	damage	
Bite	6	35%	1D6+1D4+	poison POT 14

Pursuit Pack 2

TROLL WARRIOR

attributes		melee	missile	points
Move 3	R Leg	01-04	01-03	7/6
HP: 16	L Leg	05-08	04-06	7/6
	Abdom.	09-11	07-10	8/6
FP: 5	Chest	12	11-15	8/7
	R Arm	13-15	16-17	7/5
MP: 13	L Arm	16-18	18-19	7/5
	Head	19-20	20	7/6
weapon	sr	atk/par%	damage	points
Javelin	3	60/25%	1D10+1D3	8
H Mace	6	80/60%	1D10+1D6	10
Net	5	65/60%	1D4+1D3+ snare	8
Kite S	7	20/70%	1D6+1D6	16

Dodge: none. Spirit Magic: Bludgeon* 2, Darkwall* (2), Detect Enemy, Disruption, Fanaticism*, Heal 2, Mindspeech* 1, Protection 2. Skills: Conceal 75%, Climb 55%, Devise 55%, Jump 65%, Listen 65%, Ride Spider 80%. Languages: Darktongue 40/25%, Tradetalk 25/---%. Treasure: 1D100 lunars; ransom is 250£.

TROLL MAHOUT

attributes		melee	missile	points
Move 3	R Leg	01-04	01-03	6/5
HP: 15	L Leg	05-08	04-06	6/5
	Abdom.	09-11	07-10	8/5
FP: 5	Chest	12	11-15	8/6
	R Arm	13-15	16-17	6/4
MP: 12	L Arm	16-18	18-19	6/4
	Head	19-20	20	6/5
weapon	sr	atk/par%	damage	points
Javelin	3	30/25%	1D10+1D3	6
H Mace	6	65/50%	1D10+1D6	10
H Net	5	50/40%	1D4+1D3†	8
Kite S	6	20/45%	1D6+1D6	16

†plus snare.

Dodge: none. Spirit Magic: Bludgeon* 2, Darkwall* (2), Disruption, Fanaticism*, Heal 2, Speedart. Skills: Conceal 35%, Devise 40%, Jump 50%, Listen 50%, Ride Spider 90%. Languages: Darktongue 35/15%, Tradetalk 15/---%. Treasure: 50 bolgs, 50 clacks, 10£; ransom is 100 lunars.

TARANTULA MOUNT

attributes				
Move: 8			Hit P: 42	
Fatg: 66			Magic P: 14	
location	melee	missile	points	
R4 Leg	01	01	9/7	
L4 Leg	02	02	9/7	
R3 Leg	03	03	9/7	
L3 Leg	04	04	9/7	
Abdom.	05-08	05-11	9/17	
R2 Leg	09-10	12	9/7	
L2 Leg	11-12	13	9/7	
R1 Leg	13-14	14	9/7	
L1 Leg	15-16	15	9/7	
CphlThrx	17-20	16-20	9/17	
weapon	sr	atk%	damage	
Bite	5	65%	1D6+4D6+ poison POT 42	

Spell: Heal 3. Skills: Climb 90%, Hide 40%, Jump 90%, Search 75%, Sneak 50%.



TROLLKIN SLAVE

attributes		melee	missile	points
Move 2	R Leg	01-04	01-03	3/4
HP: 11	L Leg	05-08	04-06	3/4
	Abdom.	09-11	07-10	3/4
FP: 15	Chest	12	11-15	3/5
	R Arm	13-15	16-17	3/3
MP: 7	L Arm	16-18	18-19	3/3
	Head	19-20	20	4/4
weapon	sr	atk/par%	damage	points
T Javelin	3	30/30%	1D10	8
Hi Javelin	7	30/30%	1D6+1	8

Dodge: 25%. Spirit Magic (30%): Heal 2, Speedart. Skills: Hide 25%, Ride Spider 50%, Search 50%. Language: Darktongue 25%. Treasure: 6 doses POT 4 poison for troll's javelin.

Wolf Spider Skills: Climb 90%, Hide 40%, Jump 90%, Search 75%, Sneak 50%.

WOLF SPIDER 1

attributes				
Move: 8			Hit P: 14	
Fatg: 20			Magic P: 7	
location	melee	missile	points	
R4 Leg	01	01	3/3	
L4 Leg	02	02	3/3	
R3 Leg	03	03	3/3	
L3 Leg	04	04	3/3	
Abdom.	05-08	05-11	3/6	
R2 Leg	09-10	12	3/3	
L2 Leg	11-12	13	3/3	
R1 Leg	13-14	14	3/3	
L1 Leg	15-16	15	3/3	
CphlThrx	17-20	16-20	3/6	
weapon	sr	atk%	damage	
Bite	6	35%	1D6+1D4+ poison POT 14	

WOLF SPIDER 2

attributes				
Move: 8			Hit P: 14	
Fatg: 20			Magic P: 7	
location	melee	missile	points	
R4 Leg	01	01	3/3	
L4 Leg	02	02	3/3	
R3 Leg	03	03	3/3	
L3 Leg	04	04	3/3	
Abdom.	05-08	05-11	3/6	
R2 Leg	09-10	12	3/3	
L2 Leg	11-12	13	3/3	
R1 Leg	13-14	14	3/3	
L1 Leg	15-16	15	3/3	
CphlThrx	17-20	16-20	3/6	
weapon	sr	atk%	damage	
Bite	6	35%	1D6+1D4+ poison POT 14	

WOLF SPIDER 3

attributes				
Move: 8			Hit P: 14	
Fatg: 20			Magic P: 7	
location	melee	missile	points	
R4 Leg	01	01	3/3	
L4 Leg	02	02	3/3	
R3 Leg	03	03	3/3	
L3 Leg	04	04	3/3	
Abdom.	05-08	05-11	3/6	
R2 Leg	09-10	12	3/3	
L2 Leg	11-12	13	3/3	
R1 Leg	13-14	14	3/3	
L1 Leg	15-16	15	3/3	
CphlThrx	17-20	16-20	3/6	
weapon	sr	atk%	damage	
Bite	6	35%	1D6+1D4+ poison POT 14	

LYNX SPIDER, Leader of the Pack

attributes				
Move: 8			Hit P: 21	
Fatg: 40			Magic P: 12	
location	melee	missile	points	
R4 Leg	01	01	4/4	
L4 Leg	02	02	4/4	
R3 Leg	03	03	4/4	
L3 Leg	04	04	4/4	
Abdom.	05-08	05-11	4/9	
R2 Leg	09-10	12	4/4	
L2 Leg	11-12	13	4/4	
R1 Leg	13-14	14	4/4	
L1 Leg	15-16	15	4/4	
CphlThrx	17-20	16-20	4/9	
weapon	sr	atk%	damage	
Bite	5	45%	1D6+2D6+ poison POT 21	

Spirit Magic (70%): Heal 3. Skills: Climb 90%, Hide 40%, Sneak 50%.

WOLF SPIDER 4

attributes				
Move: 8			Hit P: 14	
Fatg: 20			Magic P: 7	
location	melee	missile	points	
R4 Leg	01	01	3/3	
L4 Leg	02	02	3/3	
R3 Leg	03	03	3/3	
L3 Leg	04	04	3/3	
Abdom.	05-08	05-11	3/6	
R2 Leg	09-10	12	3/3	
L2 Leg	11-12	13	3/3	
R1 Leg	13-14	14	3/3	
L1 Leg	15-16	15	3/3	
CphlThrx	17-20	16-20	3/6	
weapon	sr	atk%	damage	
Bite	6	35%	1D6+1D4+ poison POT 14	

WOLF SPIDER 5

attributes				
Move: 8			Hit P: 14	
Fatg: 20			Magic P: 7	
location	melee	missile	points	
R4 Leg	01	01	3/3	
L4 Leg	02	02	3/3	
R3 Leg	03	03	3/3	
L3 Leg	04	04	3/3	
Abdom.	05-08	05-11	3/6	
R2 Leg	09-10	12	3/3	
L2 Leg	11-12	13	3/3	
R1 Leg	13-14	14	3/3	
L1 Leg	15-16	15	3/3	
CphlThrx	17-20	16-20	3/6	
weapon	sr	atk%	damage	
Bite	6	35%	1D6+1D4+ poison POT 14	

WOLF SPIDER 6

attributes				
Move: 8			Hit P: 14	
Fatg: 20			Magic P: 7	
location	melee	missile	points	
R4 Leg	01	01	3/3	
L4 Leg	02	02	3/3	
R3 Leg	03	03	3/3	
L3 Leg	04	04	3/3	
Abdom.	05-08	05-11	3/6	
R2 Leg	09-10	12	3/3	
L2 Leg	11-12	13	3/3	
R1 Leg	13-14	14	3/3	
L1 Leg	15-16	15	3/3	
CphlThrx	17-20	16-20	3/6	
weapon	sr	atk%	damage	
Bite	6	35%	1D6+1D4+ poison POT 14	

If your players would tend to run troll-hunter rather than troll-neutral adventurers, then let Stark make the offer. If they tend to belong to trollish cults or if they are members of pacifistic cults like Lhankor Mhy or Issaries, they probably should go with Jingar. Yelmatio cultists will be happier with Stark.

Stark provides the adventurers with free information — all the Player Information nearby. Jingar provides no information; he can offer to obtain the same data for them, but for 200£.

The bees are inactive in Dark season and Storm season. During Dark season they are torpid, and many die huddled in their hive. In Storm season, they are more vigorous, and in good weather may send out a nectar-seeking expedition every week or so. There are 50-60 bees in the hive except near the end of Dark season, when only 30-40 survive.

player information

THE GRUBFARM SCENARIO

Report of Attack by Grazelander Captain Flying Lance, leader of a Grazelander band

Stark Tollinger, chieftain in Sartar offered great wealth to myself, Flying Lance, and what members of my warband I would bring to slay trolls and steal their goods. On our ponies we reached the troll country, meeting none.

