

# The book of DRASTIC RESOLUTIONS

VOLUME

*Darkness*



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"I Hate Trolls," Return to Skyfall Lake,  
By All the Gods of Hell, The Seven Hells  
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"What is Darkness?" narratives (in order)  
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Tales of the Night Hag  
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Dark River Flowing  
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A Troll Bestiary  
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A Treasury of Darkness  
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(This should have been on the cover! Mea Culpa!)

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**Ezkankekko**  
commands the  
**Shadow Warriors,**  
the black ghosts of **Akez Loradak**  
who devour the souls  
of those who steal  
from the **Darkness**  
of **Xentha.**

# THE TURN OF AN UNFRIENDLY PAGE

## Welcome, welcome, welcome!

Welcome to *The Book of Drastic Resolutions*, VOLUME DARKNESS. Please excuse the mess the trollkin have made, they really are not good housekeepers, even if they do eat the garbage. It's no wonder Chaosium keeps theirs locked in the attic.

I'm glad you were able to join me again, and hope that you enjoy this issue as much as (or more than!) the last two. The only major change for this issue is that I am no longer the primary author! HURRAH! Instead, I have gathered together a large group of troll friends and experts. One of them in particular stands out, however: James Frusetta. He is either an author, co-author, or contributor to nearly half this book. More than anyone else I know, he has the ability to think like a troll, to be a troll, and to communicate these feelings and philosophies to others. I have spent the last two years exploring the trolls with the Jamuz, and it was more of a journey into a new land than one would think possible given all of the troll material that has been published. I am eternally in his debt for all of his assistance with this book.

James maintains a web page which, not surprisingly, is dedicated to the uz. Most of the overflow from this issue is already there, as well as all of his own great stuff. Check him out at:

[www.wam.umd.edu/~gerakkag/rq.html](http://www.wam.umd.edu/~gerakkag/rq.html)

Before I completely embarrass James, I need to thank Sandy Petersen and Greg Stafford. Without the work they did before (*Trollpak* et al), this issue would not have been possible. Additionally, Greg has been very supportive of my questions and ideas, for which I am grateful (as always). And Sandy has once again shown his willingness to help and his dedication to Glorantha by commenting on or writing many parts of this book. Without their aid, VOLUME DARKNESS would be much less than it is.

Special thanks also go to Joerg Baumgartner, whose input and criticism were crucial to the development of many articles.

## ON THE CONTENTS

As always, I have tried to include a balance of material. Although I didn't plan it that way, this issue covers a range of troll lands, from Dagori Inkarth to Yolp to the Blue Moon Plateau. Of course, none of this is to be considered official, so feel free to adapt and adopt the parts you like, and ignore, change, or add to the rest.

"The Land Where the Shadows Dance" is the longest single article, and contains a lot of new information about everyone's favorite troll land. "Xarkarsh and Aksena" and "Herka's Children" expand on the areas available for playing trolls. The Plunder and Bestiary stats (both new and reprinted) are a staple of any Gloranthan diet, and are always fun to present.

## ON THE ARTWORK

I am very grateful to my artists, whose work makes this issue look so good. If you like what you see, let me or them know! I am particularly grateful to William Church, Paul Jaquays, and Rick Becker, who have allowed me to reprint many of my favorite DARK TROLL JOKES from *Wyrms Footnotes* (plus a couple of other illustrations). I was happy to see some of them reprinted in *Wyrms Footprints* (produced by the Reaching Moon Mega-

corp™), but there weren't anywhere near enough of them! And before anyone wastes time checking, I did not reuse any of the jokes from *Wyrms Footprints*.

William Church told me he has continued to create Dark Troll Jokes since *Wyrms Footnotes* ceased publication 15 years ago, and I had the option (reluctantly not taken) to include new ones in this issue. If you want to see more of the Dark Troll Jokes let me know, and I will pass on your messages to William, who has been trying to sell them outside of the Gloranthan markets.

Finally, I cannot talk about art without mentioning the fantastic picture of Pikat Yaraboom which Dan Barker painted for the front cover. Ye Gods, I wish I could draw like that!

Special thanks to Shannon Appel for assistance with the cover.

## ON ERRATA

I admit that the last issue had more than its share of errors. And though I can claim that most of the typos were because of a computer glitch (damn thing kept blowing away my formatting), I can't use this excuse with all of them. I want to thank the fans who have asked questions about nearly every aspect of Volume Prax, most of which are not printed here, but which I'd be happy to discuss with anyone in private correspondence.

The major errata have been posted to the Glorantha Digest, but I repeat them here for those who do not have access to that fine body of lore.

### THE CULT OF BASMOL

Question from Alan Keith Dugger:

*Transform Self* (available through *Mother Mammal*) has a duration of six hours. But *Strength of Basmol* causes fatigue loss and will end when the subject falls unconscious, in probably less than six hours. How do you handle this? *Transform Self* seems to have little use.

This problem never occurred to me - I took the Basmol spells from *Gods of Glorantha* and added *Transform Self* in emulation of the other Hykim cults in print. Also, keep in mind that the primary use of these spells for the Basmoli is **not** in combat - I would think they are more com-monly used in hunting.

So, I suggest the following: if the prey or enemy is defeated before the recipient falls unconscious from FP loss, he can continue on as normal, but cannot regain FPs while the spell is in effect. The Basmoli will be able to make full use of *Strength of Basmol* if he again enters combat, up to the 6-hour duration of the spell. If he falls unconscious, however, *Strength of Basmol* ends, thus ending the *Transform Self* spell as well. If it has been less than 15 minutes since casting, *Lion's Head* and *Keenclaw* might still be in effect, but not for long.

### NOTES ON THE CULT OF EIRITHA

I blew my Cut&Paste skill roll, so part of the spell description for *Bless Woman* ended up attached to the description of *Birth*

**This book is dedicated to Sandy Petersen,  
the Only Old One himself.  
May he always rise up to defend us.**

**Song.** Move the last sentence of Birth Song to Bless Woman: "Because it results in girl births about nine times in ten, it is a woman's secret, kept secret from the men of the tribes."

Question from Tadaaki Kakegawa:

*We have a question regarding Heal <Beast> spell (pg 40). This spell is described as "ranged," but Heal is a "touch" spell. The explanation of the spell says "This spell is similar to Heal...." Which is correct?*

Certainly, my spell description is an error – the range of Heal <Beast> should be "touch," as is Heal.

The only other major error was the unfortunate loss of the last three lines of "A Waha Marriage Ceremony," a casualty of the formatting problems mentioned above. Thankfully, it was made available on the **Glorantha Web Page** shortly after the release of Volume Prax, and I refer all who are interested to that site. You should all go there frequently anyways, because it contains lots of material, including the Lhankor Mhy Library, monthly Greg Sez! (Q&A and *Myth of the Month*), information on Issaries, Inc. and upcoming events, and more. Link to it at:

[www.glorantha.com](http://www.glorantha.com)

If there is enough interest, other errata and clarifications can be made available on the *Drastic Resolutions* web page! Take a quick look (but don't expect it to change very often) at:

[www.geocities.com/TimesSquare/Ring/1722](http://www.geocities.com/TimesSquare/Ring/1722)

## ON LEGAL STUFF

Once again, I delineate authorship of the contents of this issue in grim but necessary detail. Sorry the type is so small, there were more credits this time than I realized.

The following are reprinted or revised from previous publications: Giant Bee, from *Wyrms Footnotes* #11, by Sandy Petersen; Black Boxes and Minanen's Shadow from *Plunder*, by Rudy Kraft; Giant Troll from *Trollpak*, by Sandy Petersen; Healing Horn from *The Big Rubble*, by Michael Trout; Bind Captive from *Borderlands*, by Steve Perrin.

The following are authored or co-authored by Greg Stafford or Chaosium, Inc., or are based on works by Greg Stafford or Chaosium, Inc., in a derivative manner: The Land Where the Shadows Dance, by Stephen Martin and James Frusetta; "I Hate Trolls," excerpt from *The Tale of Saralos Deguys*; The Shadow World (in *Tales of the Night Hag*); Return to Skyfall Lake; "Some Gloranthan Blue Moon Goddesses" and By All the Gods of Hell, excerpts from *The Gloranthan Encyclopedia*; The Seven Hells.

Credits for individual authors: "Why Adari Sleeps," Arf Wilson; The Shadows of Dagori Inkarth, The Secrets of Darkness, Shaping the

Darkness, "What is the role of Vaneekara in troll society and cosmology?," Qa-Metal, The Cult of Engizi, the Skyriver Titan, Notes on the Cult of Mee Vorala, The Book of Drastic Resolutions on... Darkness, How Norag Chose Her Husband, Notes on the Cult of Himile, Some Troll Mystery Cults, Morocanth at Moonbroth, Hyena, Dark Eater's Hunger, Stephen Martin; Dagori Inkarth Clan Structures, How the Trolls Met Grandfather Raven, Lead Returns, Zurgorteg's Dung Beetle, Giant Dragonfly, Shadowdamsel, Gerak Kag's Shin, Create Metalwailer (narrative and spell), The Trade-Metal Subcults of Argan Argar, Hombobobom the Spell-Drummer, Ploomf (spell), James Frusetta; The Only Old One Speaks, Giant Maggot, Dehori, Fright, Nyctalops, Sandy Petersen; The Seven Darknesses of the Uz, Daniel McCluskey (see [www.geocities.com/~pavis/gaming/rqpage.html](http://www.geocities.com/~pavis/gaming/rqpage.html) for an expanded version); all other Giant Beetles, Giant Caterpillar, Giant Cricket, Giant Elkhorn Beetle, Karr Beetle, Giant Locust, Giant Wood Louse, Maggot Broo, Dirt Devil, Giant Ichneumon Wasp, Jamie Revell; Giant Bloodgnat, James Frusetta and Jamie Revell; Giant Fly, Jamie Revell and Sandy Petersen; Kozoru, James Frusetta and Stephen Martin; Nightflyer, Sandy Petersen and Stephen Martin; Aldryami Spice, Coins of the Kingdom of Night, Living Fragments of the Blue Moon, Spirit Drums, Shannon Appel; Elementary, My Dear Ruric, Michael O'Brien and Stephen Martin. The quote on pg 28 is by the RW author Shakti Gawain, and is taken way out of context.

## ON THE FUTURE

For personal reasons, I'm stopping work on *Drastic* for awhile. I am NOT declaring the 'zine at an end, and although I will accept submissions, I am not actively seeking them at this time. Ask me again in a year or so.

When I do return, I'm torn between two possibilities for the next issue of *Drastic*. Volume Water has many advantages, including a wealth of material available from many sources. However, I've been enjoying a discussion on Kralorela with Nils Weinander, and he and others have expressed interest in contributing to a Volume Kralorela (to include information on Teshnos, the East Isles, and Vormain as well). I also like the idea of breaking up the elemental volumes (Chaos, Darkness, Water) with issues focusing on specific areas or cultures (Prax, the East).

Ultimately, the final decision will be made based on my whim (hey, let's be honest). Submissions will play a part, of course, as will the publication of *Hero Wars*, the new **Gloranthan role-playing game due out next August!** Although I prefer not to publish adventures, I feel I must relax that policy with the impending demise of *Tales* and the indefinite hiatus that has been declared for *RuneQuest Adventures Fanzine*. Thus, submissions of scenarios will now be accepted, although long adventures stand little chance of publication here.

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# TROLLS AND TROLLKIN



(and Ducks, Oh My!)

# CASPAR GODSMAN & WILMAR DARKDRAKE

## CASPAR GODSMAN

Male dark troll, age 38, acolyte of Argan Argar, initiate of Kyger Litor

STR 21  
CON 14  
SIZ 24  
INT 14  
POW 17  
DEX 9  
APP 9



Move: 3      HPs: 19      MPs: 17+14+8+7 = 46

**Weapons and Armor:** Normal ENC = 8. FPs: 35-8=27. Wears leather armor (2 pts) under his clothes in cities or other dangerous areas. If he expects trouble, he wears a set of bronze chainmail armor and a full bronze helmet that is shaped like a troll skull.

weapon	SR	attack/parry	damage	ENC/AP
1H Short Spear	6	72 / 57	1d8+1+2d6	2 / 6
Troll Maul	5	93 / 85	2d8+2d6	5.5 / 16
Fist	7	76 / -	1d3+2d6	
Sling	1/mr	51 / -	1d8	.1 / -
Grapple	7	72	1d6+2d6	
Bite	7	36 / -	1d6+2d6	

**Spirit Magic (77%):** Befuddle (2), Bladesharp 3, Detect Enemy (1), Detect Gems (1), Detect Magic (1), Ignite (1), Mindspeech 1, Protection 4; (known by allied spirit) Befuddle (2), Concealment 2, Heal 6, Extinguish 1, Mobility 2, Repair

**Divine Magic (92%):** Create Charm, Cure Iron Burn, Dark Walk, Darken Appearance 4, Dismiss Magic 3, Divination, Heal Wound x2, Safe x2, Sanctify, Shield 4, Spellteaching, Suppress Aether, Warding 2, Worship Argan Argar; (one-use spell gained through Spelltrading) Flight 4

**Skills:** Climb 49, Dodge 36, Jump 33, Play Bagpipes 8, Play Drums 85, Play Lute 11, Ride Giant Beetle 48, Swim 14, Throw 26, Bargain 88, Fast Talk 44, Orate 60, Sing 70, Evaluate 92, Human Lore 57, Troll Lore 60, Ceremony 70, Enchant 65, Summon 42, Conceal 57, Devise 35, Sleight 26, Darksense/Scan 55, Darksense/Search 77, Listen 57, Visual Scan 32, Visual Search 55, Taste 32, Track 52, Hide 28, Sneak 33

**Languages:** Speak Darktongue 68, R/W Darktongue 85, Speak Bilini 42, Speak Sartarite 52, Write Sartarite 35, Speak Tarshite 35, Speak Tradetalk 50, Speak Vanchite 28

**Special items:** 3 point blue *spell resisting crystal* on a very large signet ring made of enchanted lead.

7 point *power storage crystal* set into a copper pendant.

A *Coin of the Kingdom of Night* (see pg 55), which allows him to renew **Cure Iron Burn** in Dorastor. He also uses it as a luck charm, and sometimes asks it for advice in difficult situations.

A dark blue cloak has a *spell matrix* for **Call Shade** (see pg 75) sewn into it with red thread. The *shade* evoked by this spell is 4 cubic meters in size, with STR 17, POW 18, and 12 HPs.

A tattoo of a spider on his back is a *magic spirit binding enchantment*. It currently holds a spirit of POW 8.

## Followers

**Wilmar Darkdrake** (see below)

**Allied Spirit:** Fth'ookh, kept in a rat. INT 14, POW 14

**Trained Guard Beetle:** H'thok (can come at a whistle)

**Owens seven superior trollkin.** They dress in robes and keep their faces hidden during the daylight. (If stats are needed, refer to *The Haunted Ruins*.)

## BACKGROUND AND ROLE-PLAYING NOTES

Caspar was born in Crabtown, on the shores of Skyfall Lake. Joh Mith, a famous caravanner, visited Crabtown when Caspar was 12. Caspar was among the crowd of young trolls that gathered to watch the strange humans. The odd songs that Joh Mith's guards sang around the campfire struck Caspar's imagination, and he was determined to find a way to hear more. The best way that he could see to meet humans peacefully was through Argan Argar, so he joined while very young. The sentiments of the human songs that he has gathered and performed have started making him think a little bit more like a human than most trolls, though he would angrily deny this if asked about it.

Caspar first traveled as an initiate in caravans to Jonstown and Boldhome, and quickly impressed his priest with his ability to relate to humans. Six years after the fall of Boldhome he was given his own caravan, from Skyfall Lake to Pimper's Block. He never really liked the aridity of Prax or the nomad songs, and after just few caravans turned his attention back to Dragon Pass. For many years he traded and collected songs in northern Dragon Pass and Tarsh. He proved good at handling the bureaucracy of Lunar rule. For this he was once mistaken as a Lunar collaborator and spy by a well-known band of Sartar rebels. He escaped their attack with his life but lost a large part of his caravan (the only time this has happened to him), and now he concentrates more on magical defense than before. He also sought weapons training, and is a formidable opponent in melee as well.

Caspar delivered three caravans to Whitewall before it too fell to the Lunars. On his first caravan trip he met Wilmar in Whitewall. Wilmar thought Caspar would make a terrific cover for his smuggling activities. Wilmar "arranged" all of the practical details with his contacts in Whitewall superbly, and Caspar thought that he would make a good market master.

The last caravan to Whitewall was for Kallyr Starbrow, the Sartarite heroine who was hiding out there. Caspar was impressed by the outspoken redhead, but left the area after she started gaining more influence, for he (and especially Wilmar) became certain that the risk was becoming greater than the profit. Wilmar had personal reasons for wanting to leave, though Caspar remains unaware of his associate's shady past, though he does suspect that there might be something more to their leaving than the risks of losing a caravan or two. Caspar still misses the quaint ballads of the region, with their Eroslian influence, and the Kitori stomps remain his favorite.

**Personality:** Caspar is a large, merry-looking troll. He is actually a bit sensitive of his girth even though he does not show it on the surface. He is fair in his deals, but is such a shrewd merchant that most ordinary folk leave thinking he has cheated them.

His strict adherence to the letter of the law will hold true as long as he plans on staying to gather the local songs, for otherwise Renekot would make financial and legal trouble for him. The spirit of the law goes pretty much unnoticed if it does not benefit him directly, and it goes without saying that he interprets the spirit of human law in a very trollish way. If somebody tries to cheat him he clanks their heads together, all the while maintaining a friendly disposition. Wilmar of course will not uphold even the letter of the law if he thinks he can get away with it. Caspar will not tolerate Wilmar's breaking of the law if he notices it, or if someone comes to him with incontrovertible proof.

Caspar has a good memory. He knows hundreds of songs from his travels in Tarsh and Dragon Pass, which he performs reasonably well (for a troll). He is obsessed with adding new songs to his repertoire, but is picky. He finds Lunar songs too refined and troll songs too simple. His search for new songs had become exhausted in northern Dragon Pass and the Bush Range. He met Minaryth Purple at Jonstown on several occasions. Minaryth was impressed by his enthusiasm, and on their last meeting pointed him towards Talastar as an area which might have new songs. So, for the past four years he has lived at Hazard Fort.

Caspar can handle huge amounts of liquor (even for a troll) and has a soft spot for fungi from the Snake Pipe Hollow region.

He is somewhat more tolerant to elves and dwarves than most trolls in general, but remains wary. He hates chaos, and is willing to help in outfitting expeditions, but he always insists on making a profit. Uroxi are his favored customers in this, because they usually require nothing more than weapons and some ale.

The Lunars are the ruling empire whose bureaucracy is easily outwitted. He holds a couple of spare horses (which he gets from the local horse breeder in exchange for hard-to-get goods) for Lunar patrols in order to foster goodwill with the officials. The Lunars think they are getting a good price but are not.

**Appearance:** Caspar has huge hands (the size of small pigs), even for a troll. He is very fat, even for a troll, but is very strong, and faster than most people realize until it is too late. He is fashion-conscious, and tries to maintain a nice selection of robes and capes of many colors.

**WILMAR DARKDRAKE**

*Male durulz, age 32, initiate of Argan Argar*

STR 10  
CON 16  
SIZ 4  
INT 12  
POW 16  
DEX 15  
APP 9



Move: 3      HPs: 10      MPs: 16

**Weapons and Armor:** Normal ENC = 2. FPs: 26-2=24. Wears a ring mail shirt and leather armor under his clothes in cities or other dangerous areas. When he expects danger, he wears an open helmet and carries a buckler shield. Crossbow bolts will have Stone Adder venom POT 14 (he has four bolts) if he has had time to prepare them. He always carries two throwing daggers.

weapon	SR	attack/parry	damage	ENC/AP
1H Pulum	8	82 / 48	1d6+1	2 / 10
Shortsword	8	45 / 40	1d6+1	1 / 10
Thrown dagger	1/mr	93 / 58	1d4+2	.5 / -
Lt Crossbow	1/2 mr	92 / -	1d6+2	6 / -
Dagger	9	32 / 42	1d4+2	.5 / 6
Head Butt	9	67 / -	1d4	
Buckler	-	- / 48		1 / 8

**Spirit Magic (78%):** Befuddle (2), Heal 2, Mobility 1, Multi-missile 3, Protection 3, Speedart (1)

**Divine Magic (98%):** Safe, Shield 3 (both one-use)

**Skills:** Boat 80, Climb 70, Dodge 83, Jump 55, Play Banjo 87, Ride (Mule) 35, Swim 81, Throw 46, Fast Talk 92, Oratory 62, Duck Lore 30, Evaluate 60, Martial Arts 32, Troll Lore 12, World Lore 15, Ceremony 30, Conceal 88, Devise 38, Sleight 73, Listen 53, Search 47, Track 26, Hide 56, Sneak 69

**Languages:** Speak Sartarite 60, Speak Darktongue 25, Read/Write Darktongue 30, Speak Bilini 11, Speak Tradetalk 32

**Special items:** 8 doses of POT 14 *stone adder blade venom*.

Crystal in the pommel of a black dagger is a *spell matrix enchantment* for Dark Walk and Shattering. This was stolen from a Black Fang cultist in Pavis. Caspar does not know where it came from, nor its ability to hold Shattering.

Stash of diamonds worth 10,000 L, protected by a Safe spell, well-hidden, and unknown even to Caspar.

**Combat Notes:** Wilmar will not enter hand-to-hand combat if he can avoid it. He uses the crossbow and lots of cursing to keep attackers at bay. He is not shy about using poison (which he calls the Great Equalizer) if he thinks it will help him survive, a practice which Caspar frowns on but has not been able to prevent.

**BACKGROUND AND ROLE-PLAYING NOTES**

Wilmar was born in a small village outside Duck Point. He spent his youth with his cousin Quackjohn, and entered the rebellion against his better judgement because of their friendship. They served as scouts against the Lunars during Starbrow's Rebellion, but Wilmar fled to Prax, an act of cowardice his cousin could not quite forgive. Still, they remain friends, even though Quackjohn would disapprove of some of Wilmar's actions, past and present.

Wilmar's nest was destroyed by Lunar soldiers. This led to his disillusionment with patriotism, and the beginning of his obsessive need for self-sufficiency. He moved to Pavis briefly, and became a member of the Black Fang Brotherhood, but was forced to leave after he stole a powerful spell matrix from one of the assassins. From there he fled to Whitewall, and at that time changed his name in the vain hope this would protect him from the assassins he knew were on his trail. After a couple of years of working and dealing with the caravans and market places he met Caspar. They worked together well, and came to be friends. Wilmar decided not to reveal all of his affairs to Caspar, for fear that he would disapprove in the way that Quackjohn does.

Wilmar used Quackjohn's connections with one Gringle Goodsell to contact Kallyr Starbrow, and he and Caspar ran weapons and supplies to her for awhile. He established a smuggling route on the side which turned a tidy profit; when the situation in

Whitewall became too risky he sold it to a group of outlaws for a great sum of money, in the form of stolen diamonds.

When he discovered the first assassin inquiring after him, he realized that it was time to move on. Luckily for him, the situation was becoming increasingly tenuous in Whitewall, and it was easy to convince Caspar that it was time to leave. Wilmar did not know that the group he sold his customer base and smuggling route to were doing side jobs for the Lunars, and he probably would not have cared.

**Personality:** Wilmar is intelligent and devious. He has an ill-

concealed temper, and seeks revenge against anyone he feels has cheated or slighted him. He is good at sowing discord.

Wilmar is good at recognizing weak spots in people, and can quickly find out who to bribe or con. He hints at sinister connections if in trouble, and has the knowledge and tokens from his time with the Black Fangs to prove these claims. He uses people and information mercilessly to his advantage. He will not uphold even the letter of the law if he thinks he can get away with it.

**Appearance:** Wilmar is a short duck with an attitude. He dresses in sinister-looking clothes, and especially favors black capes.

## SCENARIO IDEAS

### STRANGE BREW

Lomi Ulrood (the trickster of Hazard Fort) wants to replace a keg of Thunder Breath Ale (ordered by Renekot for the visit of the Lunar Provost) with a brew of his own making. The brew either makes the drinker overwhelmingly sick, or much too talkative and very pliant to foolish suggestions. Lomi wants to loosen up all of the staid officials of the settlement. This will embarrass Renekot, the Provost, and Caspar, who supplied the ale. When the uproar dies down, Lomi will be thrown out of the Fort for awhile, in a vain attempt to teach him a lesson.

### ON THE TRAIL OF MISTRESS DEVOURER

Two visiting trolls are found almost fully eaten. Caspar discreetly threatens Renekot with economic sanctions if he does not help to exterminate the chaos threat he has discovered. He will send Wilmar to help if the players insist, but he will not come willingly, and will desert at any opportunity.