We set up a camp and attacked the troll village just before noon, when Yelm was reaching his strength. The trolls were all asleep it seemed, except for one in a tall tower who saw us come and beat on a drum until Firearrows silenced him. Our attack pushed in towards the troll castle, meeting little opposition along the way, save some trollkin crushed beneath our ponies. Part-way up the castle's hill, bees attacked. At least twenty-four giant bees fell upon our group, driving our ponies frantic, and slaying many of us. I saw that we could not withstand these, and ordered a flight. Even as I turned my pony to flee, I saw giant trolls running out of the castle towards us, each at least four ells tall.

We were able to beat our way out from the village, though bees harassed us the whole way until we were out of sight of the castle. Eight of my thirteen warriors were slain, and I demand bloodgeld for them and their kin, at least ten ponies worth. Also, six ponies were slain, and I demand replacements for them as well.

Journey Description and Report, by Ranlar Glowshield, Yelmlio initiate and hireling of Stark Tollinger

On the way to the troll farm we met only a company of tusk riders, whom we hid from.

We arrived at the farm just at dusk and planned to camp for the night, attacking the trolls in the morning, when they would be groggy and asleep.

During my watch, I witnessed trolls moving in the brush and woke our party. We were assaulted by a large company of naked trollkin, armed with pointed sticks and stone hatchets. They were driven off with loss. I bring home the right ears of eight trollkin to prove the truth of this statement. Two of our own party were slain, but one returned by the grace of Yelmlio.

Fearing that our presence was now known to the troll farm, we went on to a direct assault at night. Evidently the trollkin were unconnected to the farm, for they seemingly had no knowledge of our coming. Their watchtrolls in their tower gave an alarm, beating on great drums, but we slew one with deadly arrows. Forming a small phalanx, we cut into the farm, meeting little opposition, killing only two trollkin. The trolls had fled. We began to search their abandoned hovels for jelly or honey, but found only honey. As we abandoned our search to march up the troll's hill whereon stood a large troll castle, Yanafar Dayseer saw many large pens filled with loathly insects.

We shot these evil animals with our bows and killed many. The treachery of the trolls soon told though. While engrossed in slaying the insects for Yelmlio's glory, we did not see our rearguard fall under a wave of javelins. The sound of the drums concealed his cries. Our first knowledge of the traitorous assault was when a band of

spear-armed trollkin fell upon us. We had enough time to whirl and fight, but no time for a shield wall. I was forced to drop my pike and use my shortsword on these deformed darkspawn. Although we did well enough against these small monsters, they were reinforced by their larger kin, who drove us back between the insect pens, where we were divided and forced into a mass of individual battles — a disorganized and barbaric form of combat, at which the trolls excelled. I signalled for a retreat, as the trolls were releasing the surviving beetles to fall upon our slower members, and we fled to the Vale of Flowers. Trolls hunted us all night, but by the grace of Yelmlio — Praise the Light — we were not found. Feeling justified in our retreat, we spent the next day and night moving back to Alone.

I swear to the evil of the troll farm that I am not satisfied. Yelmlio's pure light is able to cleanse even the foul darkness of yon farm and I am his support. Their victory is not final.

Raid Report by Onar Onari, Storm Bull initiate and leader of a mixed band into the farm

I, Onar Onari, was leader of our group. We had three followers of the Bull, four Orlanthi stormgod worshippers, a dwarf, and two Humakt cultists.

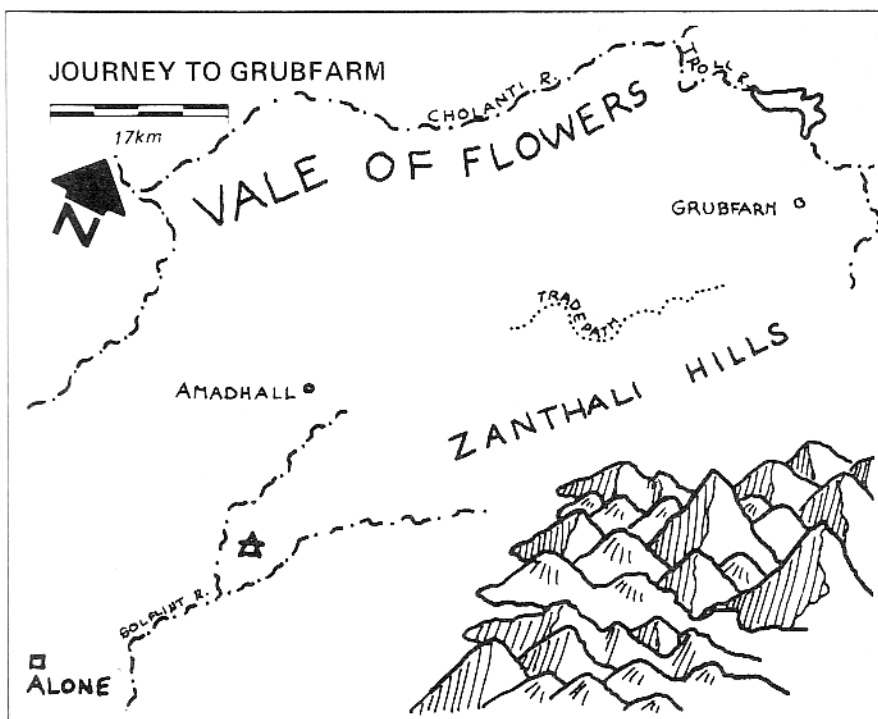
In the Vale of Flowers were four elves, whom we trapped and slew, losing only a Humakti. I killed two myself with Bladger, my axe. An enormous beetle dwelt in the forest we passed through, but I slew him as well with Bladger my axe.

Else, we met no dangers. The troll village was reached just before dawn. The craven Humakti and Orlanthi all four wished to wait until daylight until we were to attack, but I vowed that no true warrior waited for aught but breath to fill his lungs, and as leader ordered an attack.

The fight went well at first. There were troll drummers in the towers, and I slew six trollkin with Bladger my axe. There were pens full of enormous beetles like the one I slew in the forest, and we marvelled at them. As we moved into the center of the village, a huge mass of caterpillars was before us. As true warriors and berserks do, I moved in, soon to find that they had a deadly poison bite. Though the Bull's strength kept me fighting till the last, my body, curse it, betrayed me and I fell in the midst of the battle.

I was not awakened until we were back in the forest. The craven Orlanthi had fled the battle when I fell. They had carried me with them, so that I was still in their midst. I challenged them all to battle to prove their cowardice, but was too weak to grasp Bladger, my axe, curse them!

One Orlanthi had been slain by the biting caterpillars. The dwarf and both other Bull berserks had been slain by a troll attack that I did not witness. I demand my tribute and pay as a warrior, and do now return to the Pol-Joni.





"Ef plest mesters, dis very fine grub."

In every season but Dark season there are 1D10 drones, identical to workers except for lack of stings. In Dark season, the drones are slain by the workers.

The Queen bee has +6 added to her SIZ, STR, and POW, but otherwise resembles a worker bee. The Queen also has a 3D6+6 x5% chance to hit with her sting. She does not die on an impale result, but merely shifts her sting and stings again. If the Queen is killed, the hive becomes frenzied and the bees attack furiously until the intruders are slain or until all the bees are slain.

Loss of the Queen does not mean the death of the hive, for the workers can create a new Queen from a larva, using royal jelly.

The trolls harvest the bees' honey in Dark season, while the bees are comatose. In the hive, each honeypot used by the bees is earthen, with a wooden plank floor generously provided by the trolls. Under the flooring is a tunnel leading to a large subterranean passage, which in turn leads to the worm hole where the stingworms are kept, and from there to the surface.

The honey is taken at the very start of Dark season, so that the Dark season troll caravans can purchase this luxurious food. At harvest time, all the trolls in the place, including value trollkin, climb into the wormhole and make their way down the crawlspaces to the flooring beneath the honeypots. One by one, the planks are removed and replaced, the honey splashing into animal bladders brought along for that purpose. When the bladders are full and the flooring replaced, the trolls go their way. They always leave enough honey to ensure the bees' survival.

Instead of honey, occasionally an angry worker bee is encountered on the other side of a plank, so trollkin usually are forced to moving the planks.

The trolls also steal the bees' royal jelly and beeswax. Wax is stolen by sending worker trollkin into the hive during Dark season to tear loose old honeycombs and lug them out of the hive. This is only possible because the bees cling together in one great mass at one end of the hive — over honeypots, so that the combs built in the summer are empty and vacant. Even so, the job is dangerous, one often chosen as punishment for insolent trollkin. Food trollkin are also given this job.

Royal jelly is difficult to obtain, and is taken by commission only. The job is described later. Royal jelly can be taken from the hive except during Dark season, when no new Queens are bred.

(2) The Trade Road

The trade road runs between the beehive and the watch beetle pens, then turns south between the grinder beetle run and the wormhole. It comes to a gradual end among the scattered buildings of the troll area. This route is taken by all caravans visiting Grubfarm. Anyone coming on this road will be seen by a watchtower guard, and a party of trolls will greet the newcomers. The travelers will be asked their purpose and be shown a place to stay for the night, probably in area 6.