### MISTRESS THE LAST

Caspar met Mistress the Last on his one and only caravan trip into Dorastor. Wilmar was nearly eaten by the hungry heroine, but Caspar managed to barter his life with a trade agreement.

Caspar agreed to bring supplies to Mistress the Last (who has trouble finding non-chaotic food) twice a year. The time for the first shipment comes in Fire Season, and Caspar needs guards for a small caravan into Dorastor. Caspar has arranged to add a wagon to the larger Dorastor caravan which is beginning from Hazard Fort. He wants some of his own guards to guard the wagon, for he does not trust the Lunars to protect him. Wilmar is terrified of Mistress the Last, and has refused to go, so Caspar is leaving him behind to mind business in Hazard Fort, hoping he won't steal too much in the 3 weeks he expects to be gone.

In return for supplies, Mistress the Last has agreed to supply Caspar with odd trinkets she has found. The first one, a Coin of the Kingdom of the Night, was given to seal the bargain.

### WILMAR DARKDRAKE, SMUGGLER

Wilmar has arranged to be a middleman in a smuggling route from Dorastor to Talastar. He is the local source, and has started enthusiastically corrupting the locals with talk of large amounts of money to be made in Dorastan artifacts, religious icons, and Telmori pelts. However, one of his deals took a very dangerous turn when his bandit associates hijacked a Lunar tax caravan, stole most of the money, and captured the daughter of the Lunar priestess Mother Katharin, Merilynn, who was trav-

eling to visit her mother in Hazard Fort.

Renekot is under a great deal of pressure to rescue Mother Katharin's daughter and the tax money (of course). He also wants to stop the smuggling which he suspects is somehow related to the missing tax money.

Wilmar's role in smuggling is suspected by Caspar, but he does not know of the connection to the stolen tax money, and so volunteers his aid to Renekot. If the players come too close to discovering Wilmar as a source he tries to plant evidence which incriminates them, then tips off Berra Thenga, who heads the search. If he still is found out he is protected by Caspar, but will ultimately face Lunar justice. However, even if he comes to trial it is unlikely he will receive much of a sentence, as he has dirt on various Hazard Fort and Lunar officials.

### WOLF SONGS

Wilmar has planted rumors that the unapproachable Telmori have interesting songs. This rumor, which happens to be true, is for the benefit of Caspar, whom Wilmar hopes will outfit an expedition to try to meet with them. The Telmori are not friendly, of course, and the real purpose of the trip is for Wilmar to seed his cache of diamonds in preparation for a great con (see below).

### DIAMONDS ARE A DUCK'S BEST FRIEND

Wilmar has a supply of diamonds he brought from Whitewall, and he plans to use them to perform a con of colossal proportions. Using his smuggling contacts, he will claim that the gems are from inside Dorastor, and then seek financiers to open the diamond field. He has several targets, among them Thenbreks, a Lunar acolyte; Halbert Boldstar, a steadholder; and Duletti the Smith, a self-important craftmaster. He needs to convince these prospective investors, and can show them the diamond area, which is just inside Dorastor. But he will take them or their representatives there only blind-folded, and the diamonds which they see have been seeded from his secret cache.

Wilmar plans to ask for a stake of 10,000 to 25,000L from each investor, depending on their wealth and gullibility. He would like to find five or six pigeons, with a minimum of 100,000L as his final take, plus the diamonds. Half of this money would go to his smuggling confederates, with Wilmar keeping the rest.

Player characters might come in at any time. If wealthy, they could be among Wilmar's targets; otherwise, they will probably be bodyguards, representatives of a buyer, messengers hired by Wilmar to seek new investors, or spies sent by Renekot to discover what is going on. Wilmar tries to keep in the background, and would prefer to use someone like the players as front men.



# THE JABUGS

## Five Fearsome Flyers

### HISTORY

Years ago, the Dolak clan of Gorakiki-dragonfly worshipers was defeated in a feud with a rival clan of insect-riders. The victors demanded that the finest of the Dolaki trollkin pilots be turned over, likely for the victory feast. Fearing this eventuality, one of the trollkin flight leaders fled with several of his pilots. Hiring out as mercenaries, they found that their special skills were much in demand by those trolls and non-trolls without aerial abilities. The Jabugs are the evolution of the original refugees: only a few of the original Dolaki pilots remain, but their places have been filled by other escapees.

The mercenaries struck a deal with the Argan Argar hierarchy of Laca, which tolerates their existence in a base north of the city. Laca lacks a native flying Gorakiki clan, and the mercenaries provide a ready defense against Korzant raiders. As a bonus, the trollkin spend their loot in Laca, further benefiting the merchants. Once a week, a trollkin flies to Laca and hears offers to hire the Jabugs, interviews prospective recruits, and purchases supplies. Sundry other trollkin serve as servants

and ground crew; the number of pilots varies, but is usually less than twenty. All members are Kyger Litor lay worshipers.

The Jabugs are organized similarly to many troll air forces. The use of **Disrupt** is critical: it is difficult to force a flying foe to engage in melee, and missile weapons suffer from poor angles of attack and the high Dodge ability of insects. Disrupt offers several advantages: it is a line of sight attack, requires no encumbrance, and can be deadly in aerial flight. Any incapacitating hit to an insect's wings or vital hit locations dooms its pilot to a fatal fall; for this reason, most pilots learn **Heal**. Many pilots do carry missile weapons for opportunity use, and to attack ground targets. Few have significant melee skills for use on the ground.

Note that most of the pilots benefit from years of elite training, and have obtained spells and skills unusual for lesser trollkin. This includes day-fighting, as many trollish foes skulk about under the Enemy's glare. Unless noted, the combination of training and protective gear allows these trollkin to fight without being Demoralized in daylight. Like any troll, however, the Jabugs much prefer fighting after dusk.

### DEHAV, Flight Leader

Male superior trollkin, Gorakiki-Dragonfly initiate

STR	CON	SIZ	INT	POW	DEX	APP
10	12	12	15	14	16	9

Move: 3 / 12 (on dragonfly) HPs: 12 MPs: 14+8+3 = 25

**Weapons and Armor:** Normal ENC = 8 (off-dragonfly). FPs: 22-8=14. Wears soft leather flight suit, cuirboilli helmet, and smoked-glass goggles (if flying in daylight).

weapon	SR	attack/parry	damage	ENC/AP
Javelin (x6)	4	83 / -	1d8	1.5 / 8
1H Pilum	6	43 / 27	1d6+1	2 / 8
Buckler	-	- / 41		1 / 8
Fist	7	71 / -	1d4	
Kick	7	62 / -	1d6	

**Spirit Magic (62%):** Disrupt (1), Fanaticism 1, Heal 4, Mind-speech 1, Mobility 1, Shimmer 3, Speedart (1), Vigor (3)

**Divine Magic (92%):** (one-use) Sprout Dragonfly Wings

**Skills:** Ride Dragonfly 103, Dodge 37, First Aid 43, Insect Care 54, Speak Darktongue 39, Fast Talk 48, Orate 53, Ceremony 47, Darksense/Scan 74, Darksense/Search 77, Visual Scan 56, Visual Search 51

**Special items:** 8 point *magic point matrix* in lead ring, usable only by Dehav. This was created for him by the shaman Korzalak (see pg 10) at great cost to Dehav

3 point *magic point matrix* in tattoo, usable only by Dehav

Mosk, his current dragonfly, is unusually dexterous and enjoys a +10% bonus to Acrobatics, Dodge, and Fly

**Combat Notes:** Dehav is an excellent pilot. In combat, he prefers to circle above, waiting to pounce on flying foes with disruptions and then thrown javelins, aiming for the wings. Only if confident there are no aerial foes will he swoop down to shower ground targets with javelins.

One favorite tactic is to guide Mosk directly over enemies riding a flying mount, then goading it into grabbing the rider, dragging them off, and dropping them. While effective, this tactic only works against slow or unsuspecting targets.

In a crisis, Dehav will cast **Sprout Wings** on either his mount (doubling flying speed) or on himself (giving himself wings - most useful if he is dismounted). He would never waste it on the other pilots, but will make more reasonable attempts to rescue or ransom his veterans in other ways.

### BACKGROUND AND ROLEPLAYING NOTES

Dehav instigated the trollkin escape from the Dolak clan years ago, and created the Jabugs through much time and effort. Though entering middle age for a trollkin, he remains the flight leader for Jabug Squad One, and still commands the respect and fear of his fellow pilots.

Dehav is canny and cautious as a leader: while his is not the largest mercenary band of pilots, it is the most successful of those led by trollkin. He husbands his resources carefully, and envisions his role as mercenary to be that of a highly-trained specialist, not as typical trollkin cannon fodder.

Dehav's great weakness is his anxiety over the future of the Jabugs. He hopes the unit will grow and prosper to rival other mercenary flying groups, and fears that none of the other pilots is capable of succeeding him. He tends to micro manage many of the day-to-day details of the squad, which may exacerbate those who deal with the Jabugs in the field.

**Personality:** Dehav is one of those rare trollkin who are ambitious and intelligent enough to lead others. He is cautious with trolls and outsiders, but friendly and open with his pilots and ground crew. He is known to dislike Neep Trollsbane (because he makes it more dangerous for other trollkin by constantly attacking trolls), and willingly hires on to hunt down Neep and his rebel rabble.

**Appearance:** Dehav consciously dresses like those troll leaders he knows from his days as a clan and mercenary pilot, hoping to inspire his men.

**BIF, Dehav's Wingman**

*Male superior trollkin; Gorakiki-Dragonfly initiate*

STR	CON	SIZ	INT	POW	DEX	APP
15	14	12	14	12	9	4

**Move:** 3 / 12 (on dragonfly) **HPs:** 17 **MPs:** 12+4=16

**Weapons and Armor:** Normal ENC = 9.5 (off dragonfly). **FPs:** 29-10=19. Wears a soft leather flight suit and smoked-glass goggles.

weapon	SR	attack/parry	damage	ENC/AP
Javelin (8)	4	51 / -	1d8+bonus	1.5 / 8
Drop Rock	4	58 / -	1d6+bonus	1.5 / -
1H Short Spear	8	37 / 32	1d8+1+1d4	2 / 10
Heavy Mace	8	52 / 40	1d10+1d4	2.5 / 10

**Spirit Magic (50%):** Bludgeon 2, Disrupt (1), Heal 3, Multi-missile 2

**Skills:** Ride Dragonfly 98, Dodge 43, First Aid 43, Insect Care 42, Speak Darktongue 34, Fast Talk 44, Darksense/Scan 45, Darksense/Search 53, Visual Scan 26, Visual Search 32

**Special items:** 4 point *magic point matrix* in bone ring, usable only by members of the Dolak clan

A *strengthening enchantment* has been used to increase his Hit Points by 4

**Combat Notes:** Bif keeps a javelin in constant readiness for targets of opportunity, and prefers to shoot missiles before casting spells. He also prefers strafing to air combat, and if the others can deal with airborne foes he usually peels off toward ground targets. As such, he carries a large supply of javelins and rocks to use on such foes. If Bif has sufficient range and time to dive (3 rounds) add +2d6 damage bonus to the missile.

Wonten, Bif's current dragonfly, is very strong (STR 31) but is overladen. It can keep up with the other insects at move 12, but is unable to increase past that save with Mobility, and the weight reduces Wonten's Dodge by half. Once 10 ENC of rocks or javelins have been dropped or jettisoned, Wonten is freed from these restrictions.

**BACKGROUND AND ROLEPLAYING NOTES**

Dehav's loyal wingman, Bif escaped with him from the Dolaki and is content to stay in the same role now that he is free. In the air, Bif guards Dehav's back from enemy pilots; on the ground, he provides the same function against plotting trollkin pilots, dishonest employers, and the like.

**Personality:** Bif enjoys independence not for the responsibility but for the pleasure – he eats and drinks much better than in his Dolaki days, and cuffs around the unassigned ground crew for the sheer pleasure of bullying. He quite enjoys strafing targets for amusement, and has been known to drop wasp nests, baskets of gravel, and the like into enemy camps for fun.

**Appearance:** Bif is large and bulky, and the fur-trimmed flight suit he wears adds to this impression. A pair of vicious scars mar his face where a Yelmalion scored lucky hits long ago; that archer's dried scalp hangs on Bif's belt.

**PIZZLE**

*Male trollkin; Zorak Zoran and Gorakiki lay member*

STR	CON	SIZ	INT	POW	DEX	APP
10	14	7	10	6	14	3

**Move:** 3 / 5 (on Mosquito) **HPs:** 11 **MPs:** 6+4=10

**Weapons and Armor:** Normal ENC = 5.5 (off mosquito). **FPs:** 28-6=22. Wears a soft leather flight suit and smoked-glass goggles.

weapon	SR	attack/parry	damage	ENC/AP
Blowgun	3/9	48 / -	1d3+poison	.5 / 4
Dart (2)	3/9	48 / -	1d6	.5 / 4
Light Mace	8	36 / 19	1d8	1 / 6

**Spirit Magic (24%):** Disrupt (1), Heal 2, Protection 1

**Skills:** Ride Mosquito 66, First Aid 43, Human Lore 22, Insect Care 24, Speak Darktongue 28, Sneak 61, Hide 64, Listen 41, Darksense/Scan 61, Darksense/Search 57, Visual Scan 27, Visual Search 31

**Special items:** 4 point *power storage crystal*



**Combat Notes:** Pizzle is an aggressive pilot hoping to score kills and thus gain prestige among his fellows. In aerial combat he relies on his mosquito's greater agility to out-maneuver foes, but is hampered by how slowly his mount flies. He constantly fires blowgun darts in the hope of getting a poisoned dart through (injecting insect venom, POT 8). His blowgun is a prized trophy from a slain elf, and cannot be easily replaced; he has fastened a lanyard onto it; fumble results of 74-79 that would knock it away only mean he drops it from his hand. A roll of 80 means the lanyard snaps, and the blowgun falls. He will pursue it if he can.

**BACKGROUND AND ROLEPLAYING NOTES**

Pizzle is a foreign trollkin adventurer who left his tribe in the Shadowlands and eventually ended up in Laca. He is not fully trusted by his fellow pilots, and was accepted only because of heavy losses on a mission. He is also the least experienced of the pilots, and the other trollkin would be less likely to ransom or rescue him. Having seen his skills and cocky attitude, they don't expect him to have a long aerial career: hopefully, he'll serve to draw fire for a while.

Pizzle lacks elite training, and is demoralized by daylight: reduce his attacks by 25% in days when there is less than 50% cloud cover. When fighting in daylight, he refuses to cast offensive spells, hoarding his MPs for Heal and Protect.

**Personality:** Pizzle is obnoxious and arrogant, but his skills are not up to the task. He prides himself on his knowledge of humans ("Knew some Kitori, I did"), and will offer advice and suggestions in dealing with them – advice that is often incorrect for Sartarite or Praxian culture, if perhaps appropriate for the Shadowlands.

**Appearance:** Pizzle dresses garishly, often robbing the dead for the odd shiny bit or flashy patch of velvet.

**DORA**

*Female trollkin, Gorakiki initiate, Zong lay member*

STR	CON	SIZ	INT	POW	DEX	APP
12	16	6	10	10	18	9

**Move:** 3 / 10 (on Bee)      **HPs:** 11      **MPs:** 10

**Weapons and Armor:** Normal ENC = 9.5 (off bee). FPs: 28-10=18. Wears chitin armor (ENC 2) made from insects over a soft leather flight suit, and smoked glass goggles. APs: 8 points on head, 6 points in other locations.

weapon	SR	attack/parry	damage	ENC/AP
Javelin (x4)	2/7	74	1d8	1.5 / 8
1H Pilum*	7	54/-	1d6+1+2d4*	2 / 10
Buckler	-	- / 46	-	1 / 8

\* Used only while mounted (hence the damage bonus). Dora usually drops her "lance" if it penetrates armor, to avoid being pulled off her mount. This requires a successful DEX roll.

**Spirit Magic (40%):** Disrupt (1), Heal 2, Protection 1, Control Bee (1)

**Skills:** Ride Bee 75, Dodge 53, Fast Talk 42, First Aid 26, Speak Darktongue 46, Darksense Scan 68, Darksense Search 64, Visual Scan 21, Visual Search 36

**Special items:** 2 point *Healing Focusing Crystal* (see *Elder Secrets*, pg 38)

**Combat Notes:** Dora is a decent pilot but relies on brute force: sharp dives, long slashing turns, and vicious acceleration.

Dora prefers to use her speed and mobility to spread havoc among ground targets, particularly pack animals and steeds (in the hopes of causing stampede or panic). Typically, she flies close to the ground, attacking with lance, javelin, or Disrupt as she passes the enemy, then speeding away up and out of range.

**BACKGROUND AND ROLE-PLAYING NOTES**

Dora was a pilot for the Bumble Clan, a small bee-riding clan that lives near the Vale of Flowers. She soon gained notoriety for her role in skirmishes with rival tribes, as the most aggressive of the clan's pilots. This proved her undoing when she attacked an elf patrol that threatened a group of flyers, killing one of the elves and wounding several. While not unhappy with the result – the elves favor the Honey Bee Clan of Troll Hive and deny the Bumbles the best flower fields – the clan elders sought to mitigate elvish anger by exiling her and suggesting she had been killed.

**Personality:** Dora is cold, distant and emotionless – she comes alive only aloft, closing in for the kill. This makes her the most aggressive of the pilots; occasionally, it also leads her to disobey orders to make a kill. She is a fairly accomplished huntress, and often takes wing in search of food and sport. Accordingly, she refuses to attack known Zong cultists, in an attempt to ingratiate herself with the cult.

**Appearance:** Dora is not unattractive for a trollkin, but constantly dresses in sloppy flight leathers. Her sole vanity is the earrings she wears in both ears, one for each flying foe killed.

**CHET**

*Male trollkin; Gorakiki lay member*

STR	CON	SIZ	INT	POW	DEX	APP
13	13	8	11	9	16	8

**Move:** 3 / 10 (on Fly)      **HPs:** 11      **MPs:** 9+3=12

**Weapons and Armor:** Normal ENC = 10.5 (off fly). FPs: 26-11=15. Wears soft leather flight suit and smoked glass goggles.

weapon	SR	attack/parry	damage	ENC/AP
Medium Crossbow	2	68/-	2d4+2	5 / 8
Light Crossbow	2	68/-	1d6+2	3.5 / 6
Dart (x2)	3/9	42/-	1d6	.5 / 4
1H Pilum	7	54 / 36	1d6+1	2 / 10
Sm Shield	-	- / 58	-	1 / 8

**Spirit Magic (34%):** Disrupt (1), Fanaticism 1, Heal 3, Protection 2, Speedart (1)

**Skills:** Ride Fly 93, First Aid 35, Darksense Scan 84, Darksense Search 89, Visual Scan 12, Visual Search 18

**Special items:** 3 point *magic point matrix* in badge on jacket, usable only by trollkin  
*Endurance 3 matrix* in a dog's tooth (kept secret)

**Combat Notes:** Like most pilots of the Fly Clan, Chet received poor training. He lacks strong abilities as a dog-fighter, and usually tries to attack targets already engaged by another pilot. His defensive skills are much better, and he uses a wide array of acrobatics to shake off pursuit.

Chet prefers using his light crossbow over Disrupt; it is difficult to recock in mid-air, however. Typically, Chet waits for the best possible shot, fires, then flits out of the combat area to slow down and recock before returning.

Chet lacks elite training, but has long experience surviving in sunlight; his eyes have been badly scarred by it, however, and he has very poor sight. Subtract 10% from his combat attacks if cloud cover is less than 50%; he will use stored magic points for attack spells, but no personal MPs.

**BACKGROUND AND ROLE-PLAYING NOTES**

Chet is a survivor of the Flying Trollkin massacre, when the

notorious bandits ambushed someone they shouldn't have. He considers mercenary life to be essentially the same as his last racket, and plots to take over the group when Dehav dies or retires. If a large enough offer was made, however, he would cheerfully sell out his fellows or break a contract.

Chet holds a long-standing grudge against humans for their role in the destruction of the Flying Trollkin, and will take petty revenge on any member of that race if the opportunity presents itself. This has caused the Jabugs trouble on occasion.

**Personality:** Chet is immoral and ambitious and, while not too intelligent, is long on low cunning. He would prefer intrigue over open conflict if he was smarter, but nurses long grudges.

**Appearance:** Chet dresses in a tattered human leather great-coat several sizes too big for him; this and a few pieces of fake jewelry are mementoes of his bandit career.

**SCENARIO IDEAS**

**GARPOZ IS DOWN!**

The Jabugs include a number of non-combat pilots. Garpoz is a butterfly rider who flies reconnaissance missions far above Darksense level. On his last mission, his butterfly was Disrupted when he flew too low; though he lived, he was taken prisoner when it fell to the ground. The Jabugs and their employers cannot intervene directly and prove their involvement, and so want to hire non-troll adventurers to rescue Gar before he is eaten or fingers the Jabugs.

**IMAGOEES-A-GO-GO**

To tend their insects and maintain cult ties, the Jabugs rely on Bug-face Korzalak, an independent shaman wise in the ways of Gorakiki. Such shamans are rare (if only because the Gorakiki cult frowns on them), and Korzalak provides many services otherwise unavailable to non-cult members. The Jabugs might hire PCs to guard Korzalak from jealous Gorakiki imagoes seeking to protect their monopoly of knowledge, as the mercenaries are understandably weak on ground-combat skill.

**THE T.A.F. WANTS YOU!**

The Jabugs often look for new recruits, as rookie pilots have short life-spans. Trollkin PCs might consider joining up for a hitch. Potential applicants must supply their own riding insect and one for the group, as obtaining decent riding insects is a constant problem.

**ON THE GROUND**

Insect riders in the field typically operate out of primitive base camps. Insects and pilots are vulnerable when on the ground, so precautions are taken to protect them. Enemies make an equal effort to locate camps and overrun them. Troll characters might be assigned to protect the Jabugs, or alternatively be given the task of locating the camp and ambushing the pilots on the ground.

**LAST OF THE FLYING TROLLKIN**

Small parties of humans who venture near the Jabugs may encounter the wrath of Chet. If he discovers them nearby, he will attempt to convince Dehav to attack them – possibly by planting evidence that the humans have hostile intentions, possibly by attacking the humans alone and then retreating slowly, to provoke them into attacking the Jabugs.

**THE DARK SIDE OF THE MOON**

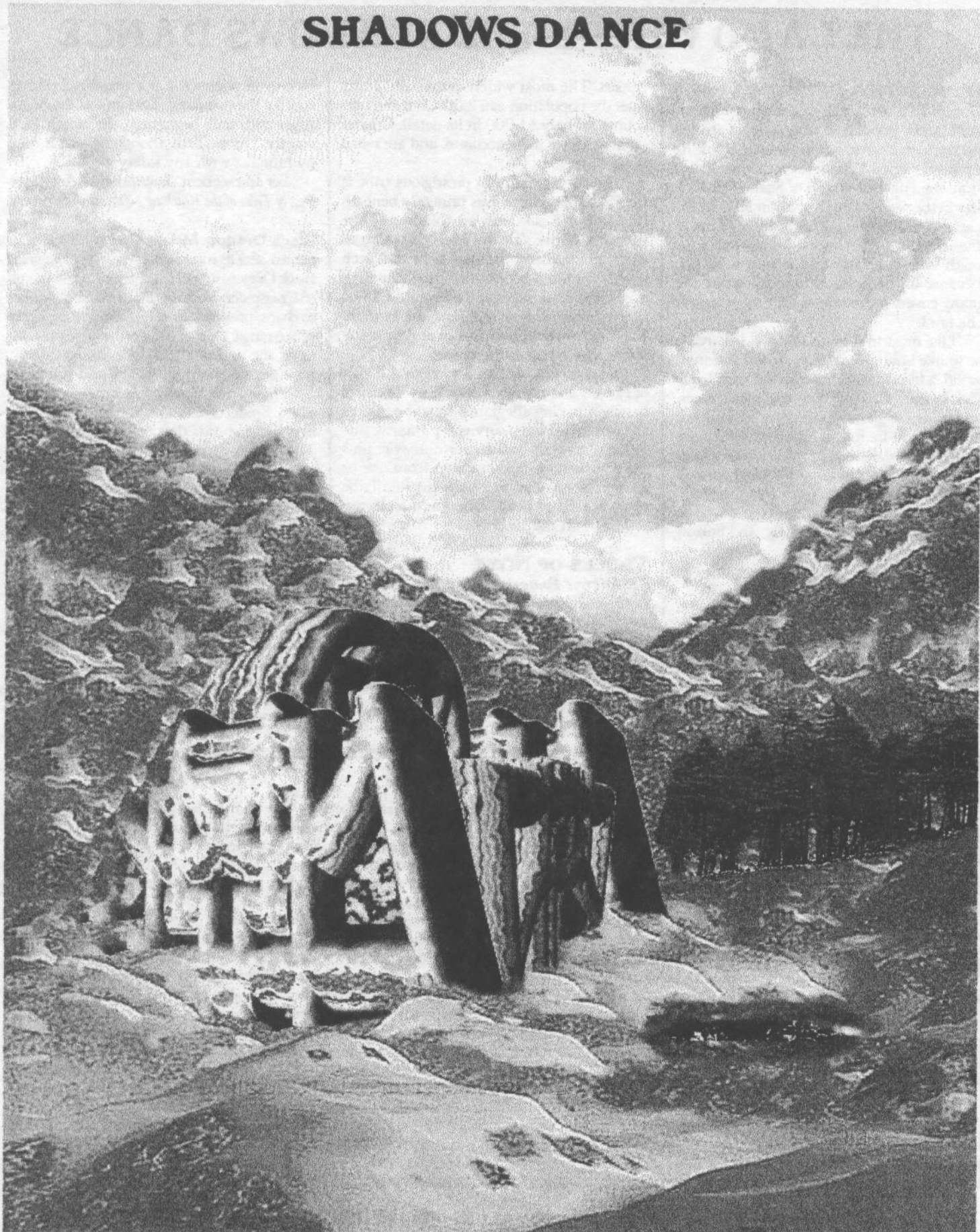
Although the trolls long ago declared war on the Lunar Empire, the Castle of Lead has remained officially neutral on the occupation of Sartar, for expediency suggests that they restrain themselves against such powerful, hostile neighbors. Occasional bands of trolls raid them, however, and recently the Jabugs (possibly paid by Sartarite rebels) have been assaulting Lunar supply trains, flying out from just inside the borders of Dagori Inkarth.