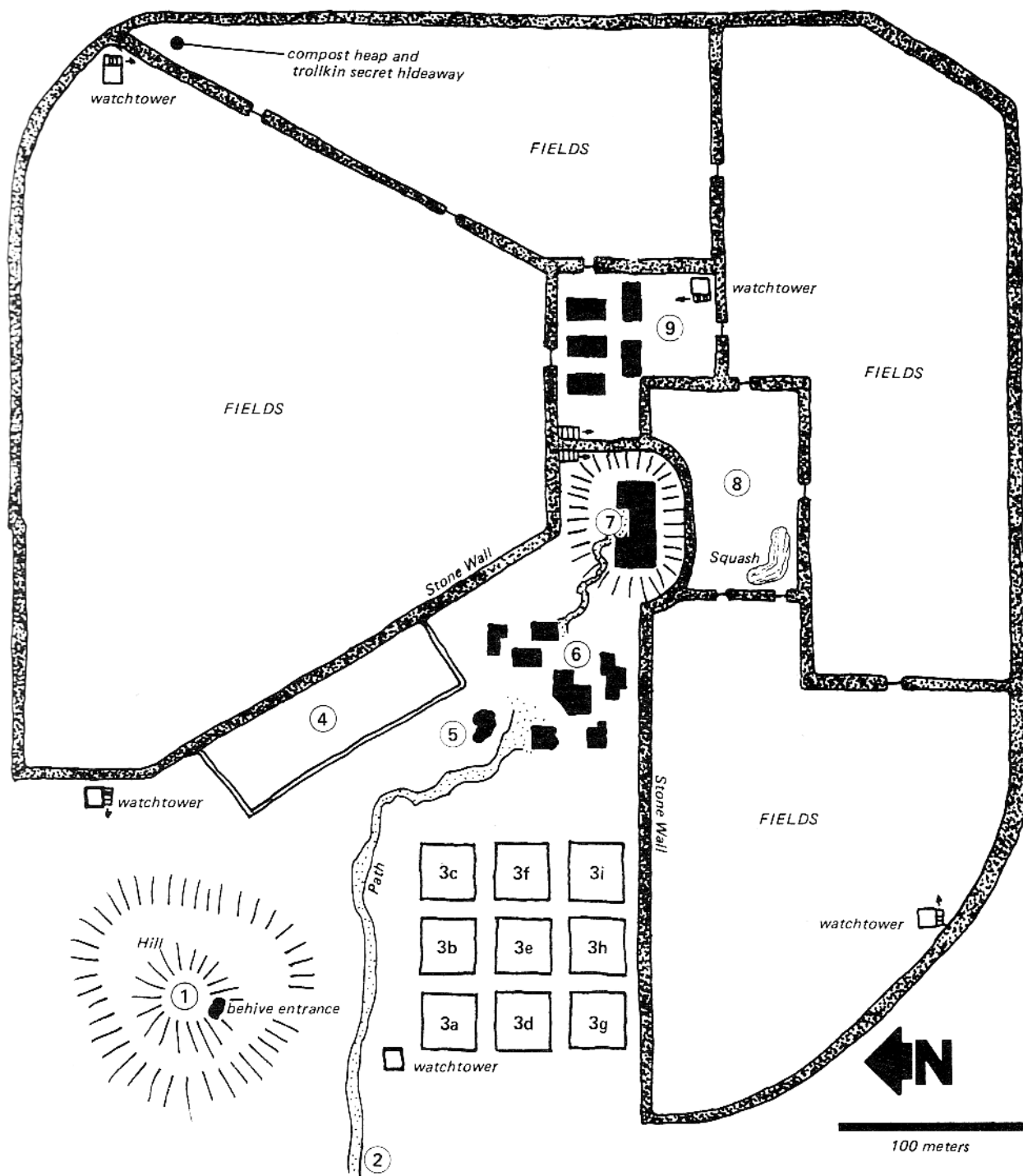
(3) The Watch Beetle Pens

Protosome makes much money from his stingworm and honey sales, but his love is for his watch beetles. The pens are nine in number, arranged in a 3x3 square. Each pen has a five-foot wooden fence surrounding it, and is 30 meters square. Any given pen has 8-10 watch beetles in it. Each pen has a different watch beetle variety within. Each pen and its contents is described below.

Some watch beetles are fed on the rough forage grown on the farm. Grinder beetles or food trollkin may be flung into a pen as protein for other beetles.

GRUBFARM

P. BlackBite, Prop.



PEN A: this pen contains common black watch beetles. They are easily bred and sell for 150 lunars each. See the watch beetle statistics in the Encounters chapter.

PEN B: giant antler beetles. Add 2D6 SIZ and 2D6 STR to the watch beetle stats. These are black with yellow spots on their wingcases. They possess enormous, greatly branched mandibles. They sell for 500£ each.

PEN C: redback beetles. Their statistics are equivalent to those of watch beetles, with solid red heads and thoraxes. Their abdomens have a pleasing red mottling. 225£ each.

PEN D: midget blues. Subtract 6 from SIZ and STR of the watch beetle stats. Midget blues withstand cold climates very well. They sell for 150£ each.

PEN E: yellow-voiced watch beetles, the pride and joy of Protosome's collection. He is the only farmer in the whole of Dagori Inkarth to breed these. They are slender (subtract 1D6 SIZ and add 6 to DEX of the watch beetle stats). These beetles are gleaming black with yellow trim. They can emit a clear, loud clicking noise when alarmed and thus wake a sleeping master. They can sense elves up to 50 meters away unless the elf is protected by a spell like Countermagic. 1200£ each.

PEN F: ham beetles. These are smallish beetles, about the size of a large hog haunch. They are most valued as food. They move in flocks and can fly, so this enclosure is roofed. There are over a hundred ham beetles in the cage. Flock leaders are not for sale. Flock followers each cost 5£.

PEN G: mud beetles. These beetles are amphibious, and have 80% Swim. They are the most carnivorous of Protosome's collection. Their price is 250 lunars each.

PEN H: great gray beetles. For these, add 2D6 STR and 4D6 SIZ to the watch beetle stats. They are less aggressive than other watch beetles, and must be goaded to attack. 475£ each.

PEN I: ebony slicks. These standard beetles have a nice-looking glossy black shell; they are also known for their extremely variable antennae. They have standard watch beetle statistics and are priced at 225£ each.

Anyone caught trying to steal a beetle is thrown naked into the pen from which he or she tried to steal.

(4) The Grinder Beetle Run

This is a large enclosure, with a 1.5 meter high fence and a row of stiff bamboo splines on top, to keep beetles from clinging to it. The several hundred grinder beetles in the run are always escaping and crawling away over the valley, where they survive and breed prodigiously. Protosome does not care, as they provide coarse but cheap food for the trolls in the valley. Grinder beetles are a foot long and a hand broad. They have a gritty, woodish taste even to trolls, and generally are not considered fit to consume. Protosome raises them to feed to the stingworms, watch beetles, and trollkin. Their price is one lunar per beetle.

(5) The Wormhole

The walls of this round pit go straight down for 20 meters. Handholds cut in the vertical walls allow cautious descent and ascent.

The floor of the pit turns northwest into a chamber with six branch caverns. One branch leads to the beehive. Each of the five remaining tunnels leads into a big, silent room where stingworms cover the floor.

Bamboo fences keep the stingworms inside their respective caverns, but they have been known to squirm through these barriers. A band of warrior trollkin stand guard here to push back errant worms. Stingworms are sold for 50 lunars each.

(6) Troll Area

Most of the farm help stays here. There are eight dark trolls, all of whom are Gorakiki initiates — six of Gorakiki-beetle and two of Gorakiki-bee. One troll tends the grinder beetles, two tend the stingworms, three tend the watch beetles, and the two bee-worshippers tend the beehive. All but the bee-tenders have trollkin to help them. There are seven stone buildings here, four large and three small. The smaller buildings are for guests, and no troll normally lives there. These guest houses rent for 5£ a night to travelers; they contain two rooms each, each 5x10 meters.

(7) The Manor

Atop a 20 meter high hill is the imposing manor of Protosome BlackBite. A rocky path leads to the top of the hill, a way used by all honest visitors. Protosome's manor is made of gray rock and has a statue of a common black watch beetle in front. It is guarded by six watch beetles of various species, but always including a yellow-voiced watch beetle. That beetle contains Protosome's allied spirit, and so it does not emit a warning shrill about the nearby elf Greenslave, as would a normal beetle. It will warn if a strange elf nears.

Protosome BlackBite is in his mid-forties. He commanded the Torgath Mangle war-band for 15 years. As mercenaries, they fought for Sartar against Praxian nomads and the Lunar Empire in many campaigns, so Protosome is quite friendly to adventurers from Sartar. He dislikes Lunars and is neutral about Praxians, though he will trade with them.

Protosome is much more affable with human traders if they use an Argan Argar merchant as their go-between. He is the current sponsor of the Wormfarm Stingers trollball team. Some veterans from the Torgath Mangle man the Stingers, along with Protosome's closest friend, Bruto, a great troll who earned his freedom long ago and now serves as bodyguard and goalie for Protosome. Bruto is team captain for the Stingers.

In wartime or in case of attack, Protosome leads the valley's militia. He can field a warband of 24 dark trolls, 6 great trolls, and 55 trollkin. Bruto is one of the great trolls, and is second-in-command. In case of a real battle, troll non-combatants would hide at Grubfarm while the rest went to fight.



Protosome BlackBite's front door.

If besieged, the trolls at Grubfarm either would loose the bees or hide in the wormhole, taking with them the more valuable watch beetles. Lesser watch beetles would be sent forth to harass the enemy. If foes braved the wormhole, they would be met by dozens of stingworms thrown as missiles by armored trolls. Other trolls would go to the beehive and there release stingworms and grinder beetles to annoy the bees and force them out to attack the invaders.

In business, Protosome himself goes over all dealings and takes all payments. Once a season a wagon visits him from his distant relatives, the Bugbrains, carrying one of their trollkin. This trollkin serves as food for Protosome and he satisfies his cult vow (to eat a relative) in this manner. In return, a watch beetle is sent to the Bugbrains.