The Lunars have decided on a subtle approach to end this problem, and are sending two Blue Moon trolls to harry their attackers. These may contact sympathetic local troll characters to aid them in eliminating the Jabugs. Alternatively, troll or human characters might aid the Jabugs and give the Reds a poke in the eye. If statistics are needed, use Horribilis and Jakasan, from *Into the Troll Realms* (pp 6 and 11), though they should probably be beefed up a bit.



**GREEDY, NON-UNION, BOSS TROLL FIRES HIS EMPLOYEES ON PAY DAY**

# SHADOWS DANCE



# THE LAND WHERE THE SHADOWS DANCE

## DESCRIPTION

Dagori Inkarth is one of the most ancient troll lands, populated when the uz arrived on the surface after generations of climbing up from ruined Wonderhome. It stretches from the Frightful Woods of Snake-Pipe Hollow in the west to the Desolation Hills in the east, from the Sleeping City Hills of Prax in the south to the Rockwood Mountains of the north. It has survived Time in strength, in part because of the protection provided by the many covering shadows which move across the land.

Like most troll lands, Dagori Inkarth is so unlike human realms as to be a different world, a blasted wilderness dotted with harsh rock formations, lonely fungus-infested trees, and groves of giant mushrooms. Occasional "towns" can be found, many of which are merely the smallest visible portion of a large underground community. Gnarled trollkin gangs roam the landscape, eating the land down to the dirt, while loathsome insects of all sizes and shapes crawl, fly, and burrow everywhere.

For more information on Dagori Inkarth, see *Trollpak*, Uz Lore Book pp 36-40.

## INHABITANTS

The uz of Dagori Inkarth are divided among seven tribes, plus numerous smaller groups. Population estimates vary depending on the gullibility and paranoia of the human taking

census. The most widely-publicized study gives the population as 72,000, but then accounts for only 61,000 in its detail. Greater estimates seem more accurate, and are relied upon here.

The largest and most prestigious tribe is the First Tribe, which lives primarily beneath the Castle of Lead. They are followed by the Bee Tribe of the Vale of Flowers; the Ongafi Tribe around Laca; the Gash tribe in Natch land; the Indigo Mountain Tribe; the Korzant Tribe, an offshoot of the First tribe found in the Lesser Ridges area; and the Boulder Tribe, whose members live in and near the settlement of the same name.

Small groups of elves survive in the Vale of Flowers and the Redwood. They alternate between paying allegiance to and resisting the trolls, and have survived primarily due to luck, strength, and powerful magic, plus the occasional political support from one or another group of trolls, usually the Bee Tribe or the Castle of Lead. Other non-trolls are unknown in the land.

## TROLLS OF NOTE

See *Wyrms Footprints*, pg 95, for descriptions of the most famous trolls of this era.

## PLACES OF INTEREST

**Adari:** This border town between Prax and Dagori Inkarth is inhabited by uz and men, and combines the worst cultural traits of both.

Its only importance is as a traditional trading spot for the two races. Two important Argan Argar trade trails begin here, the Natch Trail and the Throne Trail, though neither is used by humans with any safety.

For an excellent description of Adari, see *Best of Tales of the Reaching Moon*, due out soon.

**Black Dragon Mountains:** This range is named after its most famous denizen, the great Black Dragon, whose true name is known only to Cragspider. Here the deity Hard Earth fell to chaos, breaking apart into the granite peaks of the range. One of the northern peaks contains the den of the dragon itself, though no human has ventured there and survived.

The western end of the range is known as the Spider Mountains for the large numbers of arachnids that live and hunt there. The Spider Mountains are ruled by Cragspider from Cliffhome, and no troll ventures into them without her permission or supreme confidence in his fighting abilities.

**Boathouse Ruins:** This site is the remnant of the stone town where the giants of the Rockwood Mountains once built the cradles they sent down the Zola Fel River. Though there were only a half-dozen buildings, they were awesome in scale. But the structures were smashed centuries ago, perhaps by the giants when they stopped sending the cradles.

The ruins have been occupied for the last

## WHY ADARI SLEEPS

In the hills north of the town of Adari there is a strange rock formation which, to Darksense, appears to be a giant troll carved from stone. The rock is named Grogg. Grogg stood in that place to fight chaos, and still stands where it turned him to stone. From a certain spot in the river bed Grogg aligns with Oganganos, the fourth of the Good Giant Mountains. Turning north towards the Castle of Lead at that place, a troll who knows what to Darksense for will soon find a hidden cave. This is the cave of the nymph Adari.

After the uz left Wonderhome, Gore and Gash led our ancestors up the Backhill Path, which brought them to Dagori Inkarth. There they raised the Castle of Lead, home of the Ancestress.

In Wonderhome, Adzurana [*the River Styx*] had grown from a still pool to a great black sea, and given rise to many children, the rivers and seas. The Waters in turn had their own children, the nymphs and undines. And one of these was Adari. The rivers brought war onto the surface of the earth, and Adari was one who followed after in peace.

During the Eating Time [*Great Darkness*], the mighty armies of Dagori Inkarth spread out from the Castle of Lead. When the humans of Prax unleashed the fires of Oakfed on them, many uz

fled in fear, remembering those that had been destroyed in Hell by the Death Sun. Gore and Gash, the sons of the Great Drummer, came to the nymph Adari and traded with her for the secrets of her cool waters, in return for a future favor. They then showed those that had been burned by Oakfed how to use water to soothe their hurts.

Some time later came the god Lodril, who had been beaten by the uz when they first left Wonderhome. He struck at Adari, for he was too cowardly to face the Twins directly. Gore and Gash came when they heard her cry for help. They chased off the hot god again, but not before he had boiled away her soothing waters. The wounded nymph asked now for her payment, and the Twins taught her how to hide in the Dark Earth, where she could sleep safely until they returned to wake her. This they did after Lodril was chained by mighty Argan Argar and the monsters of chaos were driven out of the world.

This is why, on the last night of Sea Season a shaman must make the journey to Adari's secret cave to guide her to safety, and on the night before the holiest night of the Ancestress, a shaman must return to the cave to wake her from her sleep.

hundred years by the Rokinz clan, an independent group who worship Gorakiki. The Rokinz raid on boats, sometimes even attacking Far End with the aid of the water insects they raise. When attacked in their home they retreat into caves and tunnels dug into and around the ruins, emerging again when the threat is gone. Their boats are shoddy but easily replaced; many are no more than barrel rims, planks, and the like left over from the days of the giants.

**Boulder:** This settlement is the largest of the Boulder Tribe. It was built by Gore and Gash long ago to mark the division between their territory. It is formed of a great granite boulder a hundred feet high against which the twins piled many smaller (but still huge) stones. The inhabitants are said to be strong, even for uz, and their tales are full of feats of strength. Hurling boulders is a favorite sport, and Vaneekara is well loved.

Boulder is home to the Crushing Horde, a famous mercenary unit. Though many members worship Zorak Zoran, there is a permanent "artillery" contingent composed of Vaneekara acolytes and their uzdo porters.

**Castle of Lead:** The Castle of Lead is the most ancient settlement in Dagori Inkarth, created by Gore and Gash when they arrived so that Kyger Litor could be called to bless them with her terrible presence. Gadblad summoned demons to build it from lead and stone, and even though most of its expanse is underground, visitors are awed by its immense size and obvious invulnerability to attack. Though humans and chaos have reached its gates, none has ever passed within unless invited by the Great Mothers of the Eldest Kin, who rule all uzdom from the bowels of the fortress.

No human has ever been in the deepest levels of the Castle of Lead. The upper areas are occasionally almost acceptable to human senses, but the lowest are deadly, sometimes even for the uz. In the deepest level resides Kyger Litor herself, giving her ancient wisdom to her daughters.

Somewhat surprisingly for such a powerful Kyger Litor stronghold, the rivalry between Karrg's Sons and Death Lords is very strong here, so much so that each controls a unit of uz warriors. The Snarling Butchers are the Zorak Zoran faction, and one of the most powerful uz military units. The Body Eaters are more disciplined and skilled in offensive magic, and have been known to operate outside of Dagori Inkarth, most recently aiding Gerak Kag in the assault on Pavis. By ancient decree of Kyger Litor herself, the two

groups do not fight amongst each other, instead seeking to impress the Great Goddess with victories against her enemies.

Nearby Sporewood is home to the largest group of voralans [*black elves*] in Glorantha. It is claimed by the Eldest Kin, and no uz may trade with the voralans without the permission of the hierarchy at the Castle.

**Cliffhome:** Cliffhome stands on a southern peak of the Black Dragon Mountains. Its graceful towers and spans are unlike any other uz structure; the uz say they were spun by Cragspider the Firewitch herself long before they came to the surface. Drawings of the structure sketched by humans differ wildly, suggesting that either the city is in constant flux, that it is continually rebuilt, or that different humans see different facets of an impossible form. Many uzdo are born here, and Death Lords from throughout Dagori Inkarth come to purchase strong warriors for their cult. Almost all of the uz who serve Cragspider are uzdo, and they are almost unbelievably well trained.

Each of the three faces of the mountain boasts a cluster of structures. One, weird and inhuman, is the personal abode of Cragspider and her arachnid servants, the children of Orani, Mother of Spiders. Another, of typical stone construction, houses her uz followers. The third can only be darksensed or seen by magic (sometimes at midnight), and is said to house the demons, spirits, and other-world creatures that serve her.

Two other structures jut out from the mountain. The first is a black stone castle built in a cleft a third of the way up from the base, the barracks of the local Legion of Death, which is composed almost entirely of uzdo. A narrow trail leads up to their formidable walls, but many suspect there is a secret exit, for the Zorak Zorani are able to deploy at the mountain's base much faster than the trail should permit.

The second is known as the Webhouse, a complex of small silk and stone buildings that dot the mountain roughly two-thirds of the way up from the base. Here the spider cavalry of Cragspider resides, a small but elite unit that supplements the Legion of Death. Spider patrols are sent to enforce Cragspider's dictates on the trolls of the surrounding area; the guard commander is always one of the rare sentient spiders that serve the Firewitch.

The surrounding Spiderlands can be dangerous even for trolls. In addition to the many arachnids which hunt there, a dragonewt city stands nearby. Trolls who go to investigate it are never seen again.

**Dead Woods:** These were once part of the ancient Elfwoods that spanned eastern Dagori Inkarth. When the elves proved able to defend themselves against trollish arms the uz called upon Malia, and their ally in darkness responded. Walking amidst the aldryami defenders, she spread pestilence from her claws and dripped plague from her tusks. Troll legends say the woods were formed in the course of a single night, though in reality it probably took a number of seasons. Interestingly, no animals were affected, though most left the woods millennia ago.

The spirits of the area remain, though there is disagreement as to the reason. The humans of Alone claim that Malia's evil taint prevented the elves, trees, and other plants from returning to Aldrya. The local trolls insist that Malia caught the spirits and left them here as food for the trolls. These trolls, the Kabama Clan of the Indigo Mountain tribe, are known to venerate Malia, and often roam the Dead Woods with her protection. Many know the special rite to feast on the ancient spirits that live here.

The influence of Malia has diminished here over time, and it is usually safe for humans to travel through the southern half of the Woods (save for the occasional troll marauder). The northern half, however, is still haunted by the ancient spirits of the elf woods, and is dangerous to those without the proper protection. The elf spirits are quiet in Dark and Storm seasons, but the local trolls are correspondingly more active. The ancient ghost of a vengeful and powerful dryad haunts the Woods, and rarely distinguishes between trolls and humans.

**Echo Valley:** In this strange valley (found near Winter Mountain), echoes ring out in

**POPULATION OF DAGORI INKARTH**

<i>Trolls</i>	
First Tribe . . . . .	18,000
Bee Tribe . . . . .	16,000
Ongafi Tribe . . . . .	12,000
Indigo Mountain Tribe . . . . .	11,000
Gash Tribe . . . . .	8,000
Korzant Tribe . . . . .	6,000
Boulder Tribe . . . . .	4,000
Independent Trolls . . . . .	15,000
Wild Trollkin . . . . .	<u>60,000</u>
<b>Total</b> . . . . .	150,000

<i>Non-trolls</i>	
Brown Elves (Vale of Flowers) . .	3,000
Green Elves (Redwood) . . . . .	<u>9,000</u>
<b>Total</b> . . . . .	12,000



response to any sentient being's voice, although they do not repeat the phrases as spoken, like normal echoes. The phrases and sounds that echo through the valley have never repeated themselves, at least to the same traveler, and only rarely can one make out the same voice twice. The comments are often nonsensical, though Kajak-ab Brain-eater is known to have held a conversation for many minutes with the echoes. No traveler has ever been able to find the source of the voices, though many different languages and phrases have been recorded.

The Echo Valley clan lives near the valley, and have remained independent from the tribes of Dagori Inkarth since before Time. Their priestess of the Blue Moon regularly comes to the valley to perform her Divination ritual for the clan.

**Gabtrap's Pass:** Hardly a pass by human standards, but more than enough for the hardier trolls, Gabtrap's Pass is the chief route for trolls between Dagori Inkarth and the troll strongholds of the Elder Wilds. The Gabtrap clan seized the pass long ago, and have successfully held it against all who have sought to rest it from them – dwarfs, trolls, or humans.

The tribe charges 20 bolgs for each leg of each creature that wanders through the pass. The rough trail is sufficient for insects, but horses have a difficult time and wagons are almost impossible to take through.

Most human maps name this Bagtrap's Pass, due to the unscrupulous actions of a trader named Bagtrap who capitalized on the similarity of his name to that of the

clan's. This Sartarite frequented the route until his actions were discovered by the Gabtraps. He has not been heard from since.

**Gash Skull:** This great tuskless skull is venerated by the Gash Tribe as the remains of their mighty ancestor. Many of Gash's other bones once rested nearby, but the tribe moved them to a secret place centuries ago after foreign Zorak Zorani attempted to animate the giant skeleton for their own use.

A large troll village lies at a slight remove from the skull. Only uz who can prove their descent from Gash are allowed to live here, as determined by tradition (or Divination, when necessary). Nearby Natch Lake has a permanent encampment for the uz of the Wily Bastards, though their numbers are usually small except in times of war. The Wily Bastards have a well-known history, and are most famed for the great ambush of dragonewts they mace-headed in Dragon Pass centuries ago, though it had disastrous results when the uz were in turn ambushed by other dragonewts.

Each holy day the Gash Tribe gathers in Gash Skull to venerate their great founder. There is no actual temple structure; during services, the Great Mothers stand in the nose sockets and minister to their flock, which stands below or (if of one of the powerful families) within the brain cavity.

**The Giant's Way:** Sometimes, giants journey between Snake-Pipe Hollow and their homes in the Rockwood Mountains. No troll knows exactly why, though most know of the Shade Table, where the giants often gather. The Giant's Walk is a path, the soil pressed into rock by the centuries of passage of countless giant feet. Trolls rarely linger near the walk for any length of time, as irritable (or careless) giants are known to kick lesser creatures that crowd their path.

The Giant's Stile crosses over the Ridge of Thieves. The ridge is high and sharp enough to annoy even a giant, but the stone stile allows them to step over safely. A troll can walk across the ridge under it without bending, and many visiting trolls stop to marvel at the wonder.

The Giant Stairs were hacked out of the Rockwoods where the Giant's Walk climbs the slopes of the mountains. The deep, wide steps are intended for a giant's stride, and are a greater obstacle for lesser races than the mountain slope itself would be.

The Doorway to Nowhere gives Door Mountain its name. No troll knows where this mysterious portal goes, but many uz legends and even a few living witnesses af-

firm that a great door opens from the very rock of the mountain. No human or uz who has snuck in with one of the entering giants has ever returned to tell of it, despite the various fairy tales the humans and trolls of the area tell their children.

**Grand Mine:** In the Lesser Darkness, a battle between the forces of Darkness and Storm took place here, decimating both sides and leaving the land littered with the corpses of lesser gods. The bodies were in turn buried and forgotten in the turmoil of the Greater Darkness. Trolls eventually discovered the remains, and began a small excavation for magical lead. Magical crystals were sometimes found here, too, making the mine doubly precious. Later, during the Second Age, dwarfs came to mine the precious metals, and managed to drive out and then hold off the trolls for almost a century before abandoning the project and leaving.

The trolls eventually adapted the excavation for their own use. Where the dwarfs had sunk shafts into the earth, the trolls used vast gangs of enlo and insects to dig a gaping pit from which they extract bronze, lead, and occasional other metals. Grand Mine remains an important source of these metals for the trolls of Dagori Inkarth.

At the bottom of the pit lies a huge worm of rare type, which digests rock and ore and excretes pure lead. Enlo slaves tunnel into the rock at the sides of the pit, hauling back fragments of ore and raw rock to feed the worm. Uzdo and Karrg Beetles haul metal and stone blocks from the pit to the surface.

A collection of buildings surrounds the rim of the pit. As it widens and erodes, the buildings eventually crumble and slide into the mine. The only building of any significant age is the temple to Swems from which the ancient worm was originally summoned. It is the only large temple to Swems in Dagori Inkarth, and perhaps in any troll land.

**Indigo Mountains:** Although most uz are blind to all colors except red, and so call this range the Inkarth Mountains, the trolls of the Indigo Mountain Clans are different. The Founder of the clan, Tavtoki Blue, won a bet with the Great Imp, and now her descendants can enter a special cave in the mountains and return able to see this color, if they survive. Most uz think the ability is worse than useless, that it makes them more like humans, but the clan maintains it makes them better hunters.

The mountains erupted from the earth during the Storm Age, shortly before the uz came to the surface. By the time the trolls



arrived, the Great Night Worm had already crushed the fire spirits of the range, leaving them easy prey for the invading forces of darkness. Mighty Karrg strode forth to protect his followers from the fearsome creature, and tales are still told of the battle. At last he killed the monster and cast its body aside to form the Worm Hills, and so made the range safe for the uz.

The southern slopes of the Indigo Mountains are forested and hilly, a good source of game and useful plants. Uz love to hunt here, but must compete with Praxians and Sartarites. Humans know these as the Day-time Woods, for it is then that they can safely enter and enjoy its bounty. The uz know them as the Nighttime Woods, for much the same reason.

The Great Caves are spread throughout the Indigo Mountains. During the time of the EWF, a number of scholars spent many years mapping and categorizing them. Although most of the records are lost, a few survive in the Jonstown library.

The Redstone Caverns are the largest and best-known habitation of the Indigo Mountain Tribe. The only other large population center is at Sentry Mountain, but many small hunting families live in isolated caves throughout the range, and make up almost half the tribe's population.

Though scattered, the Indigo Mountain tribe is quite populous. It is very organized when it comes to war, fielding no less than three organized war gangs. The Murderous Flyers do not ride insects, instead using different types of flying insects to harass their enemies. The Elite Killers are not particularly skilled, but Byls First Regiment (also mustered out of Redstone) has been known to hire out to humans.

**Laca:** One of the largest troll towns in Dagori Inkarth, the "City of Brown Skies" lies in the hills above Salt Lake. Laca takes pride in its size, wealth, and the haze that hangs over the city, protecting the inhabitants from the Enemy's gaze.

Laca is the center of Dagori Inkarth's Argan Argar cult, and is unusual for its above-ground stone buildings (chiefly warehouses of the Argan Argar factors) and the plantations that surround the city. There are 19 major families that live in the town, each complete with its own Kyger Litor hierarchy; each maintains their own small community, contributing to the sprawl.

The warehouses hold metal from Grand Mine, products of Korzant tribe insect herds, food and slave enlo, and other trade goods. The priests of the town compete fiercely with the Castle of Lead for control over non-uz trade, and great wealth passes through the city. If not for the salt trade from nearby Salt Lake (which Laca controls), human presence here would be non-existent.

Laca exhibits a rare case of troll agriculture, if it can be called that. Plantations are worked by gangs of trollkin, who till the soil, tend the crops, and daily haul water from nearby lakes. These crops are used as forage for the food insects and to feed the masses of slave trollkin. The fields of barley and wheat are weed-strewn, sickly, and unappetizing by human standards, but a miraculous achievement for trolls. A large temple to Zugorteg is found here, and the uz here give her an almost human agricultural aspect, though they derive no useful crop magic. Many visitors mistake such rites as a debased form of Ernalda worship, a fact which amuses the more sophisticated trolls.

However, the trolls have learned that the

gifts of the earth do not come without a price. The city has been shaken by Zugorteg's wrath many times, and was partially destroyed in 1538 S.T. when the uz neglected to give the proper respect for her gifts. These quakes seem strange to human visitors, given the lack of Earth manifestations in Dagori Inkarth, but the uz say it is the price they pay for being so close to her.

Not all of the trolls of Laca agree with the agricultural practices of some of the families. Some Great Mothers say that agriculture has brought down the Goddess's wrath on the town, and that if they devoured all of the fields the shaking would stop. As they are a minority, nothing has changed.

Lacan merchants are known for their displays of wealth, and most take pride in riding insects instead of walking. Lumbering beetles and mantises transport mobs of enlo workers and tote trade goods in and out of the city, making the streets very crowded.

Laca is also famous for the large number of enlo who live in the city. Most are slaves, but a small minority are free and enjoy surprising rights, such as owning property. Ambitious enlo from throughout Dagori Inkarth hear the stories of opportunity, and many flee to Laca in hopes of success. Much bad blood exists between rival gangs of trollkin, and they occasionally clash. The response of the ruling uz has been to commission a notoriously brutal gang of Zorak Zorani to patrol the city, and they conduct a reign of terror in the ghettos.

Trollball is popular, but the city has lacked a professional team since the Troll Woods Razers moved back to Kethaela. The annual match between the amateur Unseen Subere Cult and the United Commercial League of Argar is thus the biggest sporting event, and

## THE GREAT CAVES

The Great Caves are both numerous and varied, but the trolls categorize them in three ways:

**Living Caves** are those that house the families of the Indigo tribe. They include everything from the great cave cities such as Redstone Caverns, to the scattered, single caves that house solitary trolls. Many but not all of these caves are connected by underground passages.

**Hunting Caves** are the everyday haunt of Zong cultists who stalk the unusual lifeforms within. A Darkness Age ecology thrives here, with many insects and fungus that have preserved their characteristics of the primal dark, as well as many birds, mammals, and fish which have adopted over time to a life without light. Most hunting caves are isolated complexes, though a few large ones are famous.

**Zugorteg's Caves** lie beneath the hunting and living caves, and ordinary trolls fear them. Their dimensions are not fully known, and many trolls believe that they extend far below the Indigo Mountains.

Horrible monsters are said to dwell here, including terrors that followed the trolls from Hell. The Deep Pit of the Redstone Caverns is the only entrance to one of Zugorteg's Caves known within inhabited troll areas, though another is rumored in the Munchrooms.

Zugorteg's Caves are odd and unique, and include both mundane rarities and magical wonders. There are 77 that the Indigo tribe call by this name. Only two are famous outside of the Deep Pit:

**Helltide Cave** has a spring of Styx water which rises and falls in an irregular pattern that matches the ocean tides.

**Darkglow Caverns** are a group of three caves. In the two larger caves, the strange minerals of the walls glow softly in the darkness in many colors, including varying shades of yellow, green, red, and purple; when exposed to torchlight, the strange glow disappears. The smallest cave does not radiate colors, but darkness itself. It is correspondingly a sacred site, particularly to the cult of Subere, and the uz refuse entrance to any but devout worshippers of darkness.

the occasion of much revelry and rioting.

The local Death Lords are in charge of the defense of the city, and centuries of success have made the Enraged Mob infamous among local humans. One of the famed Argan Argar regiments of trollkin spearmen can also be found here, acting as caravan and warehouse guards. Known as the Immense Spearmen because of their First Age origin in the now-extinct Mountain Giant tribe, they occasionally hire out to humans or to friendly troll factions.

**The Lady's Lakes:** These four highland lakes are notable for their depth; the two largest, Gornak and Gortoz, are known to be deeper than any of the other highland waters, and the smallest, Gorzog, is immeasurable. The lakes are rich in fish, some of which are unlike those from anywhere else in the world. Traditionally, each of the four clans of uz which live here fished only one of the lakes, and in a different way – the Gornak from shore, the Gorzog from boats, the Gorbong from the backs of water insects, and the Gortoz using special hunting insects and spiders. Now, however, the clans share the lakes, and the special fishing restrictions are observed only during rituals, including Zong's week-long holy hunt.

By ancient compact, the Kyger Litor hierarchy at the Castle of Lead receives a quarter of all fish caught here; this is known as the Lady's Take. Each season the priestesses send forth a caravan to fetch the salted and pickled fish that is their due. There used to be five clans, but one tried to refuse the Lady her Take, and was eaten in its place.

Lunch Lake is more typical, and is famed chiefly



"SUCCESSFULLY CAMOFLAGED ELF ELUDES DARK TROLL GUARD."

for the inn of Borzlap Bulgebelly located nearby, on the fork of the Uz and Lunch rivers. Borzlap's specialty is his Roly Poly Pie, though the rest of his fare is fairly routine.

Uz traveling in either direction on the lake are forced to stop and portage at this point; traditionally, they have taken lunch here as well, giving the lake a name and Bulgebelly a clientele. Bulgebelly's rivalry with the Gobbleguts is well-known; each boasts the finest trollish cuisine in Dagori Inkarth, but they are not above stealing recipes from each other. Matches between the Bulgebelly Buttwhumpers and the Thunderbreath Gutgobblers are infamous, with the teams frequently attempting to bribe the giant referees with enormous piles of food, often successfully.

**Leaping Place Falls:** After the Castle of Lead was built, Gore and Gash set about driving out the few remaining inhabitants of Dagori Inkarth. Most fled immediately, but the strongest fought bravely. They provided many meals for the conquering trolls.

In particular, Gash sought to conquer Zolagog, a troublesome water demon that claimed a place in the eastern part of the land. Zolagog sent floods and mudslides against the uz who attempted to settle the region, and enlisted the aid of a tribe of giants to bedevil them. Kyger Litor herself stated that she who conquered the demon could claim all of the eastern Rockwoods. Though a male, Gash was a favored grandson, and resolved to add them to his domain.

The clash lasted for nights, for Zolagog could not be harmed by any of the weapons or magics of the trolls; it was all Gash could do to preserve himself. Gash reasoned that troll strengths were not all those of martial skill, however. Bending down, he sucked the water demon into his mouth and spat it away from the mountains. The Falls mark where Zolagog fell as spittle, and from there it slithered away to the safety of the ocean. It still returns, but no longer in strength.

Several villages dot the shore of the large lake, feasting on its bounty and profiting off humans who flock here to worship their own watery god.

**The Nine Good Giant Mountains:** These tall peaks rose when the Great Darkness came and threatened the world. Each fought to defend the small races of the land against the gibbering, slithering horrors that threatened them. One by one they fell to their foes or into victorious sleep, and their tall pillars mark

the border between the differing terrains of Dagori Inkarth and Prax.

The trolls know each of these giants by name, standing from west to east: Kroken, Thog-mak, Zamrazat, Oganganos, Grozor, Nork, Dajed, Vodexaka, and Zabad. Each is thought to protect against a different kind of danger, and wild troll shamans call upon them with drums and charms.

**Oltuni Caverns:** This is a group of a dozen huge caverns and numerous smaller caves.

Oltuni Zakolith was a famous Lodril-fighter who conquered the last hot spirit of the Indigo Mountains. The caverns that bear her name mark the site where the heat spirit sent spears of molten rock to slay her. Oltuni turned these magics against the spirit, and the holes the spears melted turned hard, cold, and dark. Several of the cavern-tubes connect; most are tall enough for an uzko to walk in without stooping, and they average perhaps a keymile long. Ice forms in the caverns even in the height of Fire Season, and the fused rock walls are black as the Styx.

A large clan of trolls lives here, and have added connecting tunnels between some of the tubes, blocking off entrances to the surface. Although the Oltuni Caverns are not technically part of the Great Caves, and this clan of trolls not part of the Indigo Mountain Tribe, they claim kinship with them or not, as it benefits them to do so. Once in the past they were able to prove their kinship, and another their lack of same, both times through Oltuni.

**Pairing Stones:** This windy monument is sacred to the humans of the south, but less sacred is the tale of how they came to tilt together. Every uz knows this story of why the Stones tilt, and takes great delight in reminding humans of how it came to be.

Once, when Gash raided east and south of Dagori Inkarth, he raided one human village too many. Orlanth himself took up his sword and shield, resolving to put paid to this trollish nuisance once and for all.

Gash would have fought, but Orlanth had his blinding friend Elmal with him. So, he dropped his loot and fled, but not before Orlanth knocked out a few of his teeth. Gash ran north, but Orlanth kept close to his heels. Only as Gash darksensed the Pairing Stones did he see a means of escape. Changing his course, he ran around the stones; once past them he stopped, then turned and took one in each hand. Orlanth was blinded by anger. He ran between the stones in pursuit, and Gash strained to bring the stones together, cracking the storm god's skull between them.

Orlanth was stunned long enough for Gash to find safety in the shadows.

Morocanth have a shrine to Zorak Zoran nearby and uz often meet with them, especially in Dark Season. Beliefs and worship of the two are very different, however. (See pp 109-111 for the Cult of the Dark Eater.)

**Redwood:** This is the last remnant of the once-great Elf forest which covered all of Prax and Dagori Inkarth in the God-time. Although most humans say the forest was fed to Oakfed in the Darkness, the uz naturally take credit for destroying the northern portion of the forest. Because of the extremely hostile environment, all new growth has been within only a few square keymiles, and the surviving forest is extremely dense with the great redwood trees, some of which seem to reach all the way to the sky when viewed from below. Many of the trees have been alive since before the Dawn.

The Redwood Forest is best-known for the two great holy places around which the local aldryami religion centers: the Stump and the Torch. The Rock of Jumat [*Rock of Umath*], though not specifically an elf place, is also within the woods.

The Stump is the remnant of the ancient Shanasse tree that was the heart of the prehistoric forest. Its ancient magics still linger, and the Redwood elves huddle behind its defenses. Even this is not always sufficient, and a great chunk missing from its north side marks where Krok Stump-biter penetrated the elven defenses in the Second Age.

The Torch is a giant tool dropped by some Fire god during the Darkness. Although its owner was slain, its ever-burning light keeps darkness away. It occasionally births ephemeral light spirits, which the elves often ally. One spirit in particular, a great winged horse of light, has appeared a number of times. The Torch is especially strong during Dark Season, greatly aiding the elves in this dangerous time.

The elves themselves are powerful defenders, though they tend to rely more upon magic than even the famed elvish bows. The Fighting Trees is a part of the forest where Warriors of Wood outnumber normal trees. Most trolls avoid this area in their assaults, for a number of clans have been exterminated in foolish attempts to reach the Stump from this direction.

The Gardener of the Redwood is an ancient elf who has coordinated the spirits of the land for centuries. He is very powerful, and can summon ruddy Halamalao [*Yehmalio*] to defend his charges. Recently, the Lunar Empire has sought to ally with the Redwood

elves because the light of Halamalao shines red for them.

Finally, a small group of elven warriors have embraced the powers of the Torch to such an extent that they go to battle against the trolls wielding flaming spears. They are brave defenders, but short-lived, for each dies in battle, burned from within by the power of the Torch; no magic has been found to heal the wounds they willingly suffer, not even the magical waters of Eron [*Arroin*].

Dry Trail is the old riverbed of the Folanri River, which was destroyed by giants in their fights against the elves over logging rights in the forest. When the dispute was settled, the Good Giants created the current path of the river to correct the damage they had done. When they did so Eron came back to life, and is still well-loved by the elves.

**Ridge of Thieves:** This sharp granite ridge, devoid of vegetation, cuts across Dagori Inkarth from Flower Camp to the Oltuni Caverns. It was here that cowardly Orlanth fled from Kyger Litor when he stole her Sandals of Darkness, and where he was pursued by six of her grandchildren.

The uz gather here each Storm Season for a special ritual in which they re-enact this ancient theft. A cowardly human is chosen to represent Orlanth the Thieving Coward, while six strong uz are chosen to pursue him. The Orlanthi is given a pair of sandals (of unusually fine make for trollish manufacture, and the subject of intense competition during the preceding season) and a head start. The granite is razor sharp and the trolls must go barefoot, but any good uz can easily run along the knife-sharp ridge to catch the thieving wind.

When the trolls catch Orlanth's proxy, all know it will be a fine year for them, and much luck comes to the ones who were chosen for the ritual. If he escapes, however, the uz know the weather will be treacherous; for their failure, the participants must serve as slaves to the priestesses for a year, ranking even lower than the enlo.

**The Rock of Jumat:**

Theories abound as to the origin of this great rock. The Orlanthi claim that it is a piece of Umath's Camp that fell here when the Devil invaded the Spike. The elves say it was a mountain hurled at them by some troll god. Curiously, the trolls do not take credit for the hill, instead saying that it is a tool

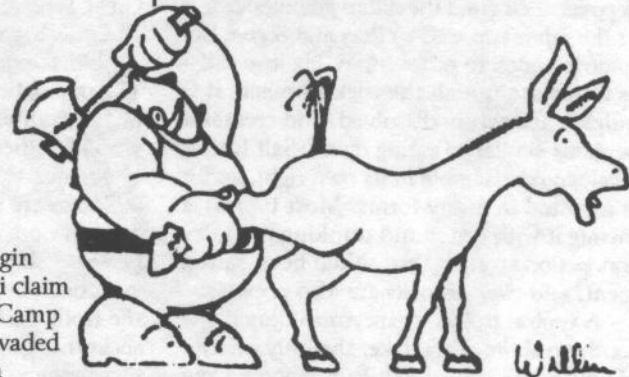
dropped by the deity who slew the Torch holder, and that it is what enabled him to do so.

The Rock of Jumat is tall and narrow, formed of rough stone, much of which is buried in the earth. Though the top of the hill is bare flint, it does not spark, lending some truth to the trolls' myths. Though the stone is not smooth water slides off of it like glass, leaving it dry minutes after a storm. There are holes all through the exposed portion of the rock, so that the winds which constantly spiral around it make constant noises: sometimes they are moans, sometimes music, and sometimes howling to put the Hellwind to shame.

The elves of the Forest avoid the Rock, which is a holy place both for Orlanthi and the few air-worshipping uz of Dagori Inkarth. Uz and humans who approach the Rock along the kilometer-long cleared path are not molested, but any trying to enter through the Forest itself are slaughtered by the elves.

**Rockwood Mountains:** The portion of the Rockwood Mountains to the north of Dagori Inkarth is densely populated by dwarfs, and so few trolls are found there. At least one clan does live in the heights, in part due to their alliance with the local giants of the range. Their worship centers on the Glacier to the north of Throne, which is sacred to ancient Norag. Each Dark Season, many Death Lords travel to Norag's Glacier to woo the goddess for their god, though they rarely succeed.

**Roundlake Mountains:** These mountains were giant sons of Lodril and Zugorteg. When chaos came to Dagori Inkarth, their mother bade them to protect her adopted children the uz, who had aided her in the Underworld. The giants willingly took up arms against chaos when it slithered across Glor-



DARK TROLL GETTING  
A PIECE OF ASS

antha. Krarsht killed each in turn, biting its head off with her horrible jaws; but each gushed out fiery blood, destroying much of the chaos horde and giving the uz time to prepare a defense. Their gigantic headless bodies still stand here, worn down by Time, stark against the lesser hills, with great pits where once they raised their heads to the sky.

Sondorinth was the greatest of the three, and his body stands in the south. Of the three, only he was able to preserve his name. Water fills the great crater where his head used to be; some trolls say these are Zugorteg's tears, shed when her son fell. The trolls believe the waters have healing properties, and come to swim or drink of them.

The smallest giant stands in the middle. When Krarsht bit off his head, some of the chaos demon's saliva dribbled into his neck, and it has been troubled by chaos ever since. Foul monsters swim in the lake's depths, and courageous uz heroes come to challenge them in their environment. A chaos-fighting shrine sits at the base of the mountain, providing special magics to make it easier for the uz to kill water-chaos.

Winter Mountain stands in the north, and is the center of the lands occupied by the Echo Clan, an independent group. They worship Norag and the Blue Moon, and are accounted strange by other tribes.

**Salt Lake:** Long ago, Magasta's children invaded the surface of Glorantha. Most returned to the sea or made pacts with the inhabitants (becoming the fresh water rivers), but this one was slain by the Storm Gods. The tiny sea dried up and left only its corpse behind: a desolate lakebed encrusted with minerals and salts, and the bones of the lake's former inhabitants.

The lake bottom is a valuable resource for the Ongafi tribe. Teams of enlo scrape the salt deposits, then grind them into granules. Much of the salt is exported to Prax and Sartar, but some is traded to other tribes. Uz love salt—as it travels through the rock stomach, it is quickly and easily dissolved, and creates a euphoria similar to eating dwarf. Salt is thus a valued consumable in its own right, and it is ingested in many forms. Most typical is mixing it with water and drinking the salty concoction straight, but salted beer, salted meat, and rocky blocks are also popular.

A typical trollish shantytown lies on the southern shore of the lake; the only feature of note is the annual Salt Fair, when a score of Praxian khans, foreign merchants, and uz agents fight over the limited non-uz purchase rights. It is not untypical for the political motives of the Castle of Lead to influ-

ence which humans can and cannot buy the salt in a given year.

**Sentry Mountain:** A 400 foot tall statue of Karrg stands atop this peak, carved into the mountain itself. Before him stands the Petrified Army, thousands of uz warriors who were turned to stone in the Great Darkness. Rank after rank of warriors stand upon the slopes of the mountain, carefully maintained by the trolls who live in the region.

At the feet of the statue is the temple to Karrg Unfettered. This small cult worships Karrg in his own right, as Wargod and Protector, separate from his role as the dutiful son of the Kyger Litor cult. The Five Priests of Lead reside here, and oversee sacred rituals and heroquests that attract Karrg Sons from many lands. The congregation consists of the descendants of the Petrified Army, for they know that someday Karrg will restore their ancestors to life. At that time they will join them in subjugating the neighboring clans and tribes.

These uz have magics which allow them to summon their ancestors to animate the stone bodies they once inhabited. Local belief holds that the Five Priests of Lead are able to summon Karrg himself into the great statue to protect his people in times of need.

**Sky Fall Lake:** This great magical lake sits beneath an eternal storm cloud, and is constantly filled by the rain which falls there. Strange objects and creatures are often found in its depths, and the uz of the area are famous as fishers, adventurers, and sources of magical treasures.

Several towns surround the lake, all above ground (because of the difficulty of tunneling without flooding). Crabtown is the largest and best known, for it has been visited many times by humans. Of particular note is the Great Temple to Engizi, the Sky River Titan, which is housed within a huge crab shell.

Driftwood lies on the southern shore. The population does not fish, but relies on beach-combing to provide their fare, and wood for their homes. Although the town is cleaner than most uz habitations, the buildings are made of dried out and broken bits of wood, and few last more than a year before collapsing.

Conch lies on the western shore. Here, the trolls build their homes from the great shells that giant hermit crabs leave here when they outgrow them. Occasionally, one of the crabs scuttles ashore, discarding its old shell and selecting one of the uz dwellings as its new home. Lesser crabs, clams, and the like provide food. Since before the Dawn, the

Borukug-worshipping uz of Conch have had a feud with the uz of Crabtown. It probably began over the crab shell there, which the inhabitants of Conch claim as an ancestor.

Shard lies on the northeastern shore. Here, the surf is littered with many fragments of the City of Green Glass, which was destroyed by Engizi. Uz gather the shards and build homes from them, enjoying the strange texture. These gleanings from the lake are also traded to other clans, and even non-uz merchants on occasion; they are especially prized in Esrolia, so long as they are not tainted with chaos. Xiola Umbar is the favored deity of the settlement, for obvious reasons.

**Stinking Forest:** This is not part of Dagori Inkarth proper, but a few clans live in its eastern half. The ancient Troll Ruins are named for the destroyers of the city, not the inhabitants, though no one remembers who lived there. The Ivory Plinth is home to the half-troll Tusk Riders, and is usually avoided even by trolls.

**Thogsarm:** This long, curved hill marks the site where Joraz Cradlerobber defeated Thog Uzfriend. One of Thog's arms was severed, and fell here. Joraz built a great monument to his victory on the hill, fashioned from marble and gold, but it was toppled long ago by nomads and defaced by vengeful uz. It is known as Joraz Fallen, and its ruins lie on the south side of the hill.

Uz sometimes come here to offer tribute to Thog, and rumour has it that a hidden shrine exists. Some uz claim to have found lead and magical crystals here, but it is not proven that these came from the giant.

**The Three Star Wounds:** When chaos roamed the Cosmos, a demon called Korang the Slayer fought a number of gods at the north end of Kerofinela. A god called Hard Earth fell, and his remains shattered and formed the Black Dragon mountains. Korang touched the body of a Sky God whose name has been ripped from the world, and his pure body warped at the touch. He was torn asunder, and his burning, acidic blood spurted across the land.

Where the cascade of burning blood fell were created the Three Star Wounds. Sky Fall Lake was the most terrible wound, but Engizi cleansed and healed it with the blood from his own wound; the blood eventually cooled and formed the lake.

Scorched Valley is the second scar, formed where a thick spurt of blood landed. All life was scoured from the spot, and the molten blood ate deep and crooked channels into

## THE SHADOWS OF DAGORI INKARTH

Source: Kenrol's "Land of Shadows"

The most famous feature of Dagori Inkarth is the many large and mobile shadows which fill its skies, valleys, and caverns. A few are worshiped, and at least one is intelligent and can be communicated with, but most are mindless things which bulge over the valleys and hilltops, subject to natural and magical influences. The most common influence on the shadows are the spirits of light which occasionally erupt from the Torch and scatter the shadows as they pass through the land toward the Vale of Flowers. Some of the shadows also seem to drift with the winds. All block some or all of the Sunlight from hitting the ground below, to the benefit of the thousands of trolls who live there.

Some of the shadows are as black as the darkness of Hell, while others are dim, with a density scarcely greater than mist. Hundreds of distinct shadows are known, but few are of consequence, being either very small, limited to a small area, or lasting only decades instead of centuries. Eleven great shadows were known in the current era, though one of them is no longer found in Dagori Inkarth.

**Army Shadow:** This is not actually "a" shadow, it is thousands of tiny shadows, an army of Shadows floating in the sky together. Sometimes they are closer together and sometimes farther apart, but they seem to always remain in the same relationship to each other, like soldiers at drill. Some of the fragments are larger than the others, and these move around (like officers) within the cloud, which averages 25 keymiles in diameter.

**Natchland Shadow:** This large shadow takes its name from the land over which it is always found. It is at times the largest shadow of Dagori Inkarth; though usually 16 keymiles across, sometimes it is as much as 35 km in diameter. Some members of the Gash Tribe claim that this is the spirit of their greatest Ancestor, protecting them still.

**Darkdeath Shadow:** This shadow was first seen towards the end of the First Age, soon after the Battle of Day and Night. At first it moved around, and wherever it traveled trolls died, burned up from within by fevers as the Cold was leached from their bodies. The famous Great Mother of the First Age, Thorktor Thon, confronted the shadow, forced it to flee, and finally penned it into a small valley far from any troll habitation. It remains trapped in this valley still, which is avoided by all trolls. Other races which enter are usually safe, though all can sense the evil and hatred of the entity.

Some smaller shadows are known which seem very similar to this one, and it seems they may be some troll form of vampiric entity.

**Echo Valley Shadow:** This dim shadow hangs over Echo Valley (near the Roundlake Mountains). It never moves or changes size, though its density increases in Dark Season, like most of the shadows. It is worshiped by the Echo Valley Tribe.

**Hell Wolf Shadow:** This shadow was known in the First and Second Age, but it has not been seen since it left Dagori Inkarth at the command of Gerak Kag, the troll hero who destroyed the old city of Pavis. Hell Wolves could be summoned from it, and they were instrumental in Gerak's defeat of the Praxian nomads on his way to the city.

**Xengarth Shadow:** This shadow is found around Adari. It changes size constantly. Its density varies with its size - darkest when it is smallest, lightest when it is largest. Some trolls think it was created in a failed

attempt to make a new Black Box. It has a large hole near one of its edges, caused in the early Third Age when it was too slow in fleeing, and one of the Torch spirits burned right through it. Efforts by the trolls of Adari to heal this wound have been unsuccessful.

**Shadow Spider:** One of the shadows of western Dagori Inkarth is known to be controlled by the troll heroine Cragspider. On rare occasions it travels through the land on missions for its mistress, but usually it can be found climbing through the Black Dragon Mountains, devouring anything which it catches in its black webs. It is, of course, shaped like a great spider, and was first seen soon after the Sunstop.

**Worm Shadow:** This is a long, narrow, twisting shadow. It is usually found among the Windworm Ranges, slithering between and around the many peaks of the range, making them appear to be wrapped in bands of shadow. It sometimes spawns smaller, short-lived shadow worms, which prey on spirits in the area, including spirits allied to or bound by trolls, humans, and other races.

**Styx Shadow:** Also known as Will's Slick by local trolls (for unknown reasons), this shadow spends most of its time within the calm water of various lakes, usually one of the Lady's Lakes. It is only seen rarely, when it leaves one lake and "pours" through the air towards another. It is the lightest of the great shadows of the land, and is practically invisible even in clear water. It has never entered Sky Fall Lake.

The Styx Shadow is believed to have originated in the Well of Shadows, and so comes directly from the Underworld. It does not harm life in the lakes it inhabits, and some of the boat and fisher trolls consider it lucky if the spirit inhabits their lake. Many attempts have been made by these clans to "lure" the spirit to their body of water, with sporadic success.

**Hungry Shadow:** This small shadow can be found anywhere in Dagori Inkarth. It devours other small shadows wherever it travels. Local trolls dislike this, since it exposes them to sunlight, but the Hungry Shadow grows larger each time. A couple of times it has tried to devour larger shadows, but it has always been forced to retreat, usually after a spectacular battle. Some trolls hope it will grow large enough to devour one of the great shadows, and eventually to shield all of Dagori Inkarth forever.

In addition to devouring other shadows, the Hungry Shadow absorbs darkness-related magic. Although it does not get larger afterwards, the trolls who follow and worship it claim that it gets darker.

**Rokoxenko, the Raven Shadow:** This shadow is generally slow and quiet, but sometimes part of it splits off into a few dozen smaller spirits, which travel rapidly across the sky like a flock of ravens. After a few moments of confusion and general mayhem near the ground, the original portion begins to fly across the sky pursuing the smaller shadows. Eventually, it catches them all and becomes whole again, until the next time.

**Laca Haze:** The city of Laca is covered in a brownish haze which never changes size or location (though its density changes, being greatest on hot, windless days). There is much dispute by the trolls over its nature, with most saying that it is not one of the shadows. These Lacans claim that it is a veil provided by their favorite deity, Zugorteg, to protect the trolls of her city.

the earth. Life returned with the Dawn and has flourished, making this one of the best hunting grounds in Dagori Inkarth, though the valley is unusually prone to flash fires.

Web Valley was the last area affected. A spatter of blood flew from the dying star into this valley. As the blood mixed with the earth it cooled, and the valley was pocked with burn holes. The walls remain barren today, but the valley floor is lush with plant life, especially in the southern portion, where the Web River (also known as the Stickystream) washes through.