As trolls go, Protosome is open-minded and unprejudiced. Despite his cult doctrines, he is not fanatically a foe of elves. He has been known to say that plant-herds are as important to life as are trolls, a belief that many trolls would find disturbing. This does not mean that Protosome would be friendly or even neutral to an elf, but he is more likely to take an elf for ransom or as a slave than are most trolls, who would simply eat such a captive. But he believes dwarfs are contemptible and generally will kill them on sight.

(8) The Elf Garden

There is a small garden back of Protosome's manor. In the southwest corner of this garden is an enormous, living, hollowed-out squash. Inside this squash lives Greenslave, Protosome's slave elf.

Greenslave has a remarkable amount of authority on the farm, outranking all trollkin and actually wielding authority equal to the Gorakiki initiates on the farm. BlackBite would certainly wreak vengeance on anyone harming or killing his pet elf. Greenslave's duties include tending the garden and supervising the farmland. Thanks to him, Protosome's lands yield greens and fodder extremely well, much better than other troll farms in the region. The fodder is exceptionally nutritious, and the garden itself grows fruits and vegetables tasty enough to be prized items on BlackBite's table.

The produce is consumed solely on the farm, though visitors are sometimes fed tidbits from the garden. Two trollkin are permanently assigned to help Greenslave in the garden, and they also get some food from it. In battle time, Greenslave is forced into the tunnels with the trolls and thereby kept safe.

Though Greenslave wears a non-magical slave collar and is not allowed to leave the farm, he would now stay there voluntarily. He has dwelt at the farm for many years, and barely remembers his life before. He has grown to love the straggling forage plants he tends, and greatly loves his precious garden. Greenslave says the Food Song over every garden item or fodder bundle, and thus feels that he serves Aldrya well. Were he not here, he rationalizes, the trolls would take poor care of the garden, and certainly not pray over the eaten plant matter. For better or worse, Greenslave would not welcome a rescue from Grubfarm, dismal as his existence there might seem.

He keeps a spear in his house and has used it in the past against thieving trollkin from the nearby village. Protosome does not care and Greenslave is allowed to keep his spear, and even to kill trollkin that try to rob his garden. It would be a different matter were Greenslave to wound a dark troll or great troll. Greenslave's living bow was destroyed when he was captured.

(9) The Trollkin Compound

This compound is bare dirt and gravel with dilapidated wood and giant plant-stem buildings. The 60 trollkin of the farm live here. One building is reserved for value trollkin; the other three house workers. Food-class trollkin try to flee the valley immediately to avoid becoming stingworm or beetle food. Most of the day, the trollkin living here sleep in their houses or eat a diet of grinder beetles and beetle fodder plants. In the night, they work steadily. They all have permanent jobs:

- Caring for grinder beetles — 8 workers and 1 value
- caring for stingworms — 5 workers and 1 value
- caring for watch beetles — 13 workers and 2 values
- working in the elf garden — 2 values
- working in the farmlands — 25 workers and 3 values

(10) The Farmlands

The farmlands are mostly identical fields of coarse broad-leaved plants sprouting up no more than a meter high. Under Greenslave's command, trollkin water the plants from the well in their compound, weed the plants, and fertilize them using dead grinder beetles and their own wastes. Slackard trollkin quickly become food, so they work fairly hard for their master. Noticing a stranger or intruder, the trollkin flee immediately, wailing loudly.

(11) The Watchtowers

Five watchtowers guard the borders of Grubfarm. Two flank the beehive, the most valuable property on the farm. One is on the southwest corner and one on the northeast corner of the farm. The fifth is found in the trollkin compound, both protecting and watching them. Each tower has a broad stone base ten meters square. The top is five meters above the surface, surrounded by a stone parapet.

In the center of each tower is a trap door, leading to a tunnel which ends at a guardpost, then continuing to the wormhole. Traps in each tunnel can collapse these passages at Protosome's discretion, preventing outsiders from using these tunnels and possibly burying them alive.

Normally a single troll occupies each tower, but in war there would be more, armed with slings and stones pick off invaders. The trolls in these towers are recruited from the village.

STEALING ROYAL JELLY

Royal jelly is dangerous and difficult to obtain. The trolls will not fetch it themselves unless paid an enormous sum. In outline, someone must enter the hive at night, rob the Queen combs, and then get back out alive.

BEE PRODUCE

The trolls sell beestuff at the following rates:

- *Liter Of Honey*: 15 lunars in Dark season; 18 lunars in Storm season; 22 lunars in Sea season; 27 lunars in Earth season; 33 lunars in Fire season.
- *Kilo Of Beeswax*: 30 lunars any time.
- *One Dose Royal Jelly*: 5000 lunars if the buyer fetches it from the hive; 18,000 lunars if Protosome has it fetched it from the hive.

The trolls recommend that anyone planning to perform this feat do so with as little clanking armor as he or she dares: "Armor won't be much good if they catches you anyways." They also recommend that the intruder not take a light source, something certain to draw the attention of the bees. Protosome will offer to have the local Kyger Litor priestess come down and cast Darksee on adventurers willing to try, but she charges 1000£ for each non-troll. If the adventurers have magic alerting vision in the dark, such as Catseye, fine.

At the hive entrance are 1D3 bees which the adventurer must fight to get past. Every fifth round after the fight starts, another bee will join the fray, as long as the fight lasts. If the adventurer is able to kill or incapacitate all the bees at the entrance, he or she can move inside.

The next difficulty involves three minutes (15 melee rounds) of crawling across the combs, avoiding the bodies of sleeping bees. Some temporal spells cast during the fight with the entrance-guard bees may wear off. The adventurer must now make a successful Sneak roll — if a whole party was foolish enough to enter, each individual must receive a successful roll. If anyone fails, 2D6 bees attack, and an additional 1D3 bees join as reinforcements every third round.

If all the attackers are killed or defeated, the adventurer may continue into the hive. The remaining bees will be alerted, but they will go to the point of combat. If all they find there are dead bees, they are disturbed but unable to immediately find the intruder.

After another three-minute crawl, the adventurer reaches the queen grub's comb, where he can steal the royal jelly. Each comb contains 1D4 doses of the thick white substance. To break off a single comb without alerting the bees, the adventurer must receive both a successful Devise and a successful Sneak roll. It is conceivable that an adventurer would want more than one comb; each comb taken demands successful Devise and Sneak rolls.

If any roll fails, 1D3 bees come to investigate, and they must be fought. 1D3 reinforcement bees come every third melee round, so long as the fight continues.

If the adventurer manages to kill all the attacking bees at once, he may receive a Hide roll to avoid additional bees. Those bees will not see him, and will depart in five minutes. The adventurer may try for additional royal jelly as he sees fit.

To leave the hive, the adventurer must receive a successful Sneak roll. Failing, 2D6 more of those pesky giant bees buzz to the attack, reinforced by 1D2 more every third round. Only by defeating them all in a particular round may he move on.

At the hive entrance, 1D6 new bees buzz angrily. He must fight those, too, and every fifth round another bee comes in to help. If he can defeat all the bees at once, he may leave the hive and receive a Hide to conceal himself in the night before the two dozen or so remaining bees fly out to avenge the spoiling of the hive.

If the adventurer succeeds with the robbery, the trolls congratulate him profusely and then check to see how much royal jelly he obtained. Each comb has 1D4 doses; have his player make the rolls. The trolls always confiscate the first dose obtained, but they permit the adventurer's party to purchase any remaining doses at the bargain price of 5000 lunars, rather than the usual 18,000£ each. If he obtained only a single dose, they commiserate and take it anyway, refusing to sell that dose for the reduced price.

Additionally, the trolls also charge him 100£ for every bee killed in the burglary. Lying doesn't work, since the bees dump all dead bees outside the hive the next morning, making an easy body count. If the player-character killed the Queen, the trolls demand 5000£ in payment.

When a dose of royal jelly is eaten by any creature, the jelly raises that individual's SIZ by one point. Royal jelly may be taken more than once, but each dose after the first works only with a successful D100 roll of (species' maximum minus current SIZ) x5. In any case, the user must rest for a number of days equal to his size; if he runs, fights, or exerts himself in any way, the jelly will not work. ●



The Flying Trollkin

Someone has been kidnaped. The gamemaster must determine just who. The authors recommend that the victim be a popular player-character of average fighting skill. If no adventurer fits this description, perhaps some known non-player-character can be kidnaped whose loss will draw the player-characters in pursuit.

Player Information

While walking alone one evening, the poor kidnaped was suddenly beset upon and carried off by a band of villainous trollkin. A local farmer states that he heard loud whirring noises and, axe in hand, rushed out, but too late! All he glimpsed were black bodies flying off in the starlight, accompanied by the shrieks of the victim. The deformed footprints left in the dirt suggest trollkin, as do the monsters' screeches in Darktongue.

To say the least, it is difficult to track down flying trollkin. Divination will work if the kidnaped was an initiate of the god who is answering the questions. Here are some typical questions and answers:

Q - Where was our friend/neighbor taken? A - Eastward, toward troll country.

Q - How far? A - About forty kilometers.

Q - Who had kidnaped him/her? A - Bandit trollkin, with help.

Q - Is he/she alive? A - Yes.

Q - Will the trollkin kill him/her? A - Probably, unless ransom is paid.

A few hours after the fiends kidnap the adventurers' friend, a note is found pinned with a throwing dart to the local sheriff's door. It says, "We have your friend. We must have 10,000 lunars in cash by next Darkday [Freezeday to you humans], or we eat him/her. Place the money next to the big rock by Elm Grove. Do not enter the grove. Leave the cash before nightfall. The next dawn we will restore your friend to you unharmed. Remember, we will not eat your friend if we get the 10,000 lunars. [signed] Nesretep, leader."

Today is Wildday, so the adventurers have two days to rescue their friend before he or she becomes the trollkin's main course. Elm Grove is a well-known landmark in a desolate area ten miles east of town.