Web spiders are unusually rife in this area. The numerous scars provide protection for the smaller arachnids against both predatory members of their own kind and hunters of other species. As a result, the valley is thick with webs; the valley walls in particular, devoid of plant life, are draped with them. Unusually, both elves and uz are commonly found in this valley. (See *RQAdventures #6* for information on Web Valley.)

In each of the three scars some of the fiery blood coagulated into crystals, though few could form where Engizi's blood washed. Uz have claimed most over the years, though foreign empires at times have seized the valleys to search for them – the Wall Ruins are

thought to be an EWF outpost that mined for crystals, and the Stakes is a site in the western part of Scorched Valley where uz warriors slew a thousand prospectors from Nysalor's Empire, impaling one in ten's head upon a stake and making a Foe-cursor of it.

**Throne:** The Statue Without A Face once sat here, a mighty statue of a human. Many Zorak Zorani claimed that this was Zolan Zubar, the Dark Wind that aided trolls in the Darkness; other uz claim it was a human king Gore and Gash defeated and forced to sit in tribute to their glory. Both claims were disproved when Pavis brought life to the statue in the early Second Age.

The Throne itself stands 100 feet tall, and seems to be formed from a single block of obsidian. The Zorak Zoran cult considers the Throne to be more important than who or what once sat upon it, and hold their bloody spectacles here on a regular basis.

A dark Pool sits in the quiet shadow of the Throne, and has never felt the painful touch of sunlight. When the uz first came to Dagori Inkarth a well was built to hold the pool. It is the most sacred Xiola Umbar site in the land, called the Well of Shadows; it was here that mighty Pikat Yaraboom was born.

Devout uz sometimes cast themselves into this daughter of Adzurana to transport themselves to Wonderhome (and of course are never seen again), and some believe it has the power to transport to even stranger realms.

**Tog:** Tog is a typical trollish town known to humans as Staghorn. It is renowned for two sacred objects found there, called Tog and the Antlerhorn.

Tog is an artifact of unknown providence, who has a mute presence on the hero plane. The resident uz offer sacrifices of food and magic, but no organized worship. When anything goes particularly well or bad, however, they give Tog the credit or blame, either event calling for additional sacrifices.

The Antlerhorn is sacred to Zong, the site of one of his great kills. Here he slew the Father of Five Points, a deer so great as to provide food for all the uz of Dagori Inkarth for a season. Each year the local hunters sacrifice deer, impala, and other horned mammals to him here. The horns are piled around the Antlerhorn, said to be the hilt of Zong's knife. Many of the horns grow onto the monument, and remain there for many years. This practice reputedly gives the favored hunter power over mammalian prey.

## DAGORI INKARTH CLAN STRUCTURES

Among trolls, inheritance of property and titles follows along matrilineal lines. Most property is owned by females and passed along to their daughters. But a troll's primary heir is not always their eldest daughter; rather, it is the most able, the "Rightful Daughter."

Proving to be the proper heir is sometimes difficult, and depends on recognition by the ruler of her family, clan, or tribe (depending on local tradition). A position of power may fluctuate between lines of descent for generations, as each seeks to support their claim. Rule of tribes is a question of claims that one is the most able daughter of the last ruler, or that one's ancestress was the Rightful Daughter of the tribal founder, rather than the ancestress of the current ruling family.

Within a clan, rule generally falls under a dominant family. This family is descended from the clan founder's Rightful Daughter; there may be several such families, however, each with a different claim. Usually, close relations between families makes for an orderly succession, but in the larger clans conflict between heirs may cause dissent. Their actions may delay recognition of a ruler, giving opportunity to the dan's enemies and denying the dan a leader for crucial ceremonies, since the ruler is usually also the high priestess of Kyger Litor.

With tribes, the ruling clan claims descent from a tribal founder. Uz history claims that when ancient heroes founded the tribes, they granted leadership to sisters, daughters, and cousins who sought their own clans. In many cases (such as the Gash and Indigo Tribes) the name of the ruling clan and the tribe as a whole are still the same, suggesting a stability of rule since these ancient days.

In the case of the Gore Tribe, the ruling Gore Clan (descended from Gore's daughter) was displaced in the late Second Age. Ongala, head of the Ongafi dan, argued forcefully that her dan's founder (Ongafi

had been the Rightful Daughter of Gore, despite the fact that her ancestress had merely married one of Gore's sons, usually a weak claim. After a generation of relatively peaceful debate, Ongala was able to force the issue by incarnating Gore, and so her dan assumed rulership.

The Kyger Litor hierarchy of a clan largely controls this process by their monopolization of the mythic genealogical lines of descent. Sometimes, however, the Great Mothers at the Castle of Lead become involved in the succession for political reasons. In several cases, the Castle of Lead has intervened against other tribes, deposing a claimant by the strength of the First Tribe's Karrg's Sons and Death Lords. Such actions have been rare in the Third Age, but may explain some of the internecine fighting between trolls which occurred during the Inhuman Occupation of Dragon Pass at the end of the Second Age.

Clans can switch tribes, though this is less common than among the humans of Sartar, for example. The Klatok dan of the Indigo Mountains provides a good example. In 1238, the dan was part of the Indigo Mountain tribe. During a period of peace between the Ongafi and Indigo Mountain tribes, Queen Ontoz of the Ongafi was able to marry a daughter into the Klatok dan. Within four generations, Ontoz' female descendants were able to prove that their descent from Ongafi was stronger than from Tavtoki Blue. The dan switched back in the 1400s, suggesting that Onxorho's bloodline ran thin or died out, or that the claim simply was no longer accepted by the Great Mothers.

Similarly, the Korzant tribe itself was founded by marrying Korzant's many daughters into independent clans and clans of other tribes. Even today, centuries after its founding, many Korzant trolls are unrelated to the queen, which may explain why the tribe seems so unruly.

**Troll Hive:** This great mound at the intersection of the Troll and Cholanti Rivers is the home of the Bee Clan of the Bee Tribe, hundreds of whom inhabit its lower domains. Each year the hive grows as the bees add new combs and passages; periodically, uz block off one of the older, lower levels and adapt it for their own use. The Hive has grown in such a fashion since Time began, interrupted only twice: once in 832 when it was sundered by dwarfs; and once in 1328 when the Ongafi Tribe raided during an intertribal war.

Many uz come to Troll Hive for honey, wax, and royal jelly. The Bee Clan rigorously patrols the surrounding area, and the regular overflights make it difficult for intruders to pass unnoticed. A number of newer hives are known in the south Vale of Flowers, and these house smaller groups of Bee Clan uz.

The Titanic Swarm is the name of the local defensive uz mob. It is famed for its regular use of enlo flyers, many of whom occasionally desert and try to operate as independent mercenary units, both nearby and among the surrounding tribes. Most such bands are quickly recaptured and either eaten or put to work within the active areas of the Hive, but some few have become leg-

endary, at least among the enlo.

**Vale of Flowers:** This valley of giant flowers and plants is unlike any other part of Dagoni Inkarth. Ordinary flowers grow as tall as trees, and huge ferns, grasses, and other plants choke the valley floor. The gigantism of the plant life is presumably linked to the giants, who occasionally wander from the Giant's Walk to stop and smell the posies.

A small population of Elves lives in the Vale of Flowers, refugees from the ancient forest who learned to live in this strange environment, and who are politically protected by the uz. The elves tolerate the Bee Tribe trolls since the great bees are needed to pollinate the flowers, and the uz in turn protect the elves who make the giant flowers bloom in all seasons, even Dark Season, when the flowers would otherwise die. This relationship is basically stable, though in times of past weakness the elves have paid tribute to the Queen Bee Troll, and in a few severe winters (when too many bees died) the Bee Tribe has relied upon elven magics to defend against other tribes. The Sunflower Dryad is particularly powerful, and is skilled at protecting her more mobile kinsmen.

Although the Bee Clan has a few settlements in the southern section of the Vale, the only uz in the northern area are found at Flower Camp. This small town has a transient population of uz "stemmers", who fell the giant flowers and strip their leaves and petals (which have their own uses). The stems are carried by uzdo to a staging area along the river to the northwest, and floated down to Sky Fall Lake. Flower Camp swells in Dark Season, when stemmers gather to harvest the winter-killed flowers, and dwindles again in the Spring, but there are always a few teams at work here. The Bee Clan's ancient pact with the elves prohibits harvesting certain types of plants, but many stemmers will break this prohibition if they find the rare valuable or magical flowers.

Several small Gorakiki clans are clustered around the edges of the Vale, foes of both the elves and the Bee Clan. The Cocoon clan of the Korzanti are Gorakiki-Butterfly worshippers who tend the giant butterflies that are unique to the Vale. The destruction wrought by the giant caterpillars has given rise to great enmity between the two tribes and the elves, and skirmishes between the two factions are becoming increasingly common.

## THE ONLY OLD ONE SPEAKS



### ON TROLL MORALITY

Uz do not have a moral capacity, at least not in the human sense. Most of human life is cultural, of course, or at least influenced by culture, and morality is inseparable from this. Humans universally tend to pair-bond, for instance, and all cultures have some sort of

formalization of that status, that is, marriage.

This is not true of the uz. Small aspects are left to local habit, but all uz worship Kyger Litor – instinct. All uz clans have females in charge – instinct. Uz "culture" across the lozenge is much more unified than any human groups could ever hope to be.

*Do trolls have any altruistic sense at all?*

Yes, but only to people that they know and like. Uz are not solipsistic – they have the same emotions as humans, but process them differently. A human walking down a street might step aside so another can pass. An uz would only do so if the other person is a respected friend, or looks tougher than him. An uz loves her children as ferociously as any mother bear, but this does not mean you can expect her to show charity or compassion to strangers.

An uz is perfectly capable of loving another being; this has nothing to do with their cultural morality. It is not "moral" to love family and friends (though it is clearly unnatural not to – a human who kills family members is not so much regarded as immoral as insane and monstrous, and this is true of uz as well). Morality comes

in when you are to respect the rights of non-family and non-friends. Here, uz fall short of what humans perceive to be proper ethics.

In particular, uzuz [Mistress Race trolls] have no sense of love or altruism, though they do rely on such emotions to maintain their position. They are emotionally dead – as cold as the Darkness which spawned them. If it would make them safe forever, the uzuz of the Castle of Lead would send every other troll in the world to eternal flaming oblivion.

*You say, 'Morality comes in when you are to respect the rights of non-family and non-friends.' Isn't this just cultural bias? There are plenty of human moral systems that don't say a whole lot about how you should behave to strangers.*

It is clear that most human moral systems have very specific rules on how to behave to strangers. Family and friends may come first, but the Kralori, Orlanthi, Praxians, and even Malkioni and Dara Happans concur that it is proper to be friendly to strangers, even if you also need to be cautious. Uz, on the other hand, do not have this basic underlying concept. None of the elder races do.

*Trolls are part of the same creation as humans and have many mythological connections with them, don't they?*

Quite right. The uz seem repulsive to humans, but that is only because they are so similar to humans, and humans fear this. I note the same reaction when people watching monkeys can see horrifying reflections of their own behavior in the little beasts.

# DANCING IN THE SHADOWS

## *Trolls and Spirit Magic*

"Then that Penacyr Heartwood gave each of us a funny-looking stick, carved all over and with leaves still growing on it. He said to use it if any of the trees got ignited. He said there was an Extinguish spell stored in each of the sticks, and all we had to do was point it at the fire and ask Aldrya to put it out, and she would. Linus wanted to know how they got the spell into so small a stick. Sarge told him to shut up and pay attention so he didn't get bashed, but Linus just grumbled and played with his stick. The Wood Lord gave Sarge this long stick with a bunch of feathers on it, and another one shaped like a slingshot to Ozzi, our healer, and said that they held some spells too, though he didn't know what Sarge's did, and warned him to use it only if he really needed it.

"But I wondered too, because I had never heard anything like it, so when one of the trees got ignited by the flame-breathing broo I tried it, and I almost couldn't believe it when it worked. I tried it on another tree but I guess it was only good for one use, 'cause it didn't work. I took Linus' (along with his Point matrix, since it didn't look like he'd need either of 'em anymore), and put out the other fire. Sarge bashed the broo after that, so there wasn't any more fires to take care of. We never did find out what Sarge's stick did, because he had to give it back when the fight was over."

Tavtoki Blue-skin, of Adari

One of the problems with the magic system of *RuneQuest*, even in the beginning, was its generic nature. Common spells are given which seem strange for Orlanthi, such as **Darkwall** and **Lightwall**, and magics to enhance only a few skills and characterist-

ics are described. With the publication of *Trollpak*, the problem became even more noticeable – **Lightwall** and **Ignite** are "common" spells, but are certainly not common to trolls!

In an effort to correct this problem, and to serve as a model for detailing different cultures, I offer a common spell list for trolls, including five new spells. I believe some of the spells are known to humans; **Climbing** and **Create Charm**, for example. Some are new (with one resurrected from *RQ2* under a different name), but I cannot claim unique inspiration for Farhear or Climbing, which have been published by others before, in different form.

Additionally, the role of shamans in uz culture has been greatly neglected so far. Troll shamans are not like human shamans, nor are they all alike, since they come from many different traditions: Kyger Litor, Gorakiki, and Dehore, to name a few. Although write-ups are available for cults which include some of these shamans, we have little information on how they act and function, nor on how they are viewed by trolls. To help us understand them better, Sandy Petersen provides some ideas as to the nature and practices of troll shamans.

James Frusetta notes that certain spells which specify sight, such as **Detect/Find/Sense**, **Shimmer**, and **Second Sight**, should be equally effective against/with Darksense. He also notes that humans will have trouble creating illusions effective against trolls without experience, due to their lack of knowledge of Darksense and its capabilities. The same holds true for trolls in reverse.

### COMMON MAGIC

Many spells common to humans are rare among trolls. Also, it stands to reason that trolls would have spells to enhance skills which are common or unique to them, such as their superior hearing, climbing (in emulation of the many spiders and insects they raise), and hiding themselves or objects (because of their connection with the Darkness rune).

#### Awareness

1 point

*ranged, duration 1 hour, passive*

This spell informs the caster if the recipient is detected or sensed by any magic spell. After the spell is cast there are no visible effects and no maximum range. The spell lasts for the full duration, regardless of how many times it is activated.

#### Climbing

variable

*touch, temporal, passive*

Each point used increases the recipient's Climb skill by 5%. Each full four points of spell used increases climb speed by 1m per round. Thus, a human can climb 2m per round with 1-3 points of spell (the normal speed), 3m per round using 4-7 points, etc.

#### Concealment

variable

*touch, temporal, passive*

Each point of spell used increases either the recipient's Hide skill or Conceal skill by 5% for the duration of the spell. Both skills cannot be increased with the same casting of the spell.

#### Create Charm

2 points

*ritual Enchant spell*

This spell allows the enchanter to store any Spirit Magic spell in a physical item, which must be prepared in advance. He must supply all of the magic points for the spell (including any to be used to boost it), and must specify an action or phrase (no more than 7 words) to activate the spell. No POW is required for this ritual, which takes 5 minutes per MP used (including the 2 points for the Create Charm spell itself). If the Enchant roll fails, all magic Points used are lost, and the spell is not stored.

When the spell is triggered, the person who does so must expend 1 MP to activate it, or there will be no effect. As long as the Enchant roll succeeded, the spell is successfully stored; no roll is needed by the person who activates the charm. There is no limit to how long the Charm will store the spell, although a successful Dispel Magic against the item will eliminate the spell without casting it. A 1 point Divine Magic version of Create Charm is known, and is common to most large cults.

#### Farhear

variable

*ranged, temporal, passive*

Each point of this spell halves the apparent distance heard by the recipient. If a specific sound or conversation is targeted, the spell increases Listen, Darksense/Search, and Darksense/Scan skill rolls by 5% per point of spell used. Especially loud noises may be amplified to the recipient's detriment, at the gamemaster's option.



## SHAMANS AND SHAMANISM

What is the place of shamans in troll society? To understand that, we need to realize that trolls don't really distinguish between "priests," "nobles," "shamans," and other types of rulers. Hence, a troll shaman is not held to be inherently different from a Xiola Umbar priestess. Remember that Kyger Litor has only shamans, not true priestesses. Trolls don't even consider Kyger Litor to be a religion; it is just part of their social structure. Kyger Litor leaders are not regarded so much as "holy" as they are "powerful." Troll shamans, as powerful individuals, are leaders or co-rulers of power groups.

Human shamans usually seem mad or (if wealthy) "eccentric," at least to normal men. In comparison, troll shamans are brutal, cold, and selfish, even by troll standards. Human shamans attempt to exploit spirits for the good of their folk, but troll shamans exploit the mundane world (including trolls) for the good of the spirits and themselves. One way to understand this is to realize that human shamans are part of our world extending into the spirit world. Troll shamans seem to be part of the spirit world, extending into ours. They are native to Hell.

Part of this difference comes from the worlds to which troll shamans have access. Troll shamans regularly explore the Underworld, but it is not the frightening hell it is to humans. For trolls, at least for troll shamans, the world around them is Hell. For troll shamans, the Underworld is the troll paradise, and its spirits are their ancestors and allies.

When trolls become shamans, they go to the Spirit Plane and face the Burner. This pale entity may be the Sun, but it certainly also fills the role of the Bad Man for the trolls. The fight is physically painful to the shaman, for he must withstand the spirit's heat and flames in addition to the normal spiritual assault. This tends to scar the shaman, even if the scars are psychic and not physical.

Troll shamans are different from other trolls and shamans in more mundane ways, as well. Their clothing and appearance is eccentric, even for trolls. Troll shamans tend to dress solely for utility, which means lots of animal skulls, strings of beads (each with a different carved symbol), stones, etc.

Troll shamans smell bad, like most trolls, but they do not just stink of the filth which humans would say they wallow in. They have a distinctive odor which can sometimes be perceived separately from the other scents so redolent of trollhood, even by humans. This unique odor is hard to describe, but most

human shamans instantly recognize it as the aroma of Hell and Hell spirits. It is an evil smell, which even many trolls (especially great trolls and trollkin) fear.

Female shamans, like other powerful female trolls, usually carry no weapons, as a sign of their importance. They are almost always guarded by troll, great troll, or trollkin warriors. Male shamans frequently go unarmed as well. Instead of weapons, a troll shaman generally fights by throwing magic stones, striking out with a poisoned stick, or using some other magical device. Of course, often the only weapon used is their spells.

Troll shamanic rituals are long and sonorous, filled with chants and droning hums, the same as with human shamans. Drums, of course, play a major role, and many shamans do not make any noise at all during their ceremonies, so that the sounds will not interfere with the music of the drums. Troll rituals are often bloody as well, and malign spirits (to humans, if not always to trolls) cluster at the fringes, soundlessly gibbering and writhing.

Troll shamans can bring this realm into the "real world," but even for most trolls it is a frightening experience. And it is not without cost. Dehore is the most powerful of the ungodly darkness spirits. When he is called up (always at midnight), the summoner's soul is taken as the price. A deep chill and darkness fills the location of the summons; when morning finally comes, it remains as dark as midnight for the entire day, for miles around.

When the more powerful darkness spirits are summoned, those present often feel pain in their presence, with humans, enlo, and other inferior species feeling the most pain, and uzuz, shamans, and other holy folk feeling none at all. The species most vulnerable to troll magics, such as elves and dwarfs, often die from the contact. Such powerful spirits naturally are accompanied by many lesser spirits as well.

Troll shamans are not automatically seen as allies or enemies by other troll leaders, any more so than are Death Lords of Zorak Zoran or priests of Argan Argar, though certainly all of the various religious figures of the trolls are often in competition, either for worshipers or for the favor of their tribe's or clan's leaders. The basic relationship is the same for shamans as for all other trolls. If a shaman and another holy troll are part of the same power group or family, they are friendly. Otherwise, they are enemies, rivals, or uneasy allies, depending on a myriad of other factors.

### COMMON SPELLS

*(some available only from shamans)*

Armoring Enchantment  
 Awareness \*  
 Befuddle  
 Binding Enchantment  
 Bludgeon  
 Climbing \*  
 Concealment \*  
 Control <Species> \*\*  
 Coordination  
 Countermagic  
 Create Charm \*  
 Darkwall  
 Demoralize  
 Detect Enemy  
 Detect Magic  
 Detect Spirit  
 Detect <Substance> \*\*  
 Dispel Magic  
 Disrupt  
 Dullblade  
 Endurance  
 Extinguish  
 Fanaticism  
 Farhear \*  
 Glamour  
 Heal  
 Ironhand  
 Magic Point Matrix Enchantment  
 Mindspeech  
 Mobility  
 Multimissile  
 Protection  
 Repair  
 Second Sight  
 Shimmer  
 Slow  
 Speedart  
 Spell Matrix Enchantment  
 Spirit Screen  
 Strength  
 Strengthening Enchantment  
 Summon <Species> \*\*  
 Vigor  
 Visibility

### RARE SPELLS

Bladesharp  
 Farsee  
 Firearrow  
 Fireblade  
 Glue  
 Light  
 Lightwall

*\* New spell, described in this article.*

*\*\* Only some versions commonly available, others might be rare.*

# "I HATE TROLLS"

from "The Tale of Saralos Deguys," a Work in Progress

The monsters didn't think we could see in the dark. They crept up the hillside without sound – an awesome task for such huge beasts, especially since they used no magic. Animal senses. The world's oldest and most successful predators, moving so slowly, stalking us. A pack of trolls.

The overcast sky was lightless. A warm summer wind blew in from the west. The dank greenness of the untended fields rankled me. We children had to keep switching our vision back and forth from eyes to glasses to sorbs while tracking. My designated target was so canny he hid twice during the few moments that I peered blindly from eyes and sorb. Arkat sensed my dilemma each time.

"Mottled grey shadow, left two feet from last position." I never saw it until it moved again, but he was right on target the whole time. I never had to tell Arkat where to resight. Ever. I was lucky to have the wonder child as cell mate.

Once, someone down the line shifted. His shoulder plates grated on his crossbow stock. Probably Hafordos. Fidgeter. It didn't seem to slow down the trolls. I expected them all to stop, but they just crept upward.

The monsters got to within fifty yards. I flipped back and forth between sorb and glasses. They were only a quick sprint away. Talar Malaskan Phillippe said they would probably cast their spells from there. They didn't. They just crept.

"By God," speeched Arkat soundlessly, "I can see its teeth!" Peering through my glasses, I could barely discern that my target wore armor.

At thirty yards I could see it wore a huge furpiece over-sewn with metal plates. A cap helmet, bent, covered its head. A huge maul was tied to its back. A club clung, probably *glued*, to its thigh. I could see the bangles and baubles that monsters and pagans use to store magic: tied to a wrist, sewn into the furry armor, another even bound to the head of the maul. At any moment we should see them blaze into magical life. I breathed evenly, ready to squeeze once and end its miserable life.

"Damn," swore TMP. The oath from my officer startled me so much I jerked my head around to see. At least I remembered to keep switching back and forth with glasses and sorbs. Fifty yards behind me a small blue sun burst into view. Nearby, several children screamed in panic and pain.

If I'd watched with my eyes I probably would have been burned, too. As it was the glasses didn't save me, and my eyes went blank. I realized as I went blind that the shape of the burst matched the shape in my sorb (a spirit of some type), materialized instantly. It dropped onto the hilltop where the officers oversaw us.

"Now," speeched Arkat, and I head the twang of his crossbow and the almost instantaneous thudding of the multibolts into his target. I spun. Standing over me was a troll, rushing forward. With only my sorb I saw only its working spells, but it was blazing with light. I fired, and it crashed on me. I held the crossbow beside me so that its shoulder was propped up after the fall. I heard its hot blood running over my armor.

"Ssh," said Arkat aloud as he raised his second weapon. The bolt sprang from its chamber, instantly spawning a brace of glowing imitations which shot from my sight. Arkat laid the crossbow down beside him, looking about the site.

"Thanks, Arkat," speeched Indistros. "Where is Saralos?" Arkat bent and picked up my second weapon. I managed to work one arm free. "Under a troll, but it's dead."

"Come on Saralos," he said, grabbing my hand. "We're going to need some help out here." A rain of rocks struck all about us. He tugged. I was loose to my waist.

"I have only sorb," I speeched. From the corner of my eye I saw the rocks coming. "Duck!" They glowed with spells. One struck Arkat on the shoulder and he fell to the ground.

"Bastards," he said aloud, and pulled me again, horizontal along the ground. He glowed suddenly, lit by a troll's spell to detect life. I glowed, too, and so did the motionless thing beside me. I drew my shortsword. The trolls let out a great roar.

"Here it comes," said Indistros. Off to my left I saw him stand up. I heard his sword drawn from its sheath. I slid the blade between the monster's ribs, then rolled over and looked on the other side, beyond Arkat.