Gamemaster Information

The adventurers can retrieve their friend in several ways. They can pay the ransom. They can set out, perhaps using Divination, to locate the trollkin lair. They can go to Elm Grove and try to capture or follow any trollkin there. They might send familiars flying across the area, looking for signs of trollkin.

Flying familiars may prove futile, for the sheriff already sent out his hawk familiar to scour the area on the day of the kidnaping. It saw nothing that could be a trollkin dwelling-place. If the players wish to waste a day of precious time, let them, but the familiars return

without a glimpse either of trollkin or of the captive. The familiars did see a dinosaur carcass, gorges with caves in their walls, dark groves of woods, and a herd of bison.

If the familiar receives a successful Scan roll, it notices some giant flies hovering about the dinosaur, a natural enough sight. This is the only hint that should be given to the players, and it should be given only if they specifically ask about the carcass. The insects definitely are flies, not wasps or bees.

If the adventurers go to Elm Grove, hoping to ambush the trollkin, they may be surprised. The grove itself is large and airy within, though shaded. Frequently there is room to ride a horse through. Just outside the grove a large stone juts from the soil. If the players enter the grove, they immediately will be ambushed by trollkin well-enough hidden that a successful Scan roll is needed to see movement among the trees. Just before the adventurers reach the trees, the trollkin open up with slings.

If the player-characters persist, the trollkin flee the grove from the opposite side, flying away on their giant flies, well beyond effective arrow range. The adventurers may try to follow: successful Track and Scan rolls let them pinpoint the trollkin's destination to within a kilometer.

If the adventurers simply head east, looking for the hideout, their chance of finding it is a D100 roll on POW x2 or less, the Power being that of the adventurer who has the highest POW. This roll may be attempted once per day, giving the player-characters two chances before time runs out.

Should they fail to find the trollkin lair within the time limit, then on Waterday (the day after Freezeday), a peasant runs to the sheriff, yelling, "I've been running all day! Monsters on giant flying bugs stole three of my cattle! I followed them and saw where they went! They came from Notch Hill. Some neighbors have been missing pigs and goats, and I'll bet the bugs took them too! What can we do?"

The sheriff suggests to the adventurers that these foul deeds were done by the same culprits who kidnaped their friend. Even though the deadline for ransoming their friend has past, the player-characters can still take vengeance. The peasant then leads the party to Notch Hill, where he hides behind a bush and watches the proceedings from a respectful distance.

Eventually, therefore, the player-characters come to Notch Hill, a good-sized hill with double peaks. It is eroded, with little vegetation. On its far side sprawls a dinosaur carcass at least a month dead. The flesh reeks terribly. The head is caught in a tree. If an adventurer receives a successful Scan, he or she sees a pile of dead animals beside the dinosaur, and beside that a huge pile of manure with giant flies feeding on it.

If the adventurers close in, the trollkin lookout screeches, and the flies takes off and land on the

dinosaur's head and in the tree. Five trollkin board the insects and zoom to the attack. Three of the trollkin are protected by Darksee spells and two with Fanaticism stacked with Extension 1, so the sunlight has no effect. If their protective spells are broken, or if they wear off, then these trollkin immediately flee to dense woods a kilometer north of the lair. Until then, the flying trollkin engage the adventurers when they near to within 20 meters of the carcass. Before then, they hover behind the trees and carcass where they cannot be hit by missile fire.

At 20 meters, two trollkin begin firing missiles from the dinosaur's head, and giant maggots hidden in the pile of animal corpses swarm out and attack.

Each five rounds that the adventurers are within 40 meters of the carcass, the players must roll for CON x5 or less on D100. Failing, the particular adventurers are overcome by the stench and act as Demoralized for the next five rounds. Since this Demoralization reflects physical nausea, it cannot be dispelled, though it can be healed. Since there is no wind, every direction from the carcass is equally disgusting.

When the adventurers fight their way into the carcass, they'll need light. A torch may well die in the dripping interior of a bloated brontosaurus; the carrier must receive a successful POW x5 or less on D100 in every round he or she holds the torch and also engages in combat. A lantern or a Glow or Light spell will work. If a lantern is dropped, it always goes out without leaving a burning pool.

Except for carrion-eaters such as hyenas, vultures, and flies, animals refuse to go near the carcass. If the player-characters force their mounts, for instance, they must receive successful Ride rolls each round or do nothing but control their animals in that round. Familiars go into the stink zone if ordered, but they become as demoralized as their masters.

No unintelligent, non-carrion eater will go inside the carcass, preferring injury instead (remember, most mammals have better senses of smell than do humans). If the adventurers go inside, they are automatically Demoralized in combat because of the overpowering rankness. They will not wish to surrender, but their attack chances are lessened by the distraction.

In addition, each round in which the player-characters fight, each must receive a CON x5 or less roll on D100, or be so incapacitated that they may not attack at all, and parry at half-normal chance. Missile weapons cannot be effectively used within the carcass except at point-blank range.

THE VILLAINOUS TROLLKIN

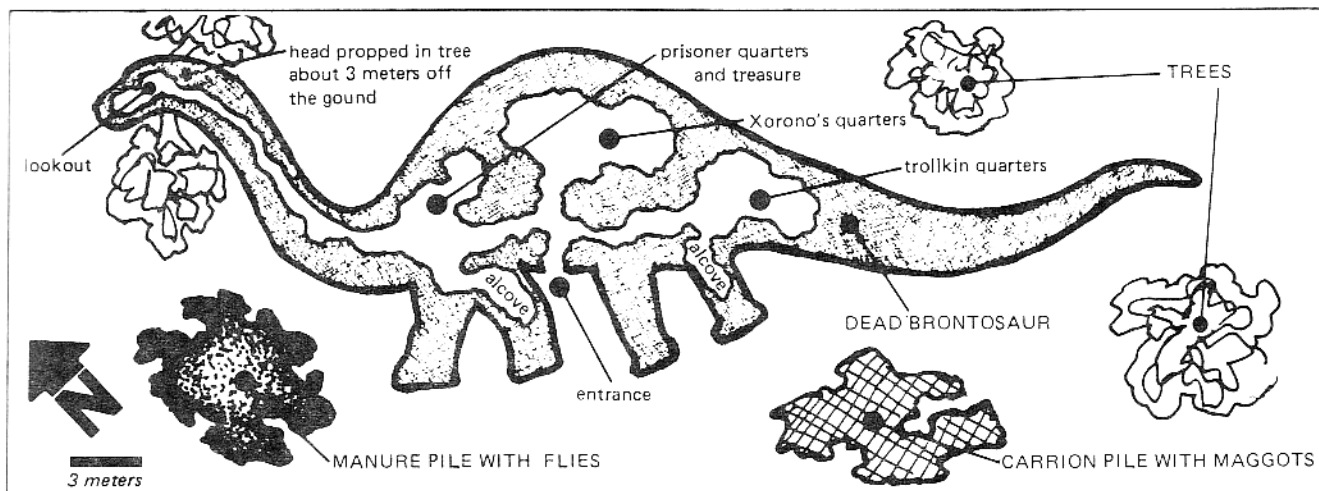
The trollkin kidnapers are led by a superior trollkin, Nesretep. Adjust the number of trollkin to match the attacking party, but at least a dozen or so is recommended. Inside the carcass as well is a dark troll priestess of Xiola Umbar. She stays with the trollkin renegades as their medic and gets a third of all their loot in return. Nesretep takes another third, and the rest is divided among the followers. These trollkin flyers have no masters but Nesretep and the priestess, Xoroho. They found the dinosaur carcass and have eaten passages and tunnels into it. They systematically devour any maggots they find within the brontosaurus, partly controlling the rate at which it rots.

The trollkin stack animal carcasses in a large mound to the side of the dinosaur, where they breed giant maggots for new flies. The flies themselves feed on manure, and the trollkin have gathered a large heap of such fodder for their steeds.

The kidnap victim languishes inside the dinosaur, in the foul blackness of the interior. The captive is unconscious when found, and will not revive for five minutes after being removed from the dinosaur and carried beyond the stink zone. He or she has lost one point of CON per day of confinement, counting Wildday as the first day.

The maggots attack any non-trollkin (except for Xoroho) who pass near their heap, and so serve as additional defenders of the trollkin stronghold. The maggots will not attack adventurers inside the dinosaur. Maggots are not smart, but giant maggots have comparatively giant brains, and are as trainable as a rather stupid horse or dog.

Inside the dinosaur lurk Xoroho and seven or more trollkin, who will try to ambush the player-characters or otherwise obstruct them. The trollkin are fairly brave



and will fight to the death if necessary, though they will certainly flee if outmatched. They will not surrender.

As previously mentioned, five trollkin will fly out to harass the adventurers, while other trollkin fire missiles from the dinosaur's head. If the advancing party is large, more trollkin can fly out, trying to keep from being Demoralized by casting Fanaticism when in combat.

Tactics

The trollkin cannot use their heavy crossbows while flying, so all crossbows remain with the carcass defenders. Before they sally, and long before the adventurers are close enough to do anything, the trollkin put a dose of Blade Venom on one bolt per crossbow and on two each of their darts, using up all of their Blade Venom. If the adventurers retreat and come back later, the trollkin have by then managed to get more Blade Venom.

The flying trollkin first cast Speedart on poisoned darts and throw them. In the same round they throw a second set of unpoisoned darts. The next round they put Speedart on a new set of poisoned darts and launch them. Then they either close to melee or (more likely) fly back to the dinosaur and get more darts.

The trollkin at the dinosaur head fire poisoned crossbow bolts for their first volley, then reload and fire unpoisoned bolts at will.

Each trollkin within the carcass has at least one crossbow with a poisoned bolt. In each case, the trollkin attempt to finish off or disable the adventurers before they can return any fire.

The passages within the dinosaur are narrow. Only one person at a time can pass through one, and then only hunched over. Remember the CON x5 roll each melee round.

The number of maggots equals the number of trollkin. Xoroho heals the trollkin; she fights personally only if she must. Nesretep is smart and will fight in the

best manner possible. He is old for a trollkin, over forty, and the gamemaster should play him slyly. He will not

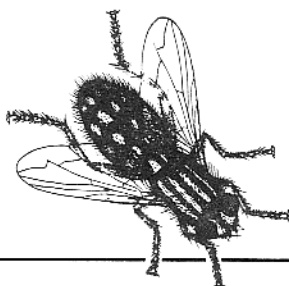


Punk trollkin hanging out.

hesitate to use his Blade Venom or to abandon the field of battle if the fight is hopeless. He wants to retain the dinosaur, for it is an ideal home for a trollkin. He may give some of his Blade Venom to subordinates.

Treasure

Inside the brontosaur carcass is money, kept with the prisoner: 32 bolgs, 764 clacks, 320 lunars, and 3 wheels. There are also four gems worth respectively 34, 76, 260, and 1955 lunars. ●



FLY-RIDING TROLLKIN

Dodge: none%. Spirit Magic: Disruption, Fanaticism*, Heal 3, Protection 2, Speedart. Skills: Darksense/Scan 80%, Darksense/Search 80%, Ride Fly 80%. Treasure: 50 clacks, 3 doses poison POT 6.

BLEG

attributes		melee	missile	points	
Move 2	R Leg	01-04	01-03	5/4	
HP: 12	L Leg	05-08	04-06	5/4	
	Abdom.	09-11	07-10	7/4	
FP: 1	Chest	12	11-15	7/5	
	R Arm	13-15	16-17	5/3	
MP: 9	L Arm	16-18	18-19	5/3	
	Head	19-20	20	6/4	
weapon		sr	atk/par%	damage	points
M X-bow	2	60/30%	2D6+2†	8	
Sling	3/9	50/---%	1D8	---	
1H Spear	8	45/30%	1D8+1	10	
Buckler S	---	---/60%	---	---	---

BLEG'S FLY

Move 6/12	Hit P: 12	
Fatg:	Magic P: 7	
<i>location</i>	<i>1D20</i>	<i>points</i>
Rh Leg	01	3/2
Lh Leg	02	3/2
Rc Leg	03	3/2
Lc Leg	04	3/2
Abdom.	05-08	3/5
Thorax	09-11	3/5
R Wing	12-13	3/3
L Wing	14-15	3/3
Rf Leg	16	3/2
Lf Leg	17	3/2
Head	18-20	3/4

Skills: Acrobatics 95%, Fly 120%, Scan 85%.

SHEST

attributes		melee	missile	points
Move 2	R Leg	01-04	01-03	5/4
HP: 12	L Leg	05-08	04-06	5/4
	Abdom.	09-11	07-10	7/4
FP: 1	Chest	12	11-15	7/5
	R Arm	13-15	16-17	5/3
MP: 9	L Arm	16-18	18-19	5/3
	Head	19-20	20	6/4
weapon	sr	atk/par%	damage	points
M X-bow	2	60/30%	2D6+2†	8
Sling	3/9	50/---%	1D8	---
1H Spear	8	45/30%	1D8+1	10
Buckler S	---	---/60%	---	---

SHEST'S FLY

Move 6/12 Hit P: 12

Fatg: Magic P: 7

location	1D20	points
Rh Leg	01	3/2
Lh Leg	02	3/2
Rc Leg	03	3/2
Lc Leg	04	3/2
Abdom.	05-08	3/5
Thorax	09-11	3/5
R Wing	12-13	3/3
L Wing	14-15	3/3
Rf Leg	16	3/2
Lf Leg	17	3/2
Head	18-20	3/4

no effective attacks

Skills: Acrobatics 95%, Fly 120%, Scan 85%.

SMELCH

attributes		melee	missile	points
Move 2	R Leg	01-04	01-03	5/4
HP: 12	L Leg	05-08	04-06	5/4
	Abdom.	09-11	07-10	7/4
FP: 1	Chest	12	11-15	7/5
	R Arm	13-15	16-17	5/3
MP: 9	L Arm	16-18	18-19	5/3
	Head	19-20	20	6/4
weapon	sr	atk/par%	damage	points
M X-bow	2	60/30%	2D6+2†	8
Sling	3/9	50/---%	1D8	---
1H Spear	8	45/30%	1D8+1	10
Buckler S	---	---/60%	---	---

SMELCH'S FLY

Move 6/12 Hit P: 12

Fatg: Magic P: 7

location	1D20	points
Rh Leg	01	3/2
Lh Leg	02	3/2
Rc Leg	03	3/2
Lc Leg	04	3/2
Abdom.	05-08	3/5
Thorax	09-11	3/5
R Wing	12-13	3/3
L Wing	14-15	3/3
Rf Leg	16	3/2
Lf Leg	17	3/2
Head	18-20	3/4

no effective attacks

Skills: Acrobatics 95%, Fly 120%, Scan 85%.



NESRETEP, Superior Trollkin

characteristics		attributes			
STR	18	Move:	3		
CON	17	Hit P: 12			
SIZ	7	Fatg: 35-22=13			
INT	14	Magic P: 15 + matrix			
POW	15	4 = 19			
DEX	18	DEX SR: 2			
APP	11				
location		melee	missile	points	
R Leg	01-04	01-03	7/4		
L Leg	05-08	04-06	7/4		
Abdom.	09-11	07-10	7/4		
Chest	12	11-15	7/5		
R Arm	13-15	16-17	7/3		
L Arm	16-18	18-19	7/3		
Head	19-20	20	6/4		
weapon		sr	atk/par%	damage	points
T Javeln	2	80/60%	1D10+1D2†	8	
Sling	2/7	95/---%	1D8		---
H Javeln	7	75/60%	1D6+1+1D4	8	
Buckler S	8	25%/85%	1D4+1D4	8	

†+ poison.

Dodge: 30%.

Spirit Magic (66%): Befuddle (2), Heal 4, Multimiisile* 4, Protection 2, Speedart.

Skills: Darksense/Scan 100%, Darksense/Search 75%, Hide 50%, Listen 75%, Ride Fly 95%, Sneak 65%.

Languages (speak/read): Darktongue 35/9%, Sartarite 25/---%, Tradetalk 15/---%.

Treasure: carries 1D100 bolgs, 1D20 clacks, and 1D10 lunars; ransom is 2D100 lunars. Carries four javelins.

Armor: lamellar body, ring head.

XOROHO, Xiola Umbar Priestess

characteristics		attributes			
STR	15	Move:	3		
CON	11	Hit P:	15		
SIZ	17	Fatg:	26-16=10		
INT	17	Magic P:	18		
POW	18	DEX SR:	3		
DEX	13				
APP	13				
location		melee	missile	points	
R Leg	01-04	01-03	5/5		
L Leg	05-08	04-06	5/5		
Abdom.	09-11	07-10	5/5		
Chest	12	11-15	5/6		
R Arm	13-15	16-17	5/4		
L Arm	16-18	18-19	5/4		
Head	19-20	20	6/5		
weapon		sr	atk/par%	damage	points
H Mace	6	60/55%	1D10+1D4	10	
1H Spear	6	60/35%	1D8+1+1D4	10	
Target S	7	25/65%	1D6+1D4	12	

Dodge: 15%.

Spirit Magic (84%): Demoralize (2), Fanaticism*, Heal 6, Solace*, Protection 6.

Divine Magic (94%): Command Shade, Darksee* 3, Divination* 2, Extension* 2, Shield 3, Worship Xiola Umbar*.

Skills: Darksense/Scan 75%, Darksense/Search 40%, First Aid 95%, Sneak 65%, Treat Disease 60%, Treat Poison 85%.

Languages (speak/read): Darktongue 85/40%, Tradetalk 25/---%.

Treasure: none. Ransom is 1200£ from home tribe.

Armor: bezaunted body, ring head.

TROLLKIN SANS FLIES

Dodge: 10%. Spirit Magic: Befuddle (2), Bladesharp 2, Fanaticism*, Heal 2, Protection 3. Treasure: 50 bolgs.

TROLLKIN ONE

attributes		melee	missile	points
Move 2	R Leg	01-04	01-03	5/4
HP: 12	L Leg	05-08	04-06	5/4
	Abdom.	09-11	07-10	7/4
FP: 5	Chest	12	11-15	7/5
	R Arm	13-15	16-17	5/3
MP: 9	L Arm	16-18	18-19	5/3
	Head	19-20	20	6/4
weapon	sr	atk/par%	damage	points
1H Spear	8	45/40%	1D8+1	10
Sling	3/9	50/---%	1D8	---
Buckler S	---	---/30%	1D4	8

TROLLKIN TWO

attributes		melee	missile	points
Move 2	R Leg	01-04	01-03	5/4
HP: 12	L Leg	05-08	04-06	5/4
	Abdom.	09-11	07-10	7/4
FP: 5	Chest	12	11-15	7/5
	R Arm	13-15	16-17	5/3
MP: 9	L Arm	16-18	18-19	5/3
	Head	19-20	20	6/4
weapon	sr	atk/par%	damage	points
1H Spear	8	45/40%	1D8+1	10
Sling	3/9	50/---%	1D8	---
Buckler S	---	---/30%	1D4	8

TROLLKIN THREE

attributes		melee	missile	points
Move 2	R Leg	01-04	01-03	5/4
HP: 12	L Leg	05-08	04-06	5/4
	Abdom.	09-11	07-10	7/4
FP: 5	Chest	12	11-15	7/5
	R Arm	13-15	16-17	5/3
MP: 9	L Arm	16-18	18-19	5/3
	Head	19-20	20	6/4
weapon	sr	atk/par%	damage	points
1H Spear	8	45/40%	1D8+1	10
Sling	3/9	50/---%	1D8	---
Buckler S	---	---/30%	1D4	8