"Where's our magic?" speeched Hafordos. "Where is our Talar? They got Jucalle." I saw him glowing to the right, still prone like us. A troll, also lying down in the dirt, grabbed my face. The glasses smashed across my nose, and his thumb dug into the roof of my mouth; I was jerked forward, cringing into a ball. A club smashed across me, almost across my whole body, and the shock made my head ring and my bones ache. I felt its breath on my face. I groped for my dagger.

Teeth ground my helmet into my head, my gorget into my throat. Its breath smelled like corpses and vomit. Saliva burned my skin, slaving down my neck beneath my armor. I stabbed where its eye might be and felt the slim blade "chunk" through bone into some facial chamber. Its groan deafened me.

The troll spasmed, chomping again, grinding my head and neck with its sharp teeth. Its last breath was hot and I choked, dropped my knife, and thrust myself backwards from its maw. I crashed to the ground, a clattering of armor.

I lay still a moment, trying to listen and see about me. I groped in my pouch and extracted a Small Dose Brown, popped it into my mouth and broke it. I felt better, no more leg pains, before I got the axe from my belt.

"Reload the crossbows if you can't see them. Half of them aren't using any magic. You'll never see them."

"Then I'll take the half I can see, you get the rest." Arkat's hand gripped my forearm and hauled me upright. "Back to back." I recovered my shield. "Turn around slowly."

"Steady now," speeched TMP. A rumbling, like thunder on the ground, passed beneath us, and from a dozen places out of sight I heard a grunt of pain. "Who has crossbows loaded?"

"Hafordos, Sir," he reported. I wondered if he had fired at all. And almost instantly a bright red burst, soundless, about fifty yards to the left. And almost as quickly a burst of multibolts

from my right, eight of them, in a gentle arc through the air. Several smaller, bright white lights exploded there, without sound.

"Look at them all!" said Arkat. Wonder boy was so aghast that I was glad I couldn't see them. "Here, load this."

I knelt, peering in the direction of the lights. I saw a company of dim blobs dashing all about like cockroaches in the light. It was their protective spells which I saw, and their panic. They routed, and vanished into the darkness. We kept loading, and Arkat and I prepared both our crossbows in less than regulation time. We stood, motionless as before, listening.

Someone moaned. Hafordos said, "Damn. Jucalle is dead." And he speeched, "I hate carrying dead."

A huge corpse, lifeless, stretched by me, still oozing blood from its pierced chest. By the time the Sun rose I could see again. I looked around. Three more dead lay near Arkat, one with its leg severed.

"So, you can see now?" asked Arkat. I glanced his way, and he smiled proudly at me with his big grin. He gestured across the hillside. "Isn't it what we came for?"

I can still see where they fell, where the bloodstains are. "They always take their dead away, like us." No corpses lay where our cell mates had hidden, motionless through the night. Faranos stirred, apparently aided by Indistros. To the right, Hafordos peered about, scouting the foreground as ordered.

"Not like us," I said. I shuddered to even compare ourselves to such brutes. "They eat their own dead. They are as happy to snack on the beasts we slew as they would be upon us."

"Glad to do them the favor," smiled Arkat. "And you know, they can eat anything and live. They usually eat trees, but can live on rocks and dirt. They just fight us out of hat-

red and spite." Arkat grinned what everyone called his steel grin. "I hate trolls," he said. "I hate them." The glasses he wore seemed to make his eyes gleam.



# THE ORDER AND PATTERN OF DARKNESS

*Source: Jannisor Quilltongue*

As related by Severin Trollfriend of Tink, a human Death Lord who lived for twenty years among the trolls of the Jord Mountains. [Footnotes by Ilium the Brown, a Grey Sage of Whitewall.]

What is darkness? Well, I know more about the uz than most, and I can tell you what I had to learn before they let me join Zorak Zoran. Made me stay with the children the winter before my initiation, for all I was twice their age. And even then I didn't go to Wonderhome like them – I ain't Arkat, they never invited me to become an uz. Those kids knew more about Darkness than I do now, twenty years later. But I still remember the litany they taught me. It doesn't translate well, but I'll explain it to you if you like.

To the uz, darkness is their home, their origin. It's their grandmother and grandfather, a part of their substance. To most of us, darkness is darkness. But to trolls, there are many types of darkness, each with its uses and its feel. It's no surprise they view it in a more complicated fashion than we do, for it contains more than fear to them: it contains potential, comfort, and Life itself. They are part of Darkness, and it is part of them.

In the beginning there was only the Primal Darkness, the Womb of the Cosmos. At some immeasurable point the One Darkness became Two, and so the world was separated from chaos. The uz name these Soul and Space, and some call them Father of Demons and Mother of Space. They are the Inside and Outside of existence, the primal concepts of energy and form from which the entire universe grew.<sup>1</sup>

The halves of the Primal Darkness were one, but later became more than one, more than Two. They separated into the Seven Darks, which are known to all uz. This was a slow process, taking many hundreds of generations. This evolution gave rise to the different races of trolls, for example, and eventually spawned everything else in the universe.

Some trolls claim this separation still goes on today, and talk about things like cold and insects and air as if they are new kinds of darkness. Once I talked with an ancient uz, who spoke to me of the Binding Darkness, the Darkness which is and always will be, because it is darkness. But I never understood any of that mystical crap – I'll stick to my mace. Ha!

So, anyways, the First of the Seven Darks is *Na*, the Void.

This is the Darkness Before Light<sup>2</sup>, when Soul and Space were united. It's where the uz come from, sometimes called Wonderhome. Nakala is her name. Most trolls only sense this Darkness twice, first when they become adults, and last after they die. This is the darkness which was known by the uzuz, the lost ancestors of the trolls.<sup>3</sup>

The Second Dark is *Bar*, Solace, though some humans might ignorantly call it Shadow. This is the Darkness Which Encloses Light. The Mother of Space expanded to fill the Cosmos, and met the Edge of Light, and encompassed it, as she does all things. Xiola Umbar is the spirit who teaches us how to live with the light, how to live with the pain, as she does.

The Third Dark is *Zor*, Hunger. Ha! I see by your face you know what that word means. Yes, my lord is one of the Seven Darks: Hate, Black Eater, the Darkness Which Devours Light<sup>4</sup>. When light was brought within, the Father of Demons devoured it so that it could not harm the Darkness, though it burned him so that he suffers eternal pain. It is the source of rage, anger, pain, and death.

The Fourth Dark is *Su*, which is the Hell Darkness. *Su* is the Darkness Untouched by Light. Even after the Enemy came, brought within when devoured by Zorak Zoran, Subere remained. Thus were the denizens of Wonderhome separated into three groups: those who fled, those who died, and those who remained. Subere encompasses the ones that remained.<sup>5</sup>

The Fifth Dark is *Gor*<sup>6</sup>, which means Womb. Sort of, it's hard to explain if you don't know Darktongue. This is the Darkness Which is Shielded from Light, and it's the Common Darkness of the caves which the uz inhabit. You could call it Troll Dark-

1 Both the Blue Line Manuscript and the Blue Book of Zzabur mention the Father of Demons and the Mother of Space as being the eldest children of Nakala. This is another reflection of the duality of the universe fostered by the Twins, and these are substantiated by solid worship among dark trolls. See my essay elsewhere about the Twin Shadows for information on the worship of these entities through the popular deities Zorak Zoran and Xiola Umbar.

2 Also called Primal Darkness or Soul Darkness. The primeval deity called the Black Lady, a member of the Gloranthan Court, is a form of this goddess.

3 Severin said this as if the uzuz [Mistress Race trolls] no longer exist, which I know to be untrue. I can only guess that this was a clumsy attempt on his part to preserve what he viewed as a troll secret.

4 Also called the Darkness of Death, or the Great Darkness.

5 When Yelm came to Wonderhome, the denizens of darkness fled primarily in three directions. Some went up to Xen, led by Kyger Litor. Some died, and went to Gor, the Land of the Dead. The rest retreated into Su. Those things that remained within Subere are never seen unless called forth, and are generally monstrous to humans (because we have no experience with them). This is why Subere controls monsters and dehorni, but not the spirits of the dead or the living.

6 Pronounced very hard, almost as a 'k'. This is, of course, a common title of certain Earth Goddess, and could be said to be the Darkness in Earth, or even merely 'underground.'

This realm is where trolls go when they die; it is the new Wonderhome, if you will. This makes sense, given the connections between Zugorteg and Kyger Litor, and the fact that the main group of trolls passed through this realm on their way to the Surface World.

THE SEVEN DARKNESSES OF THE UZ

Source: "Men of Darkness," by the Alda-chur sage Brannon Uztalker

Primaeval is the empty Void which came from chaos, but was not of chaos. All of existence is an attempt to return to the Void, though most know it not.

Firstborn is the Divider, which split the void into Space and Abyss, which lies beyond the Shores of space.

Second is Substance, which filled space, and Wombhome, the safety within substance.

Third is Hunger, the loss of substance, and Fear, the anticipa-

tion of hunger.

Fourth is Fullness, which kills hunger, and Joy, which kills fear.

Unbidden came the Sun with Pain, the burning loss of darkness, and Terror, the scar of the hurting.

Sixth is Shadow, the sunshield, and Mercy, which heals the scar.

Seventh is Hate, which eases the hurting, and Cold, which blocks out the pain.

ness, I guess, for the uzko, the dark trolls, were born within it when they finally reached Komor, the Hurtplace. It's name is Zugorteg, but most humans know it as Kyger Litor, of which Zugorteg is only a part.

The Sixth Dark is *Xen*, which we humans call Night. It is the Darkness Where Light Has Fled, the Darkness of the Surface World. When the Enemy came inside, the uz were forced outside, and Xentha and her children became the rulers of the dark world. Later, the Death Sun wanted to have both the inside and the outside, and forced Darkness aside once again. It is Argan Argar who rules the night for the Mistress of the Dark.

The Last Darkness is *Gar*, or Shadow, called Half Darkness in Darktongue. This is the Darkness Touched by Light<sup>7</sup>, yet which remains Darkness. It is the veil which protects uz from the gaze of the Enemy, but is also the flaw which allows the light within each of them. The enlo are part of it, sure, and I've heard some uz call it the Trollkin Darkness.<sup>8</sup>

Then there's *Zu*, the False Darkness. It is those things that are in the darkness, but not part of it. The one you can understand the easiest is probably Zugorteg, whom humans call Ty Kora Tek and Asrelia. But it isn't true darkness.<sup>9</sup>

That's what I was taught with the young trolls, anyways. And I have experienced some of this - I can tell the difference between the darkness underground and the darkness of night, and I've felt Xiola Umbar's compassion too, when I've heard her singing. I can make the darkness of Zorak Zoran, even in full day. Shall I show you now? Ha! You should see your face.<sup>10</sup>

I can't even begin to make you understand all of this, you have to know Darktongue to get it. And that is not a language for the faint-hearted, lovers of daylight. Once you start to learn it, it haunts your dreams, and clings to your shadow. Few humans are brave enough to awaken the darkness within their soul, as I have. And I don't think you're one of them, not with your pens and paper and fancy words. You aren't as worthy as an enlo, let alone a true uzko. Now leave me alone.

Severin's expression as he spoke to me changed each time he said one of the sacred words. At the end he became suddenly hostile, and I think he may have decided he had told me more than he should. I left quickly, fearful of his rage, for at that time he seemed more troll than human.<sup>11</sup>

*fully understand. An opportunity to study it further would have been invaluable.*

11 Jannisor's timidity in the face of what is obviously bluff is unfortunate, since it is clear that there was much more to learn from Severin. This description of the Seven Darks explains Kyger Litor's role as a liminal figure: she is the bridge between Su, the Hell Darkness (for Subere is often said to be her mistress); Xen, the Surface World where the trolls live now; and Gor, the Land of the Dead.

This also helps explain the difference between Korasting and Kyger Litor. Korasting is a part of Kyger Litor, the small portion of her being which is concerned with fertility. Kyger Litor is much more than this, a shamanic figure who is the Gateway between Life, Death, and the Primal Darkness, the Gateway between the many realms of Darkness.

One can make an interesting comparison between the Seven Darks which Severin talks about here, and the various races of trolls. One possible system was proposed by Jorganos Longstride, as follows:

Dehori, spirits, etc.	Na
cave trolls	Bar
great trolls	Zor
mistress race trolls	Su
dark trolls	Gor
snow trolls, hot trolls, etc.	Xen
trollkin	Gar

No longer trolls:  
sea trolls, nightflyers, nightstalkers, etc. Zu

7 Also called the Light Within Darkness, or the Darkness Which Contains Light, or even Tator, 'not darkness.'

8 It is commonly known that humans were originally created from equal portions of the five elements: Darkness, Water, Earth, Air, and Fire. Later events changed the balance of the elements, but all creatures descended from the Man Rune contains some of each of these elements. For trolls, Gar, Shadow, rather than Fire, is the element from which they say they were formed.

9 Other deities which are part of Zu include Adzurana, the River Styx, and Zolan Zubar, the Hellwind which is part of Zorak Zoran now, but which was worshiped separately by the human Kitori of the First Age.

10 It is unfortunate that Jannisor did not pursue this topic more firmly, for the darkness of Zorak Zoran is one which I admit even I do not

# TALES OF THE NIGHT HAG

## *Bedtime Stories For Young Trolls*

### THE SHADOW WORLD

*Source: Maxandrocles the Seer*

Once there was no difference between Life and Death, and that is the Primal Age. But if we compared that time to ours, we would say everything was Dead. It was a terrible time, stale, dark, and dreary, often called the Age of Shadows. The world was not like it is now, but slowly hardened as the Laws of the Universe took effect. That is why the oldest stories are the most vague and least remembered, and the most recent ones more accurate and understandable.

In the Primal Age things were ill-defined and vague. Things ate and grew, but nothing died. Instead, some things were broken into pieces, and each piece lived on separately. One such broken piece was the shadow which split into Zorak Zoran and Zolan Zubar, and another was the 144 pieces of the Dehore. There were many others, which are no longer remembered.

After Life came the Shadow World remained, drifting along in its unchanging way. Sometimes pieces still broke off and grew anew, like the way Argan Argar became a god, but this was rare. The Shadow World was not part of the World of Life, and so could not easily touch or be touched.

Humans who travel to the Shadow World have a hard time passing through the Veil of Night. They see Death as an ending, and see the Shadow World as the End World. The Shadow World seems this way because it is an image cast upon our minds by our finity. It is possible for us to cast aside these images and glimpse the Oneness which is the Primal State, but it is not easy. Each layer of reality (or realization) has imposed a veil to our understanding.

Sometimes we can glimpse the blissed Oneness of the Primal State. In such moments the Land of Shadows is less than a mist, non-existent, like a nightmare in the daylight. Only to uz and other creatures of darkness does this seem appealing.

### THE SECRETS OF DARKNESS

*Source: Krang*

Darkness was the first power to form from the Void, though some of the later powers were greater. These powers formed the Shadow Council [*Celestial Court*] and fashioned new things, which were often shared out among the world. These creations were usually given to the Darkness first; this is why the Dark has so many secrets, for some of these powers were never passed on, kept hidden in the Underworld. Subere is the name given by uz to those hidden secrets.

One of the first of these new creations was the Beast Rune, called Hykim or Mikyh by some. Nakala, Primal Darkness, enfolded it before allowing it to pass into the world. Where Hykim had rested in Wonderhome a dark child lay, whose name was Sokazub, sometimes called the wife of Hykim. Depending on who tells the story she either had many children; or only one, who also had a single daughter, and so forth. In all versions, however, the last of her children was known as Kropa.

Kropa herself is the mother of arthropods, and she had

many children. The best known of them are Orani [*Aranea*], Goddess of Spiders; Gorakiki, Mother of Insects; and Crolar, Father of Scorpions; but many others are known.

Orani was Kropa's first child, born in the Age of Creation when the world was young and the Enemy was still a child. She inherited a vast mystical nature which she has kept, even into Time. Even humans recognize this. Of all Sokazub's children, only Orani has ever looked past her next meal, at the secrets bound into the Web of the Cosmos.

Gorakiki is the most prolific of Kropa's children. She was born during the so-called "Golden Age," when all of the uz and other Darkness races lived in blissful Wonderhome. Like everything else in that time of plenty she thrived, and her children spread throughout creation, even into the Sky, the Waters, and (later) into Chaos. She might have devoured the entire world, but Orani taught her children to eat her sister's, for everyone's sake. There is now little love between the two, but such is the way of life.

Last-born of Kropa's children was Crolar. He was brought forth during the Great Darkness, within the light of the Enemy, in the ashes of Wonderhome called Hell. He was born to be the guardian of the remaining powers of Darkness, and so he alone of Kropa's children knows Subere. As befits one born in that age of violence, Crolar is strong and deadly, strengthened by Zugorteg and armed with Death by Zorak Zoran. He proved a worthy defender of Hell, and met defeat only once. He was originally two gods, but his twin was devoured by the Chaos thing that he named *Bagog*, which means "traitor." That creature gained kinship to Crolar and the Darkness thereby, and now only it and Crolar are known.

### HOW THE TROLLS MET GRAND-FATHER RAVEN

*Source: Severin Trollfriend*

When the trolls fled Wonderhome, they were ill-prepared for life on the surface world. Although food was plentiful, it was much harder to catch. It took a long time for Zong to learn how to hunt these surface animals, and longer still for him to teach others how to hunt them. So the uz ate plants and rocks, and whatever food they could catch or kill, but there was never enough to fill their bellies, and their children often went hungry. Soon the children all died, and no more were born, but still there was not enough food for everyone.

One day, as Zong was hunting, he saw a bird. He tried to kill it with a sling stone, but it was too quick. Instead of flying away, however, as Zong expected, it perched in a tree and looked down at him.

"Hey, you, why are you throwing rocks at Raven? What have I done to you?" called the bird.

"Nothing," replied Zong, "but my family is hungry, and you would make a fine meal."

"Ha! I am scrawny and taste bad, let me tell you. But if you are hungry, I know where there is a deer killed by Telmor. I

have already fed my children, so I will let you have some, if you would like."

So Zong went, and took part of the deer back to her family. And the next day when she went out, the same thing happened, and again Zong brought food home.

Each day after that, Zong looked for Grandfather Raven, and the bird led her to a fresh piece of carrion. Soon there was enough food for everyone, and the first child was born again in the world. In gratitude for his help, Zong promised that when his people were strong again, they would share with Raven.

In time, the uz became skilled hunters on the surface. But they never forgot their debt to Grandfather Raven, and they continue to share their kills with his descendants. When the uz butcher an animal, part of the offal is known as Raven's Share, because of Raven's generosity so long ago.

Grandfather Raven and his kin paid for his generosity. When the Enemy heard that Raven, a sky-creature, had helped his darkness foes to survive he was angered, for he had hoped that

all of the creatures of darkness would die when the light started to come back. And so he said that ravens would no longer be part of the sky. He burned their bright plumage black, as a sign to all that they were traitors to the sky, and that any could raise hand against them. Vrok Hawk and Eagle were told to hunt them wherever they could, and even today his followers take their birds to hunt Raven's descendants.

When Zong heard of this he was ashamed that Raven's children would be so treated for his aid. So he called his family to him, and together they aided the children of Raven. Subere taught them how to hide from their tormentors. Argan Argar showed them how to warn each other when enemies were near. Xiola Umbar praised their father for his kindness, and showed them how to care for their young. And Zorak Zoran taught them how to mob their enemies all at once, so that even the great eagles could be slain.

This is why Raven is a friend to the darkness, and why we do not hunt them like other animals.

# SHAPING THE DARKNESS

## *The Ergnabs Clan Story*

*Recorded by Minaryth Purple, human sage*

Listen my daughters! Listen to me as I sing of our Ancestors, praising them for their strength and cunning! Spirits, come! Children, learn! *Uz, Remember!*<sup>1</sup>

Great Mother, bless us with strong children and true understanding! Dark Eater, rend our foes! Shadow Walker, bring the veil of your Mother Night to protect us! Strong Comforter, give your Solace to our whole world! Dancer in Shadows, teach us again your secrets!<sup>2</sup>

### THE CREATION OF THE UZ

The first people were not men; they were better than humans or even uz, for they were Before Men. They were made by many gods working in harmony to create a new form of life. Among these gods were two from the Darkness, cruel Zorak Zoran and gentle Xiola Umbar, so all men had some dark in them. The assembled gods mixed their natures and powers, and formed a being named Great Father. All of the gods worked with this Before Man, and created other races. He started life in the hands of the gods; he walked with the mighty, and was as one of them in those days.

Subere took one of the formless shadows of the Underworld and named it Kyger Litor, who is our Great Mother. She joined with Great Father for her mistress, and gave birth to a race of men, even as other deities did later. The first child of Kyger Litor was Korasting, Mother of Many, who in turn had many children. These were the uzuz, who followed their Ancestress

and her children through the Godtime. You are their descendants, following in the shadows of the thousands of generations before you. *Uz, be proud!*

### THE BIRTH OF THE WATERS

Early in the process of creation, one of the pieces of the Primal Darkness discovered that it was different from its kin. It called itself the Last Silence, and gave birth to Styx, the Last Drop of Darkness, who in turn was mother of the waters of the world. Many people argued over this creation, wondering whether it would change the world for better or worse. Our great ancestors thought it would make the world better, and so they aided it in its birth. *Uz, be compassionate!* We were gifted for our aid, and so used to be able to breathe underwater, though the secret has been lost for generations now.

### THE THEFT OF BEER

During the Age of Plenty, our people lived in the paradise of Wonderhome, where there was always enough to eat. Our ancestor was Ergnabs. Ergnabs was a mighty uzuz with many children. *Uz, be fruitful!*

During this timeless time there were many who helped to shape the darkness which was the world. The first was when Kavtoki stole the kurak<sup>3</sup> grain goddess, and made her teach him how to make alcohol. This is why our beer is so much better than that of any of the other uz of Redstone.<sup>4</sup>

1 *Phrases in italics are shouted by all of the assembled trolls amidst much screeching and drumming.*

2 *The titles given here are translations of the names used by the narrator. Throughout the rest of my record, I use the names more commonly known to humans.*

3 *Kurak is mentioned in some ancient earth texts as a type of grain which became extinct in the Darkness; the Esrolian name of its goddess is unknown to me.*

4 *Other trolls tell similar stories, though each has their own first event which they relive when they worship their ancestors. Some of these tales are provided later as further examples of troll mythology.*

## MEE VORALA'S CHILDREN

One day, a bunch of small, ugly people came to Wonderhome. They looked like men but smelled like food, and some clans decided to taste them to find out if they were good to eat. They liked them so much that they ate all of them, even though everyone else protested, including Ergnabs and her daughters. *Uz, know friends from enemies!*

When the next group of small, ugly people came, the same uz ate them too. They all got poisoned, and were sick for a long time. After that the *vorlans* were received in peace by all the uz, though they would never trade their weird potions with the clans that had eaten their brothers. This is why the dark elves will not trade with the Morgslod clan when they come, though they sell their weird potions to everyone else in Redstone.

## THE BIRTH OF THE ENEMY

One night, the creatures of darkness came to investigate a wrapped bundle huddled in Zugorteg, the Womb of Earth; this was the First Fire, which we now call the Enemy. For a time they viewed it from a distance. There were three Shadows there, called Argan Argar, Xiola Umbar, and Zorak Zoran, and most of the lesser ones present followed one of them. Xiola Umbar said it was a friend-to-be and Argan Argar said it was just another godling. Only Zorak Zoran recognized it as an enemy. Kyger Litor did not go to see it, for she had her children to tend.

Ergnabs followed Xiola Umbar. When the Bundle was unwrapped we watched it from afar, as she did, and so we saw what no one else did, and were not harmed by its piercing light. Thus, we were not burned by the fire, as were Zorak Zoran and his followers. *Uz, be wise!*

## THE BATTLE OF HANROO FIELD

When Great Father returned to Wonderhome after many years of wandering the world, he met an uz named Eristi the Doubter. Eristi asked who he was and why he was there, and Old Man told him of Death, warning that others would follow. Eristi, foolish child, did not believe or even recognize his forefather, but he related the tale to any who would listen. *Uz, listen! Uz, believe!*

The next stranger who came was deadly. He was Death, who was now Emperor of the World. Subere retreated deep where the light could not go, and those who followed her never went to the Surface. The rest of the creatures and powers of Darkness gathered at Hanroo Field.