TROLLKIN FOUR

attributes		melee	missile	points
Move 2	R Leg	01-04	01-03	5/4
HP: 12	L Leg	05-08	04-06	5/4
	Abdom.	09-11	07-10	7/4
FP: 5	Chest	12	11-15	7/5
	R Arm	13-15	16-17	5/3
MP: 9	L Arm	16-18	18-19	5/3
	Head	19-20	20	6/4
weapon	sr	atk/par%	damage	points
1H Spear	8	45/40%	1D8+1	10
Sling	3/9	50/---%	1D8	---
Buckler S	---	---/30%	1D4	8

TROLLKIN FIVE

attributes		melee	missile	points
Move 2	R Leg	01-04	01-03	5/4
HP: 12	L Leg	05-08	04-06	5/4
	Abdom.	09-11	07-10	7/4
FP: 5	Chest	12	11-15	7/5
	R Arm	13-15	16-17	5/3
MP: 9	L Arm	16-18	18-19	5/3
	Head	19-20	20	6/4
weapon	sr	atk/par%	damage	points
1H Spear	8	45/40%	1D8+1	10
Sling	3/9	50/---%	1D8	---
Buckler S	---	---/30%	1D4	8

Trollball

Trollball is an ancient and popular sport among trolls. It was played before the coming of the Great Enemy, who disturbed the tranquility of creation.

At that time the balls were Whirring Whiz beetles, which are now extinct. After they came to the surface, trolls used other animals, and badgers were most popular during the Dawn Ages. Since Gbaji's curse, the unfortunate trollkin have been of nearly universal use. Trolls occasionally substitute another hapless creature; played at Gonn Orta's castle every five years is a championship game which features a bear instead of a trollkin. This is considered excessive even by trolls, and some teams refuse to participate in that game.

Teams for trollball may be organized or amateur. Organized teams sponsor players whose main occupation is to play trollball. They may even get special equipment. Sponsored teams have time to practice, and thus are significantly better than sand-lot clubs. Despite differences in quality, there is rarely more than a single league in any given troll area, and it includes both organized and amateur teams.

Amateur teams are made up of anyone who wishes to play. Casual sand-lot games may not have a giant as referee.

Trollball leagues are organizations which allow teams to compete in elimination tournaments. Competitors may travel long distances. In addition to the glory of winning the tournament, side-betting causes much money and property to change hands.

Inter-league tournaments are very rare because of the distances and dangers of travel. Since the recent restoration of active communications between Halikiv and Guhan, two such tournaments have taken place. Prior to these, the last known inter-league game was played in 1189, in Dragon Pass, between the Shadows' Dance and Halikiv leagues.

Object of the Game

The object of the game is to move the live portion of a trollkin across the goal line. This scores one point. The team with more points at the end of an agreed-upon time is the winner. If time runs out and there is a tie, a champion from each side is chosen and the team whose champion throws the trollkin further is declared the winner.

The Teams

A trollball team has seven players, one of whom may be a great troll. The rest must be dark trolls.

Only five players are allowed on the field at a time. One of the five, normally a great troll, is designated goalie, and may not leave the red zone. Four are field players, and may go where they want on the field. The two remaining are replacements, who must stay off the field but may go where they want along the perimeter of the field.

Replacement of injured players is simple. The player who is hurt must reach any sideline, with or without assistance. Once done, the replacement may run on-field.

A team sponsor must be a male and a cult leader, such as a Kaarg's Son or Death Lord. The sponsor often heals wounded members off-field.

The Field

A trollball field measures 30 meters by 51 meters. The goals are ten meters wide, centered at opposite ends of the long axis of the field. Posts driven into the ground generally mark the goal area, although it is common also to use standing stones or even a motionless troll if other materials are unhandy. Corners are marked similarly.

Red zones are very important to play and are carefully marked. Single posts, usually wood, are driven into the ground on the field's midline, 10 meters from each goal. These posts are quite important, and teams treat them with reverence, for they house the team's *esprit*. Pre-game sacrifices are made to the posts.

The red zone is marked on the ground with the blood of the victims sacrificed to the center posts. This is done with great solemnity, and all the players and spectators chant prayers for their team to win.

Other Authorities

Two giants (of nine meters or better height) generally act as referees, and are paid handsomely in food afterwards. In a game, their job is to literally kick off the field any trolls who break the rules.

A beautiful priestess of Xiola Umbar is always on hand. She places herself in Mindlink with the trollkin and is given the best seat in the house. If the trollkin dies in play, she passes out; the game is stopped to replace the trollkin and revive the priestess.

One trollkin at a time is used for play; a number are usually needed for a full game. Replacement trollkin are generally grabbed at random from among the spectators.

Rules of the Game

In addition to those mentioned above, only a few other rules exist for this sport. The giants (sometimes erratically) enforce them.

- Blunt weapons only. No slashing or impaling weapons allowed at all. Any type of armor is acceptable.
- No magic of any sort may be used on the playing field. A special Warding spell causes any magic-wielder to glow; the malefactor is ejected from the game in great disgrace.
- No missile, except the ball, may be used by any player in the game.



A new trollkin is thrown into the game.

ZWIFTIG, Dark Troll Passer

characteristics		attributes			
STR	21	Move: 3			
CON	11	Hit P: 13			
SIZ	14	Fatg: 32-6=26			
INT	16	Magic P: 15			
POW	15	DEX SR: 2			
DEX	17				
location		melee	points		
R Leg	01-04	4/5			
L Leg	05-08	4/5			
Abdom.	09-11	5/5			
Chest	12	5/6			
R Arm	13-15	4/4			
L Arm	16-18	4/4			
Head	19-20	5/5			
weapon		sr	atk/par%	damage	points
Head Bt	7	50/---%		1D4+1D6	---
Fist	7	85/65%		1D3+1D6	(3)
Kick	7	35/---%		1D6+1D6	---
skills —					
Catch	90%	Grab	55%	Dodge	40%
Jump	51%	Punt	35%	Throw	90%

Armor: cuirbouilli legs and torso, ring arms, and bezainted head.

XIGXAG, Dark Troll Catcher

characteristics		attributes			
STR	21	Move: 3			
CON	21	Hit P: 20			
SIZ	18	Fatg: 42-14=28			
INT	15	Magic P: 17			
POW	17	DEX SR: 1			
DEX	21				
location		melee	points		
R Leg	01-04	4/7			
L Leg	05-08	4/7			
Abdom.	09-11	4/7			
Chest	12	4/8			
R Arm	13-15	4/5			
L Arm	16-18	4/5			
Head	19-20	9/7			
weapon		sr	atk/par%	damage	points
RH Trgt	S5	60/85%	1D6+1D6	12	
LH Trgt	S5	45/80%	1D6+1D6	12	
Head Bt	5	60/---%	1D4+1D6	---	
Fist	5	95/40%	1D3+1D6	(3)	
Kick	5	70/---%	1D6+1D6	---	
skills —					
Catch	85%	Grab	40%	Dodge	50%
Jump	90%	Punt	70%	Throw	60%

Armor: cuirbouilli limbs and torso; plate head.

STOMPER, Dark Troll Blocker

characteristics		attributes			
STR	17	Move: 3			
CON	16	Hit P: 15			
SIZ	14	Fatg: 33-16=17			
INT	11	Magic P: 13			
POW	13	DEX SR: 2			
DEX	17				
location		melee	points		
R Leg	01-04	4/5			
L Leg	05-08	4/5			
Abdom.	09-11	5/5			
Chest	12	5/6			
R Arm	13-15	6/4			
L Arm	16-18	6/4			
Head	19-20	4/5			
weapon	sr	atk/par%	damage	points	
RH Kite S	7	80/85%	1D6+1D6	16	
LH Kite S	7	75/90%	1D6+1D6	16	
Head Bt	7	45/---%	1D4+1D6	---	
Fist	7	40/35%	1D3+1D6	(3)	
Kick	7	35/---%	1D6+1D6	---	
skills —					
Catch	50%	Grab	30%	Dodge	20%
Jump	40%	Punt	35%	Throw	70%

Armor: cuirbouilli legs and head, bezainted torso, ring arms.

CANOPENER, Great Troll Goalie

characteristics		attributes			
STR	31	Move: 3			
CON	18	Hit P: 23			
SIZ	28	Fatg: 49-36=13			
INT	8	Magic P: 14			
POW	14	DEX SR: 3			
DEX	13				
location		melee	points		
R Leg	01-04	7/8			
L Leg	05-08	7/8			
Abdom.	09-11	7/8			
Chest	12	7/10			
R Arm	13-15	7/6			
L Arm	16-18	7/6			
Head	19-20	8/8			
weapon		sr	atk/par%	damage	points
RH Maul	4	80/40%	1D10+2+3D6	10	
LH Kite S	6	40/75%	1D6+3D6	16	
Head Bt	6	30/---%	1D4+3D6	---	
Fist	6	65/30%	1D3+3D6	(3)	
Kick	6	60/---%	1D6+3D6	---	
skills —					
Catch	70%	Grab	50%	Dodge	0%
Jump	25%	Punt	60%	Throw	70%

Armor: lamellar limbs and torso, chain head.

UBBLAG, Dark Troll Blocker

characteristics		attributes			
STR	19	Move: 3			
CON	13	Hit P: 17			
SIZ	20	Fatg: 32-22=10			
INT	9	Magic P: 9			
POW	9	DEX SR: 3			
DEX	13				
location		melee	points		
R Leg	01-04	7/6			
L Leg	05-08	7/6			
Abdom.	09-11	7/6			
Chest	12	7/7			
R Arm	13-15	6/5			
L Arm	16-18	6/5			
Head	19-20	7/6			
weapon		sr	atk/par%	damage	points
2H Flail	4	75/65%	2D6+1+1D6	10	
Head Bt	6	30/---%	1D4+1D6	---	
Fist	6	45/35%	1D3+1D6	(3)	
Kick	5	45/---%	1D6+1D6	---	
skills —					
Catch 50%		Grab 60%		Dodge 03%	
Jump 20%		Punt 45%		Throw 50%	

Armor: lamellar legs, torso, and head; ring arms.

GRUNGE, Dark Troll Alternate

characteristics		attributes			
STR	22	Move: 3			
CON	15	Hit P: 19			
SIZ	22	Fatg: 37-18=19			
INT	11	Magic P: 9			
POW	9	DEX SR: 3			
DEX	13				
location		melee	points		
R Leg	01-04	5/7			
L Leg	05-08	5/7			
Abdom.	09-11	6/7			
Chest	12	6/8			
R Arm	13-15	6/5			
L Arm	16-18	6/5			
Head	19-20	6/7			
weapon		sr	atk/par%	damage	points
Maul	4	95/90%	2D8+2D6	16	
Head Bt	6	40/---%	1D4+2D6	---	
Fist	6	65/40%	1D3+2D6	(3)	
Kick	6	35/---%	1D6+2D6	---	
skills —					
Catch 50%		Grab 85%		Dodge 15%	
Jump 35%		Punt 35%		Throw 50%	

Armor: bezainted legs, ring mail everywhere else.



*Bash 'em all,
Smash 'em all,
Throw 'em to the trollkin!*

Rooggi, Rooggi!
FAVORED WARCHRY

KALVOJIB, Dark Troll Alternate and Waterboy. Butt of 'fat jokes.'

characteristics		attributes			
STR	15	Move: 3			
CON	13	Hit P: 20			
SIZ	26	Fat: 28-22=6			
INT	13	Magic P: 14			
POW	14	DEX SR: 4			
DEX	6				
location		melee	points		
R Leg	01-04	5/7			
L Leg	05-08	5/7			
Abdom.	09-11	5/7			
Chest	12	5/8			
R Arm	13-15	8/5			
L Arm	16-18	8/5			
Head	19-20	6/7			
weapon		sr	atk/par%	damage	points
RH Mace	6	50/50%	1D10+2D6	10	
LH Mace	6	35/30%	1D10+2D6	10	
Head Bt	7	20/---%	1D4+2D6	---	
Fist	7	50/25%	1D3+2D6	(3)	
Kick	7	35/---%	1D6+2D6	---	
skills —					
Catch	50%	Grab	30%	Dodge	0%
Jump	15%	Punt	35%	Throw	50%

Armor: bezainted legs and torso, brigandine arms, ring mail head.

OLPHER, Dark Troll Ball Carrier

characteristics	attributes
STR 15	Move: 4
CON 15	Hit P: 14
SIZ 12	Fatg: 30-12=18
INT 14	Magic P: 14
POW 14	DEX SR: 1
DEX 21	

location	melee	points
R Leg	01-04	7/5
L Leg	05-08	7/5
Abdom.	09-11	5/5
Chest	12	5/6
R Arm	13-15	7/4
L Arm	16-18	5/4
Head	19-20	5/5

weapon	sr	atk/par%	damage	points
Head Bt	6	85/---%	1D4+1D4	---
Fist	6	90/80%	1D3+1D4	(3)
Kick	6	80/---%	1D6+1D4	---

skills —

Catch 75% Grab 105% Dodge 80%
Jump 115% Punt 80% Throw 75%

Armor: bezaunted torso, left arm, and head; lamellar elsewhere.

NOTE: through dint of long training, Olpher has increased his basic speed to 4.

VETHE, Dark Troll Blocker

characteristics	attributes
STR 18	Move: 3
CON 14	Hit P: 18
SIZ 21	Fatg: 32-28=4
INT 14	Magic P: 11
POW 11	DEX SR: 3
DEX 14	

location	melee	points
R Leg	01-04	8/6
L Leg	05-08	8/6
Abdom.	09-11	8/6
Chest	12	8/8
R Arm	13-15	6/5
L Arm	16-18	6/5
Head	19-20	8/6

weapon	sr	atk/par%	damage	points
RH BallCh5		60/65%	1D10+1+1D68	
LH BallCh5		55/55%	1D10+1+1D68	
Head Bt	6	25/---%	1D4+1D6	---
Fist	6	40/40%	1D3+1D6	(3)
Kick	6	45/---%	1D6+1D6	---

skills —

Catch 65% Grab 70% Dodge 02%
Jump 35% Punt 45% Throw 65%

Armor: ring mail arms; chain elsewhere.

NOTE: uses chains to entangle tacklers.

TELTER, Dark Troll Blocker

characteristics	attributes
STR 24	Move: 3
CON 14	Hit P: 19
SIZ 24	Fatg: 38-35=3
INT 13	Magic P: 6
POW 6	DEX SR: 3
DEX 13	

location	melee	points
R Leg	01-04	7/7
L Leg	05-08	7/7
Abdom.	09-11	7/7
Chest	12	7/8
R Arm	13-15	5/5
L Arm	16-18	5/5
Head	19-20	7/7

weapon	sr	attk/par%	damage	points
2H Twr S	6	55/90%	1D6+2D6	24
Head Bt	6	35/---%	1D4+2D6	---
Fist	6	40/35%	1D3+2D6	(3)
Kick	6	85/---%	1D6+2D6	---

skills —

Catch 35% Grab 55% Dodge 15%
Jump 75% Punt 85% Throw 35%

Armor: bezaunted arms, scale elsewhere.

Redstone Wallbangers

Trollball Team

IDJ, Great Troll Goalie

characteristics	attributes
STR 24	Move: 3
CON 24	Hit P: 25
SIZ 25	Fatg: 48-36=12
INT 13	Magic P: 8
POW 8	DEX SR: 4
DEX 9	

location	melee	points
R Leg	01-04	9/9
L Leg	05-08	9/9
Abdom.	09-11	9/9
Chest	12	9/10
R Arm	13-15	9/7
L Arm	16-18	9/7
Head	19-20	9/9

weapon	sr	atk/par%	damage	points
Maul	5	50/40%	2D8+2D6	16
Head Bt	7	30/---%	1D4+2D6	---
Fist	7	60/25%	1D3+2D6	(3)
Kick	7	30/---%	1D6+2D6	---

skills —

Catch 55% Grab 65% Dodge 0%
Jump 110% Punt 30% Throw 55%

Armor: full brigandine.

NOTE: Idj's standard tactic is to use his Jump roll to hurl his entire body through the air, landing bodily upon the ball carrier.

KAMOW, Dark Troll Blocker

characteristics	attributes
STR 18	Move: 3
CON 15	Hit P: 17
SIZ 18	Fatg: 33-19=14
INT 12	Magic P: 13
POW 13	DEX SR: 1
DEX 20	

location	melee	points
R Leg	01-04	7/6
L Leg	05-08	7/6
Abdom.	09-11	6/6
Chest	12	6/8
R Arm	13-15	7/5
L Arm	16-18	7/5
Head	19-20	6/6

weapon	sr	atk/par%	damage	points
Qstaff	3	75/90%	1D8+1D6	8
Sstick	5	65/50%	1D6+1D6	6
Head Bt	5	25/---%	1D4+1D6	---
Fist	5	45/40%	1D3+1D6	(3)
Kick	5	40/---%	1D6+1D6	---

skills —

Catch 50% Grab 45% Dodge 60%
Jump 45% Punt 40% Throw 50%

Armor: scale limbs, ring mail head and torso.

RUCKSACK, Dark Troll Alternate

characteristics	attributes
STR 21	Move: 3
CON 13	Hit P: 14
SIZ 15	Fatg: 34-17=17
INT 14	Magic P: 9
POW 9	DEX SR: 2
DEX 16	

location	melee	points
R Leg	01-04	6/5
L Leg	05-08	6/5
Abdom.	09-11	6/5
Chest	12	6/6
R Arm	13-15	6/4
L Arm	16-18	6/4
Head	19-20	6/5

weapon	sr	atk/par%	damage	points
Mace	6	40/55%	1D10+1D6	10
Kite S	7	30/50%	1D6+1D6	16
Head Bt	7	70/---%	1D4+1D6	---
Fist	7	50/50%	1D3+1D6	(3)
Kick	7	65/---%	1D6+1D6	---

skills —

Catch 45% Grab 45% Dodge 45%
Jump 40% Punt 65% Throw 35%

Armor: brigandine right arm and head; ring mail elsewhere.

OMGON, Dark Troll Alternate

characteristics	attributes
STR 18	Move: 3
CON 13	Hit P: 15
SIZ 16	Fatg: 31-22=9
INT 10	Magic P: 10
POW 10	DEX SR: 2
DEX 16	

location	melee	points
R Leg	01-04	6/5
L Leg	05-08	6/5
Abdom.	09-11	6/5
Chest	12	6/6
R Arm	13-15	8/4
L Arm	16-18	6/4
Head	19-20	8/5

weapon	sr	atk/par%	damage	points
Mace	5	75/65%	1D10+1D6	10
Kite S	6	55/85%	1D6+1D6	16
Head Bt	6	25/---%	1D4+1D6	---
Fist	6	45/50%	1D3+1D6	(3)
Kick	6	30/---%	1D6+1D6	---

skills —

Catch 45% Grab 40% Dodge 15%
Jump 40% Punt 30% Throw 45%

Armor: brigandine right arm and head; ring mail elsewhere.



*Kill dem dwarfs,
Kill dem elves;
Eat they brains
All by ourselves!*

Uz Roools!

FAVORED WARCRY

The Hungry Ones, The Stone-Eaters . . .

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