Some uz did not stay, for they were afraid the light would touch even Subere. They are not cowards, for they endured their own battles, and they prepared the Surface World for the coming of the Darkness. Many followed Himile the Cold, or Gorakiki the Insect Mother, or mighty Xentha, boundless Night. Great Ergnabs too fled, and she followed the Twin Shadows, Zorak Zoran and Xiola Umbar. *Uz, be strong!*

The Uz who fought Death were routed as all shadows fled from the light. Most were burned to nothingness, so that not even their spirits remained. Kyger Litor ordered the evacuation of her children, and those who had survived fled in three groups. Gore and Gash led many on their path through Zugorteg's Realm, which was still hot from when Death had burned her in his birth. Kogag took many on the boats invented by his father, and sailed down the Black River, and was not seen for many ages. Kyger Litor led the largest group through secret

paths to the caves of the Great Mountain.

Korasting, Mother of Many, was trapped in what was left of Wonderhome, and so was left behind. Ever since then, cut off from her blessings of health and fertility, the uz have not been as strong, smart, or powerful. *Uz, be sorrowful!*

## THE GREAT EATING

When the uz arrived on the Surface there was death and confusion everywhere. Defenders were few, and we were able to take great parts of the world for our own. In the process we devoured or destroyed our enemies, taking a portion of their power for ourselves. *Uz, eat!*

Ergnabs' greatest granddaughter, Ergkanuz, took a part of the world for her children, a place in the far north called Jord. That is our ancestral home, even though we do not live there anymore, and we still favor the mountains over any other place. From there, we can send our Darksense far out into the world to find our prey and sense our enemies.

## ANCIENT ENEMIES

When we arrived on the Surface we fought many battles, all of which we eventually won. Sometimes we had help, and occasionally we were wounded. Our first enemy, and the one who took longest to defeat, was Fethrelem Gentre, Lord of the White Plant Men, who fought us at the command of his lord, Genert. He first attacked us in the north, and he grew a mighty forest across our mountains, which forced us to leave our home. Again and again we attacked him as we chased him to his home, and the eating was especially great when he and his followers were finally slain. This is why we are so good at fighting plant men today, because we learned some of their secrets when the world was still dark. *Uz, be fierce!*

## THE COMING OF CHAOS

For awhile the uz ruled the world, but then evil new things began to enter. At first they were few and weak, and easily eaten, but soon the spawn of Arrquong became more numerous and more powerful. Before long, we were hard-pressed to survive. The chaos things ate everything, even the earth, waters, and air, so that there was nothing left for us to eat. Like all uz, Ergnabs and her children fought against the chaos, for it is worse than Pain, worse than Death, not of this world: it is from before the Void. *Uz, kill chaos!*

We survived when an army of uz were turned by chaos into *romol*. We survived when the children of Himile turned on us, and froze the world to keep anyone else, uz or chaos, from ruling it. We no longer revere Himile or Norag because of this, though they tried to become our friends again after the Return of the Enemy, when their world was threatened.<sup>5</sup> We even survived when the Great Mountain exploded. Ergnabs and her children helped the great ancestors Gore and Gash to defeat the chaos army of Krarsht. We rescued the soul of our Great Mother from Death by erecting our kygerlith, and so have contact with our Ancestress today. *Uz, praise the Great Mother!*

5 This viewpoint is almost unique among trolls, most of whom view the Endless Winter as a time when they ruled the world. What ancient event or disaster causes the clan to hold this opinion is unknown.



## THE DISASTERS

Eventually the Great Eating came to an end, for there was nothing left to eat. In this era many gods fell, and many new spirits rose to prominence. We saw many of our ancestors and sisters die. Ergnabs was slain by chaos, but we, her children, survived. *Uz, be joyful!* Many clans were broken, and lone uz, sole survivors, joined the clan. Jakaboom taught us the adoption rites, and we used them extensively so that everyone would have a chance to survive. Our clan grew so large that we became a full tribe, as large and as strong as we could be in that time.

Throughout this era we survived. The worst disaster which happened, the one which almost killed us, was when everyone lost their songs and forgot how to dance. But Jakaboom came to us again, and taught us new songs and dances, and so we survived.<sup>6</sup> *Uz, praise your ancestors!*

## THE SPIDER'S PROMISE

The Ergnabs had no reason to accept the Return of the Enemy, for we uz ruled most of the world. Indeed, hateful Zorak Zoran especially resisted the return of light, for he had been the first uz burned by it. However, Kyger Litor was visited by a small, white spider. It whispered in her ear, and said we should accept the birth of the Sun, even though he was our Enemy, our Death. Most uz were loyal to Kyger Litor, for she is our Greatest Mother. Thus, mighty Ergashuz, our Great Mother, agreed to accept Light in order to bring back Life. *Uz, be obedient!*

Some uz resisted their Mother with Zorak Zoran. They are still our kin, but they are dangerous. Avoid the berserkers, who would slay blessed Korasting to spite their Enemy!

## CHARMILLA AND LORD MASTER OF THE DEMONS OF DEATH

After the Return of the Enemy, many people of all races joined to unite the newly-healed world by forming the World Council of Friends. Some resisted the Council's peace, and had to be conquered so they could be shown the comforting shadow of knowledge. Although she had helped found the Council, Charmilla, Eldest Daughter of Xiola Umbar, was replaced by Varzor Kitor, who was Lord Master of the Demons of Death. Throughout uzdom, worship of the Comforter was replaced by worship of the Berserker. We stayed loyal to Xiola Umbar, though it cost us, and we were a remnant, no more than a clan, when Arkat came.

## THE BLACK EATER

Soon after the Return of the Enemy, all the races of the world got together to try to make a Perfect God. Although we helped at first, we finally decided against it, along with all other Uz, because it was like Chaos. Great wars were fought over this, at first far away and then in Dagori Inkarth itself. We were proven right when Gbaji was born, chaotic god of lies and light. *Uz, be true!*

We summoned the Black Eater from deep within Subere to smother the infant god. That demon stopped the Sun in its path, but was defeated by Gbaji and sent back to Hell. We tried to hide from our enemies, but were killed by plantmen, stonemen, and krjalki. Outnumbered and weak, we resisted

chaos, as we must, until Arkat Kingtroll came. *Uz, be strong!*

We were one of the first clans to join the Kingtroll, and we helped him kill Gbaji. But we suffered, and many of our children are born as miserable enlo. Still, we are proud of our decision, which saved the world. This is called Arkat's Choice, and was made for all uz by Garazaf Hyloric, Great Mother. *Uz, kill chaos!*

## THE UZDO

Even after Arkat killed Gbaji, the strength which had been lost never returned. Cragspider was a hero, mistress of fire and other secret magics. She undertook a mighty quest to restore the uz. She invoked powerful Dehori spirits to restore strength to the reproductive act. Many Uz were hopeful that she could eliminate Gbaji's curse, and the first births were eagerly awaited. Even one of our Ancestresses, Jamaneg, participated, in the hopes of birthing an uzko instead of enlo. Alas, the children born of these unions were mutants, strong and much better than enlo, but unable to think or breed well. Our Jamaneg gave birth to such an uz, though the act slew her. These uzdo became popular among many clans, but not all. We did not walk Cragspider's path after that, for it takes strength from the Mothers, and how can taking their strength restore the Great Mother to us? *Uz, be fertile!*

## THE DEATH OF EZKANKEKKO

Fifteen generations ago a man swam ashore from the impassable seas. He confronted Ezkankekko, son of Argan Argar and ruler of the land, and cast him down, destroying ancient Akez Loradak in the process. The uz all aided their kin, but the human who called himself Pharaoh spared them when he became king. Some uz did not want to accept him, since overnight he turned them from Mothers to Daughters. Others were impressed by his strength. They thought that they would benefit under his rule, so agreed to follow him. Now he is dead too, but these uz say that he was better than most other rulers, though not as good as Ezkankekko had been.

We do not live in the Shadowlands, so this did not affect us. But we wonder how those who watched a human kill their god can follow him? How can an uz whose children have always been killed by humans still trust that vile race? *Uz, be wary!*

## THE BLUE MOON

Not long after the death of the Only Old One, humans in the north found a way to bring light at night, in defiance of the Enemy's promise to never bring Death during the time of Life. Most uz resisted, but some in Peloria helped this because of their connections with the dreaded Blue Death Goddess. *Uz, do not speak her name!* They did this because the humans said she was a sister of the Red Death they created.

When Dagori Inkarth declared war on the followers of the Red Goddess we held back, for Xiola Umbar is strong in us, and she whispered that the Light holds secrets most uz cannot know. So we watched as the Blue Death Goddess sent her greatest daughter, Bina Binag, to the Castle of Lead to prove the worth of the Blue Light. Many did not believe this powerful uz, but we were convinced when she mastered Lord Lurker in Shadows and took him away. Most other uz still resisted, and so we have kept to ourselves our belief that the light of the Blue Moon is a power of Darkness, and should be accepted.

We still hate the Red Moon and its chaotic Empire, as all

6 Other trolls tell of similar disasters, a number of which are presented at the end of this narration for comparison.

uz should. *Uz, kill chaos!* Still, some among us have braved the dread light of the Blue Death, and have learned her secrets. They are now the best hunters in the clan. The Great Mother of Redstone has still not decided, but the increasing raids by the Lunar humans makes me think she will decide that the

Blue Light is no better than any other, just another face shown by the Enemy. Although we owe her worship, she is not our Ancestress, and we do not owe her loyalty. The time may come when we return to our homeland, a free tribe once more. *Uz, be strong! Uz, be proud! Uz, remember!*

## SOME FIRST MYTHS

### Daughters' Clan, First tribe (Dagori Inkarth)

*When Boztakang found Chaos.* Boztakang, child of Korasting, found an opening in the bottom of Wonderhome. Inside he found the Barrier of the Void, and saw the Chaos to come. He kept a part he tore off and later used it to turn the power of Chaos against itself.

### Gudrun Clan, Indigo Mountain tribe (Dagori Inkarth)

*Mee Voral's Battle.* When plant men invaded Wonderhome they were driven off by uz, insects, and fungus, but not before many uz were wounded. But now all surface plants are prey for the creatures of darkness, and we are friends with the children of Mee Voral.

### Stone-biter Clan, Aksena tribe (Yolp)

*The Battle of Blind Bird's Tree.* When stone men invaded Wonderhome they gave many Uz humiliating wounds, but not before most of them were broken. They still try to steal from the Uz, but we are not afraid to eat stones.

### Karnevan Clan, Boulder tribe (Dagori Inkarth)

*The Battle of the Castle of Delicacy.* At this battle we uz destroyed the Castle of Delicacy of the stone men with a landslide. Then we tricked them into thinking it was the plant men, but Vaneekara the Hurler often boasted of the boulders she hurled at the structure. Strong and clever is our Ancestress, none stands against her!

### Blackdust Clan, Shadow tribe (Kethaela)

*The Battle of Drastch.* This battle occurred in the mountains to the south, when Boztakang fought the Thunder Brothers. Boztakang was victorious, of course, and so humans had to accept shadows. This kept some darkness in the world, even after the Enemy returned.

### Crushing Club Clan, Kingtroll tribe (Guhan)

*Zukozor's Treason.* When beings from Hurtplace snuck into Wonderhome they were allowed in by a treacherous guardian, whom they later betrayed in turn. These human gods stole a secret of Subere

but were followed by the Silent Stalker, who took it for himself. This is how Death entered the world, and it is why we follow mighty Zorak Zoran, Master of the Enemy!

### Spirit Clan, Blackbreath tribe (Kethaela)

*The First Shaman.* When Dehore, First Shadow, separated himself into smaller parts, some of Kyger Litor's grandchildren were there. They were taught by Dancer in Shadows how to use these spirits, called the Dehori. These uz became the first shamans in the world.

### Striped Clan, Bee tribe (Dagori Inkarth)

*The Taming of the Bees.* When Melzorki learned how to ride bees and discovered honey. We still make the best alcohol because of the secrets he taught us.

## THE DISASTERS

*This listing includes all such events which my source was able to discover.*

When Argan Argar lost the Nightspear  
 When Karrg and his warriors were turned into statues  
 When the earth erupted with fire  
 When everyone lost their Darksense  
 When there was nothing but Fear  
 When the Oceans came, and when they dried up  
 When the insects all died  
 When the earth cracked beneath us  
 When fire fell from the sky like rain  
 Pocharngo the Mutator  
 When mountains fell from the sky  
 When Gash was killed by Chaos  
 When the Spike exploded  
 The Black Sea Monster of the White Sea  
 When all the slugs melted into gorp  
 When the Blue Moon fell  
 When Krarsht came to the Castle of Lead  
 The Devil

## LEAD RETURNS

An isolated mountain valley in northwest Halikiv is known to trolls as Lead Returns. It is the site of a great deception enacted by dwarfs on the trolls. In the Dawn Age, gold dwarf X34LGrK (Mark 2) required large quantities of gold to enact local repairs. The bands of brutish trolls had the gold it needed (taken from local humans), but the dwarfs lacked the force to seize it. He devised a scheme to trick the trolls out of their gold, in exchange for the surplus of worthless lead it had lying around.

A large black slab was placed in the valley, with the words "Gold becomes lead" chiseled in Darktongue along the front. Trolls who experimented soon discovered that gold placed on the slab would slowly sink into the stone; in a few days, lead in the same form and quantity would rise up. Wheels left on the surface became bolgs of equal weight; pure, unalloyed gold returned pure lead. The trolls assumed the slab was a gift from Gadblad, and cheerfully began turning gold into lead.

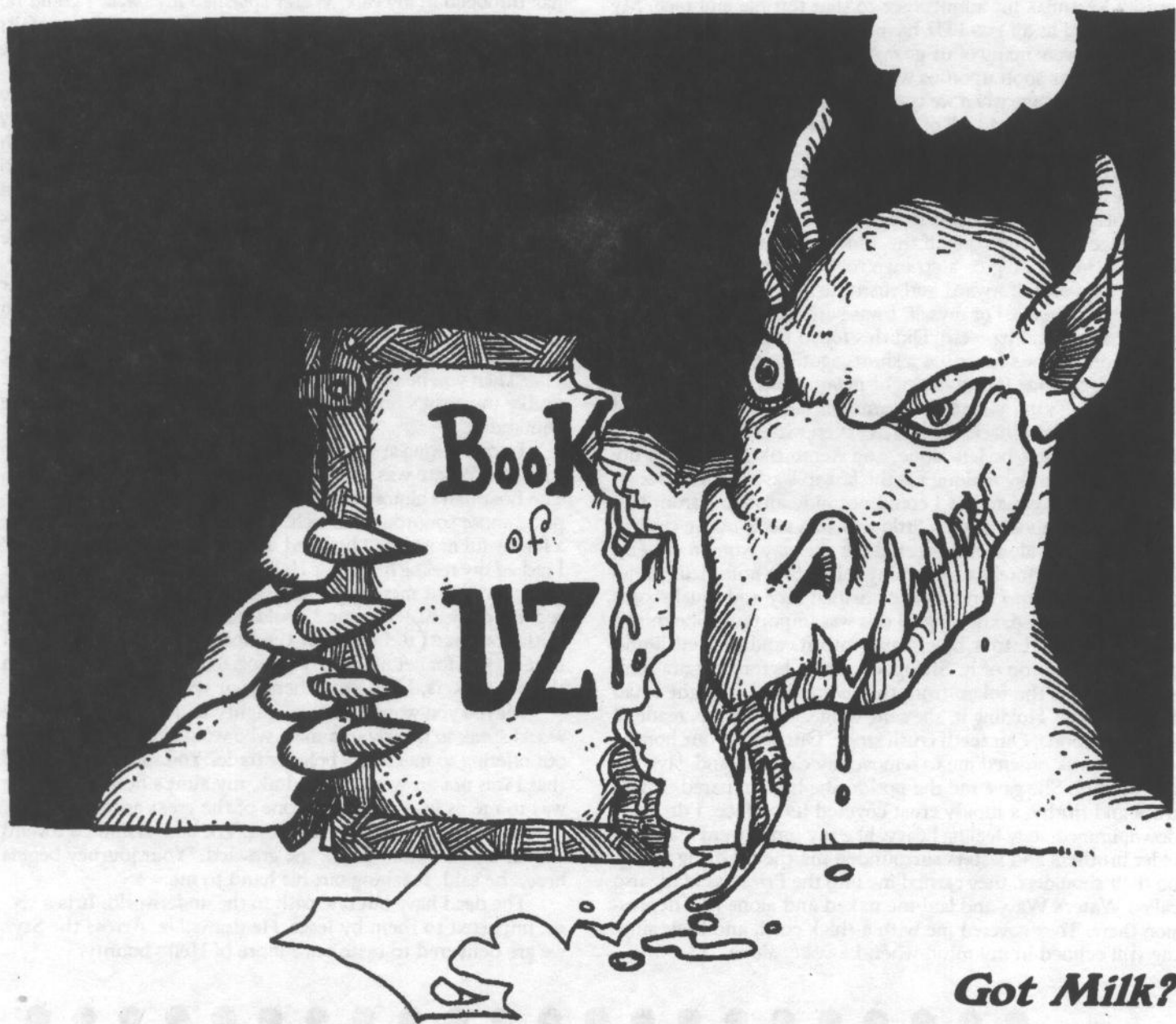
Some time before the beginning of the Second Age, an unknown

troll discovered that poison iron could also be placed on the slab. No other metal has been replaced to date.

The site is rumored throughout Halikiv, and many powerful trolls know of its existence; they may occasionally send a minion to deposit captured gold armor or weapons to be transmuted. Other trolls amuse themselves by turning gold coinage into bolgs. And X34LGrK (Mark 2) is completely satisfied at the progress of local repairs.

**Notes:** Valuable gems and such will be removed from the original and put in the duplicate, including magical crystals - X34LGrK (Mark 2) has no need of them. Magical items will be reproduced exactly, but will not be enchanted. Roll a d6 to see how many days it takes the dwarfs to duplicate the item(s) that are being duplicated; he has a hoard of various dwarvish mechanisms to assist him, so up to 20 ENC (all the slab can hold) can be sent in any given week.

# THE BOOK OF UZ



*Got Milk?*

# DARK RIVER FLOWING

*Presented to the Knowledge Temple in Jonstown by Benstick Blackpear, Lhankor Mhy and Argan Argar initiate, a member of the Kitori Tribe*

Dearest Greybeards,  
Though I intend this manuscript to be an accurate translation from the Darktongue, it has been pointed out to me that it reads perhaps rather more flowery than one might expect merely twice removed from the mouth of an uz. For this I apologize. Whether my skill at translating, or my poetic proclivities, are at fault in this, I leave to your august assessments.

'I am Kozroff, Imagoe and Upright Elder of the Mantox Clan, Kitori. My teeth are lead and sharp and I can bite through a dragonsnail's shell with ease. I have led two forays into the Jab lands, and both times have broken my errant sister's barbs with my beetle hide. To Darkness do I owe my power, and to sweet, musky Xeramtik for admittance to that terrible embrace. My path started as all good Uz have started.

There were many of us grown up together. We knew that the night was soon upon us when we would be accepted into the clan as women; when we could own property and men. That evening we sat around, all of us with backs against the walls so we could be in one ring. Four enlo pulled a great tortoise shell heaped high with foods. They stopped before each of us in turn, and we ate as we pleased. The food stank enticingly of manure and pork, mushrooms and things rotting, and we ate well.

Once in a while, one of the adults to be would cry out as they bit into a bolg or a strange rock shape. The older ones would then come forward and rush the lucky one away, whispering in their ears. For myself, I was surprised to find a curious token of lead and uz teeth. Did this token mean danger or success, a prosperous future or a short, agonizing life? Fearful of what this strange talisman might mean, I hid it in my sleeve.

Xeramtik, the shamaness, came for me toward the end of the feast. Thinking back, I must have been withdrawn during the meal. I wanted to be left alone, and Xeramtik played into my fear of the token by making me the last to leave the feast room. I should have known that I could not hide anything from her.

Xeramtik took me off a little way to a nook in the cavern. When we were alone she greeted me the way women do, embracing me, her forehead touching mine. She hummed, sometimes breaking into lyric, as she crushed clay and mushrooms together. I listened, knowing all this was important. She mixed the substances into a bowl, spat into it, and poured liquid from a flask on top of it. She made me sit before her and present her with the token from the feast, that I thought I had hidden so well. Holding it, she sang to me, "Uz, we are, made of blood and bone. Our teeth crush stone. Our skin is our home."

Xeramtik ordered me to remove my clothing and gave me a loose shift. She gave me the potion she had prepared. It was thick and frothy, a moldy crust covered its surface. I drunk it down, immediately feeling heavy, like my limbs were lead. My older brothers and sisters surrounded me then. Lifting me up on their shoulders, they carried me into the Priestess Hall, also called Water's Way, and laid me naked and alone in a depression there. They covered me with a thick cowl, and their singing still echoed in my mind when I awoke, alone.

I walked away from the womb, down Water's Way, to the lake. Though dizzy and dazed, I was drawn there, as if mesmerized by the roaring in the tunnels, their music being grand this time of year. As I approached the Way's edge, a natural waterfall, I was aware that someone was walking with me. A lady uz, she carried a spear and a basket. She had a fine sling for a belt, and a chunk of lead strung around her neck.

"Hello, child. Where are you headed? Can you weave? Can you drum? Can you hunt?"

I shook my head at the questions, unsure.

"Well, there might still be a place for you," she said, encouraging me.

My vision danced, and in it the Uz danced as well. Swaying, I stumbled. "Who are you?" I managed to ask.

"I am that which is outside you." The roaring in the watery hall throbbed in my ears. Water splashed my back. I could no longer hear the woman's words, standing there at the waterfall's edge. She pressed something into my hand. Then she flashed me a maw, all teeth, and pushed me over the edge.

The cold, fast-moving waters brought me nearer to my senses. I did not understand how deeply I had sunk into dreamy mushroom-trance until that time. Though I am blessed with great buoyancy, my frenzied thrashing was barely enough to keep me above the dark surface. Thrice I went under and thought I was done for, when I felt something strike my arm. Flailing about, I grasped a shaft of wood and was pulled into a crude boat. A hooded uz of great proportions poled the craft silently.

"I am the Solitary Boatman. I ply these waters for no other reason than that I can. This boat, Dredge, I built with my own hands. Do you doubt I am the most able to pilot this boat?"

"I do not," I replied, shivering amongst broken nets and hooks.

"Then you be the net-maker," he bellowed, blustering not unlike my aunt's husband. "Tend these rents in the nets," he demanded.

I stood staring at a tangled mess of nets. Never had I felt so confused. Where was I? The once-familiar river frothed blackly. The Boatman's almost familiar voice echoed huge in this Hell-place, more sonorous and rich than any I had ever heard. For a few awful moments I believed that I must be dead. But how? I racked my reeling brains for Hell tales ... I could not remember any story about mending nets in the afterlife. As strange as it seems today, at this time I could not recall that I was in the initiation, but I did feel that the Boatman was testing me. "I have no skill for net making," I apologized, "but if I chance upon the net makers, I will send them your way."

Maybe you wonder that so mighty and vicious an Imagoe would speak so meekly to a man, who would ask my labor without offering so much as a bolg for trade? You must understand that I was not answering Damdrak, my aunt's husband, for he was to me as Jeset the Elder, one of the great ancestors.

The hooded uz rubbed his snout. The boat skimmed toward the far shore. "That is fair," he growled. "Your journey begins here," he said, reaching out his hand to me.

The dead have but one path to the underworld. It is a secret imparted to them by Jeset. He draws Uz. Across the Styx we are delivered to taste once more of Hell's bounty.

To my surprise, I had not lost my grip on the item the mysterious lady gave me. It was a dull copper coin. Like the dead, who have no choices, I was compelled to give the coin to the hooded uz. This done, I felt my will returned to me. Whether I was to drink from Hell's pool and become insect, uz, or other, I was now free to discover.

Turning from the river, I continued down the dark passage. After some time, I came upon a chamber filled with many Uz eating rocks. They seemed friendly, and beckoned me to sit with them. One offered a choice piece of basalt, but I would not eat it. Hunger was returning to me, but I could not be satisfied with eating rocks. I was too good for that, I told myself. Rocks seemed to me the fare of those who could do no better. Hard eating was no way for a strong Uz to eat. The world is a dish of endless flavor. At that moment a determination came over me.

"Where's the good eating place?" I asked, nudging the uz beside me.

"It is down that way, but full of monsters," he exclaimed.

I growled at him, "Oh, I am a very fearsome monster and full of hungers!"

I followed the passage for a way. I could sense warmth along the walls, but my pride and hunger would not let me go back. Then I came upon a stone house near a river of lava. Trembling I came to the house and knocked upon the door. The uz who answered it was unknown to me.

"Who are you?" he barked, muscling me out of the doorway. He had a knife and a maul. He wore a thick apron of leather over his belly. His face and hands were burned, but I seemed to be the focus of his irritation.

"I am a traveler," I replied. "I have been on the road for some time and am hungry. All I have is basalt, but it won't do for me. I am looking for the good eating place to feed my great hunger."

"Basalt, eh? Why eat stone when stone can feed you? You are a sorcerer?"

"No," I barked. Shocked I was at the accusation, but I kept myself reserved. Indignation and hunger made me brave then. "I am a hunter," I replied. Wise it is to refrain from insulting a sorcerer. Besides, this uz had tools. Maybe I could work with this man and treat him, for the moment, as an equal.

"You do not seem to fear me," he said. "Take this spear, traveler. Repay me with meat and basalt. I will provide for you if you provide for me."

I nodded in approval, taking the spear and giving the sorcerer the basalt. He told me of a forest nearby, where I might hunt tapir. I thanked him and hurried on my way. I was met by the same lady uz. She greeted me again in friendship.

"So, you are a hunter," she laughed. "Come, I know the good eating place."

It was not long before we were among the huge fungi of the forest. The lady signaled for me to be quiet and we crept along for some time. She gave me smooth, round stones and a sling. Luckily, we soon came upon a feeding tapir. Together we struck with slingstones. Dazed, it twisted lazily, but before it could recover we impaled it with our spears. I wanted to eat immediately, but the lady stopped me.

"I am that which is outside yourself. Look at me. I cannot knap, but I have a spear. I cannot weave, but I have a basket. How do you suppose I am so rich?" she asked.

"You give meat to the sorcerer, who gives you a spear. You

give spears to the hunter, who gives you skin. You give skin to the weaver, who gives you a basket."

"Correct, I am Vaneekara the Hurler. I was the first to understand that which is outside myself. To prove it, I made the tribe. I make sense of where your strengths and weaknesses lie, and find a place for you in my tribe."

"The sorcerer enchants metal," I reflected, "and you possess a spear. The weaver twists entrails into fibers for baskets, and you have a basket. Without you, the sorcerer and weaver would go hungry." My mind raced. "And without you, the sorcerer would have no basket and the weaver could not protect herself."

Vaneekara clucked her tongue in approval. "As sharp as Ezkankekko you are!"

At that moment I felt a stabbing in my side. Feeling about in my shift, I removed the curious token of lead and teeth that

*What is the role of Vaneekara in troll society and cosmology?*

Of all the Sacred Ancestors of the uz, Vaneekara seems to have the least-defined place in their society. What is she to the uz? Some clues to her function to trolls can be gleaned from her place in the genealogy, her children, and her siblings.

Although most writings claim Korasting as the first child of Kyger Litor, the genealogical chart in *Trollpak* (Uz Lore, pg 3) lists Vaneekara first, the eldest daughter. Although Korasting is revered as the Mother of Many, in the larger cultural context I would expect the eldest daughter to be the favored one. This fits well when compared to Karrg, the first male troll, and the favored son of Kyger Litor. Karrg and Vaneekara seem good candidates to be general exemplars for trolls, role models for the average male and female troll.

However, Karrg also has a specific function as the Master of Weapons, the troll who invented or first used weapons; one would expect Vaneekara to have a similar role. Does she? Looking at her best-known child, Zong the Hunter, it is easy to believe that Vaneekara might originally have been the Feeder, the archetype provider for the uz. Her aspect as the Hurler fits well with this idea. But, just as Zorak Zoran has taken over the role of warrior from Karrg in many clans, Zong has taken over the role of Hunter from his mother Vaneekara in some lands. In lands where Zong is not strong, I would expect that Vaneekara will be the primary ancestress revered by hunters.

Finally, looking at the other children of Kyger Litor, we can get a further idea of Vaneekara's nature: Boztakang is the special foe of chaos, and to a certain extent Karrg is the warrior against humans. In the Godtime, Vaneekara was known for her involvement in battles with elves and trolls, and it is possible that she might at one time have been a special foe of these premiere uz enemies. Her use of thrown stones fits well when fighting the elves with their bows and arrows, and the dwarfs could have gotten the idea for artillery from being defeated by Vaneekara so many times. After the uz came to the Surface World, especially after the elves went to sleep and the dwarfs stopped leaving their fortresses, Vaneekara would have generalized, first becoming a Hunting deity, and then becoming the ideal for all trolls when her son took over that task for her.

I had found earlier in my food. Then and there it looked to me like an uz head with hands coming out of his ears. One hand was open, fingers spread out. The other held a tiny piece of bone like a spear. Not feeling afraid of it any longer I looked closer, and noticed that his teeth were made of black glass shards.

Vaneekara then showed me how to skin the tapir, and I placed the guts in her basket. I hurried back to the sorcerer, and gave him meat and mushroom. He greeted me at the door of his house. True to his word, he gave me an arm-full of spears.

"Like Kitor's Net you draw us near," he said.

Maybe he was challenging me, to see if I would turn on him now that our bargain was complete. "Like Ezkankeko, I listen and am prepared," I said. Likening myself to the Only Old One, I hoped to imply that I was ready to deal fairly with anyone who asked, but was also prepared to defend myself.

The uz thanked me and turned away from me. Curiously, he left his door open. Through it, I could hear him clucking his tongue invitingly. I have often wondered how my life would have been if I had followed the sorcerer. I do not regret my decision, mind you, it was not the path for me. At the time I felt I had made a friend of the sorcerer, and I was eager to return to those sorry rock-eating uz I had seen in the hall.

Vaneekara and I hurried back to the tribe. I found them, lounging and eating rocks. In the middle of them sat a huge pregnant uz, and next to her was a uz with a great drum. I gave each uz some meat, and they ate hungrily.



To each strong male I then gave a spear, and commanded them to feed and protect us. They nodded, grinning and gripping their weapons. I gave meat and skin to Hombobobom. By now the mushroom haze was parting, and through its shifting mists I saw that it was Broken Jarred, my cousin. He was a sorry uz who had been trampled by sable long ago, but his fingers were nimble and deft for making nets, baskets, and tools. I saw a place for him in the tribe, and by helping him I would help the tribe. He was very thankful, and gave me a drum and a shield of shiny black chitin. Looking around, I thought one day we would have many drummers, but for now the tribe needed able uz to hunt. Broken Jarrod is a much better drummer than I, so I returned the drum to him, but I happily accepted the shield.

Remembering the promise I gave the Boatman, I also gave Jarred the guts of the tapir I had stored in Vaneekara's basket. I asked him to make a net for the Boatman. I stood and went looking for Vaneekara, the Chieftess, thinking to return her basket to her. I walked among my clanmates, living and dead together. I never did find her, and I have that basket to this night.

I was feeling very proud. Looking about the room, every uz had been made more rich by my gifts and tasks for them.

'All except one,' I thought as my eyes fell upon the pregnant uz. She inspired in me the image of Korasting, and I knew that that must be right. I nearly cried out when I realized I had no more gifts. "What am I to give you, mother?" I asked.

"You are entertaining," she said. "Sing and dance for me. Then I may know that I am safe and provided for."

I sang an old song then, the first song. I did not know all the words, and I stumbled a little, but the woman was pleased and sang the song with me, helping me keep my place. I do not know where the song came from. It is a love song between Kyger Litor and Korasting, and it rumbled softly from within me. It tickled me as the sounds left my throat and I was filled with joy. When I had finished, a large, handsome uz came forward.

"I have never heard such nasty, painful croaking in all of my nights! You should keep things in your mouth and not let them out!" he grated at me.

So angered was I that my performance had not gone perfectly, that I picked up a maul from the ground and viciously attacked him. Though I met his shoulder squarely, he laughed, shouting, "Goddess help you," and prepared to return the blow. My teeth clenched. Just then a perfect ebon Uzuz stepped forward and swatted at him. "Stop that," she commanded, and he scampered off. The Uzuz turned to me and embraced me saying, "From Darkness you are returned."

The uz gathered around, reaching out their hands to touch me. The Uzuz continued, "All good things began here. In Darkness, Subere bore Kyger Litor. Kyger Litor bore Korasting. Together, Kyger Litor and Korasting bore all the rest of the Sacred Ancestresses. Kyger Litor is the beginning of Life, and Darkness is the beginning of Kyger Litor. In Darkness you are infinite. Welcome my daughter. To Darkness you are returned."

I felt myself well up, and as suddenly as the journey began, I felt much of my strength flow from me. I became more near to Darkness than I had felt before. The drummer, the pregnant uz, and even the warrior clapped. The Uzuz transformed in my vision into that familiar shaman, my sweet Xeramtik. Other uz, my kin, entered the room. I was offered a black robe. They crowded around me, congratulating me. I was then led out of the temple to a feasting room and enjoyed a great celebration.

# A TROLL BESTIARY

## GIANT INSECTS GIANT HONEY BEE

*apis urbavearis*

These are one of a number of types of bees. 95% of the time, an encounter is with foraging insects, which will usually avoid conflict. The stats given here are for such an ordinary worker.

Drones are sometimes met, especially in late summer. They are similar to workers, but have no sting; in theory drones can bite to defend themselves, but in practice they are helpless. A queen bee has double statistics in all characteristics except INT (thus, her STR is 8d6, CON 4d6 +12, etc.). A queen's base sting damage is 1d8; although it can impale, it does not pull out of her body, and will not become stuck in the wound.

Bees can communicate with one another, and if a bee is attacked any others nearby immediately detect it (a combination of sight, sound, and smell) and rush to the rescue. Bees are especially enraged by the smell of a ripped-out stinger.

If a bee hive is assaulted, the guard bees stationed on the hive's peripheral will usually try to drive intruders away before they enter. Once the hive is entered, all of the bees will attack the intruders in an effort to destroy them. The death of a large number of bees, or even the queen, does not mean the end of the hive, as new bees and even a new queen can be raised.

Giant bees use the same hit locations as giant wasps (*Trollpak*, Book of Uz, pg 43).

STR	4d6	14	Move: 3/10 flying
CON	2d6+6	13	Hit Points: 13
SIZ	2d6+5	12	Fatigue Points: 27
INT	3	3	DEX SR: 3
POW	2d6	7	
DEX	2d6+6	13	

weapon	SR	attack	damage
Bite	7	30-2	1d6+1d4
Sting	7	30-2	1d6+1d4+ poison POT 7

**Combat Notes:** a bee can bite and sting in the same round. The sting injects poison with a POT equal to 1/2 the bee's HPs. The sting of a worker bee can impale. When this happens, it tears out of the bee's body and remains embedded in the victim. The worker bee dies 3d6 rounds later, and continues to attack by biting until then. For 2d6 rounds after the stinger is embedded in the victim, it keeps pumping poison (with the same POT) into him each round. The stinger is barbed, and dif-

ficult to withdraw. To pull it out, the victim must successfully roll his STR+CON /2 on 1d100. Friends may add their STR as a percentage to increase the chance of removing the stinger.

**Skills:** Fly 95+3, Scent 95+6, Sense Intruder 70-6, Spot Giant Flower 80-6

**Armor:** four point chitin & fuzz

## GIANT BEETLES

### Babeester Beetle

*cicindela babeester*

These fierce beetles are green with white spots, and eat other beetles as well as small- to medium-sized mammals and reptiles. They are clumsy fliers, and prefer to stay on the ground. They are generally too vicious to be domesticated, although it is common to bind spirits into them.

Use the statistics for Giant Elkhorn Beetles (pg 46), except DEX is 2d6+6, and they have a Bite Attack of 60-4, Move 6/6 flying, and skills of Fly 30+3 and Track 40-8.

### Diving Beetle

*dytiscus caelcadere*

These large black beetles are commonly found in Skyfall Lake, and similar species are found in the lakes of Dagori Inkarth and other troll lands. They are fierce carnivores, subsisting primarily on medium-sized fish; they will attack creatures considerably larger than themselves as well. They breath air, but can stay submerged for long periods when necessary. The larvae are water-breathing bottom-dwellers and are also vicious carnivores.

Use the statistics for Giant Beetles (*RuneQuest*, Creatures Book, pg 10), except Move is 4/8 underwater and Swim is 75.

### Zugorteg's Dung Beetle

These beetles are about the size of two fists together, and are found across southern Genertela and northern Pamaltela. Over the course of time, they may gather the dung of various fabulous creatures, and thus accumulate a small hoard of treasure. Since successive generations of beetles continue to use the same lair, the small amounts can gradually build up.

Knowledgeable trolls will often follow these beetles back to a lair, then dig it up. Unfortunately, this usually kills the dung beetle, and they are somewhat rare as a result. Zugorteg's cult knows a ritual that allows the hoards to be plundered without hurting the insect.

Zugorteg Beetle hoards are usually not valuable. Three typical hoards recorded by Lhankor Mhy sages follow. In all three cases there was additional rubbish, unrecorded here.

*Holy Country, found 1532 by a small boy:*

Eight clacks; three inches of chainmail severed from a larger piece; two bolgs of recent make, and one from the First Age; a bit of broken amulet, possibly of an Earth Goddess; a gold wheel; a broken tip of a pure copper dagger; three small pieces of jade, uncut.

*Near Boldhome, 1583 by two drunken Storm Bulls:*

Thirteen guilders; a guilder's weight of coarse gold thread; the head of a child's wooden doll; a small metal figurine of a man; a bit of pure lead, possibly a spike from a mace; a small leather envelope with a badly decomposed letter inside, with a white wax seal.

*Near the Grazelands, found in 1603 by Vingan adventuresses:*

Two silver pieces; four coppers; a pretty piece of stone; a bronze amulet of a horse; and a small magical storage crystal.

## GIANT BLOODGNAT

*paraculex sanguis*

These unpleasant giant mosquitos are found in or near marshes, lakes, and streams, and are particularly common in the Mosquito Swamp south of Prax and the Wastelands. Individually, they are of little concern, but they are usually encountered in swarms of a hundred or more insects. Only the females bite, the males surviving off plant sap. A bloodgnat has a 5% chance of carrying a random disease. The larvae are water-dwelling carnivores, but are too small to pose a threat to humans.

Rumors persist of a huge breed, capable of being ridden by trollkin. No documented sighting has been made, but stories are common in Kethela and the Elder Wilds, and on the north coast of Pamaltela. Smaller Bloodgnats, such as those described here, use the same hit location chart as Ham Beetles.



STR	1d3	2	Move: 1/6 flying
CON	1d4	2-3	Hit Points: 3
SIZ	1d3	2	Fatigue Points: 4
INT	2	2	DEX SR: 3
POW	1d6+2	5-6	
DEX	3d6	10-11	

<i>weapon</i>	SR	attack	damage
Bite	9	60-12	1 Fatigue Point

**Combat Notes:** Chainmail, leather, and helmets other than closed helms provide no protection against the bite of a bloodgnat. Other armor, including protection spells, works normally. A bloodgnat will bite only once per day, which allows it to acquire enough blood to survive. The bite drains a Fatigue Point. If the victim is currently at 0 or less fatigue, the bite drains a general hit point instead.

**Skills:** Scent Prey 40, Fly 60

## GIANT CATERPILLAR

*various species*

Giant caterpillars are kept by trolls because their effluvia can be used to make useful potions and troll drinks. Caterpillars can also be eaten, and provide a tasty and filling meal. At least, they do for trolls – the specimen described here, like many others, has flesh which acts as a POT 5 poison when ingested by most other creatures, including humans! Most animals are aware of their poisonous nature and will leave them alone.

Caterpillars have to be fed large quantities of leaves, and are generally considered something of a luxury item. As herbivores, they are harmless unless disturbed.

The species presented here is the largest known, but many smaller forms exist. The adult is a nocturnal moth with brown and yellow fur and dull red and black markings on the wings. They feed from the nectar of giant flowers and are generally harmless. This moth is domesticated by the trolls of the Blue Moon Plateau as riding animals. It is the only flying insect strong and

skillful enough to carry a troll on its back; other flying insects are either extremely clumsy, or only large enough to carry trollkin.

Caterpillars use the same hit location charts as Sandswimmers (*Trollpak*, Book of Uz, pg 39).

STR	4d6+21	35	Move: 3
CON	3d6+12	22-23	Hit Points: 29
SIZ	4d6+21	35	Fatigue Points: 58
INT	2	2	DEX SR: 4
POW	2d6+6	13	
DEX	2d6+2	9	

<i>weapon</i>	SR	attack	damage
Bite	8	40+4	1d8+4d6

**Skills:** Scan 40-5

**Armor:** 2-point hide

## GIANT CRICKET

*gryllotalpa megamplus*

Changa is the troll name for the giant mole cricket, a dark brown, streamlined cricket-like insect with massive digging forelimbs. Changa spend most of their life in underground burrows up to a meter across, eating large plant roots and burrowing giant maggots. They also eat most creatures that invade their burrows. They are occasionally domesticated by trolls and used to dig tunnels under fortifications or into Mostali complexes.

The females lay their eggs in underground nests; unusually for an insect, she then stands guard over the eggs until they hatch. Changa only commonly come to the surface to breed in Fire Season, when the males loudly stridulate to attract a mate. Surprisingly, changa can fly, but not very well.

STR	4d6+24	38	Move: 4/4 flying
CON	3d6+6	16-17	Hit Points: 20
SIZ	3d6+12	22-23	Fatigue Points: 55
INT	2	2	DEX SR: 4
POW	2d6+2	9	
DEX	2d6	7	

<i>location</i>	<i>melee/missile</i>	<i>points</i>
RH Leg	1	6/4 (.16)
LH Leg	2	6/4 (.16)
RC Leg	3	6/4 (.16)
LC Leg	4	6/4 (.16)
Abdomen	5-8	6/9 (.40)
Thorax	9-12	6/9 (.40)
RF Leg	13-14	6/6 (.25)
LF Leg	15-16	6/6 (.25)
Head	17-20	6/7 (.33)

<i>weapon</i>	SR	attack	damage
Bite	7	40+3	1d8+3d6

**Combat Notes:** Because of its shape, the changa is at no penalty to fight or move when inside its narrow tunnels.

**Skills:** Fly 35+3, Listen 60-1

**Armor:** 8-point chitin



## GIANT DRAGONFLY

*anax draco*

These fearsome predators are among the fastest and most maneuverable of flying insects, and are known to hunt prey in the air, on water, and on land. They are excellent fliers but rarely walk, using their legs mainly to perch while at rest and to grab prey while hunting. They are not adverse to attacking solitary adventurers, and may be encountered while patrolling their marshy or wet habitat for food. They occasionally gather in great swarms to migrate or when food is particularly plentiful, but otherwise are somewhat solitary when adults.

In melee, a dragonfly may curl its abdomen forward, mimicking the stinging motion of other insects. Dragonflies do not

have a stinger, but the motion may distract or drive off a foe. Giant Dragonflies use the same hit location chart as wasps.

STR	4d6+12	28	Move: 1/12 (Flying)
CON	2d6+6	13	Hit Points: 21
SIZ	4d6+12	28	Fatigue Points: 41
INT	3	3	DEX SR: 2
POW	3d6	11	
DEX	2d6+12	19	

weapon	SR	attack	damage
Grab	5	50+11	Special
Bite	10	75+11	1d6+2d6

**Combat Notes:** a dragonfly snares prey by ambush or in flight with its legs, then draws it up and bites at the end of the round. Smaller prey is devoured in the air, but to consume large creatures the dragonfly will land to finish eating.

A target "grabbed" by the dragonfly is considered to be grappled, and the dragonfly may attempt to immobilize the prey with a normal STR versus STR roll.

**Skills:** Dodge 80+0, Fly 110+0, Search 75-4

**Armor:** 4 point chitin

## SHADOWDAMSEL

This strange breed is either an intelligent dragonfly species, or a congregation of the rare intelligent specimens that turn up in every species. They are somewhat finer of appearance than a normal dragonfly, and share common markings that are different than other species. There are fair variations in body type, however, lending credence to the multi-species theory.

Shadowdamsels are all female, and are said to have been allies and advisors to the Only Old One. After his death, they withdrew from troll affairs, but they can occasionally be seen flying above the Shadow Plateau. Occasionally, an individual will make contact with a clan to bargain for or demand some item, to seek assistance, or to warn of impending danger. Unlike the intelligent spider children of Orani, they are not subtle, often direct to the point of rudeness. They disdain men, speaking only to females. All are initiates of Gorakiki-Dragonfly, and many join other suitable cults, especially Argan Argar.

## GIANT ELKHORN BEETLE

*lucarnus alcecornis*

This is one of the larger giant insects of Dagori Inkarth. They are frequently domesticated by trolls, and are often used as guard animals because of their pugnacious nature. Their chitin is a uniform black in color. Despite their fearsome appearance, adults feed only on nectar and sap collected from giant flowers and the like. Female elkhorn beetles do have antlers; although these are only half the size of those of males, they are capable of doing more damage.

Eggs are laid in rotting tree stumps or similar sheltered spots, which the young eventually consume. The eggs hatch into stout, soft-bodied larvae with permanently curved bodies and six large

(but useless) limbs; use the stats for giant maggots, but SIZ and STR are 3d6+6 and Move is only 1/2. Giant Elkhorns are easy to breed in captivity.

Elkhorn Beetles use the Giant Beetle hit location chart found in *RuneQuest*.

STR	3d6+15	26-27	
CON	3d6+6	16-17	Move: 5/5
SIZ	4d6+9	23	Hit Points: 20
INT	2	2	Fatigue: 43
POW	1d6+6	9-10	DEX SR: 3
DEX	3d6	10-11	

weapon	SR	attack	damage
Bite	6	50+2	1d10

**Combat Notes:** Male elk-horn beetles have jaws and antlers too large to be closed with any force, and so gain no damage bonus from STR or SIZ. Females have smaller jaws (1d8 damage), but are able to use 1/2 their damage bonus. The jaws of both are large enough to impale, and can get stuck in a wound. Male beetles wrestle with their antlers, matching STR vs. STR until one submits to the other and backs off.

**Skills:** Scan 60-4

**Armor:** 8-point chitin

## GIANT FLY

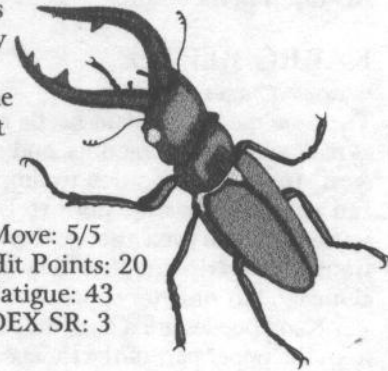
*calliphora enlobaiulus*

There are a number of species of giant fly; this example is one of the largest, a giant bluebottle fly used as an aerial riding animal by trollkin in Dagori Inkarth. Dung flies, flesh flies, warble flies, and hover flies are all common as well (use these statistics, but with SIZ and STR of 3d6 each) in addition to the blood-gnat already described.

These insects feed off the nectar in giant flowers, and have no biting mouth-parts. They can vomit forth a weak acid onto corpses or plants and lap up the resulting effluent, but this is too inaccurate an attack to be used against moving opponents.

Females normally lay their eggs in the carcasses of large animals such as dinosaurs, but any source of decaying organic matter suffices. Trolls who breed such creatures often use mid-dens full of troll and giant beetle dung for the purpose.

Giant flies use the same hit locations charts as giant wasps.



STR	2d6+6	13	Move: 6/10
CON	3d6	10-11	Hit Points: 12
SIZ	2d6+6	13	Fatigue: 23-24
INT	2	2	DEX SR: 1
POW	2d6	7	
DEX	3d6+12	22-23	

<i>weapon</i>	<i>SR</i>	<i>attack</i>	<i>damage</i>
Vomit	8	20+6	POT 1d4 acid

**Combat Notes:** Unless trained to do otherwise, a fly instinctively seeks to flee rather than fight. If unable to flee, it might try to vomit on an opponent, but can do this only once per hour.

**Skills:** Acrobatics 85+12, Fly 110+12, Scan 95-8

**Armor:** 3 point chitin

### KARRG BEETLE

*megasoma megavastus*

These are the largest giant beetle reared by trolls. They are used as pack animals and mounts, and are so named because of their great strength. In addition to simply carrying goods about, they can use their massive horn to lift tree-trunks and other obstacles, and can even arrange them to make defensive fortifications if properly directed by a trained mahout. They can fly clumsily, but only for short distances.

Karrg beetles are a dark dull brown, with one horn growing from the upper part of the thorax and another from the snout. They lay eggs in carefully gathered mounds of organic refuse. These hatch into larvae closely resembling those of the elkhorn beetle except for their size; use the statistics for Giant Maggots except that SIZ and STR are 3d6+12 each and Move is 1/2.

Karrg Beetles use the same hit location chart as Giant Beetles.

STR	4d6+24	38	Move: 3/4
CON	2d6+12	19	Hit Points: 27
SIZ	4d6+21	35	Fatigue Points: 57
INT	2	2	DEX SR: 4
POW	2d6+6	13	
DEX	1d6+2	5-6	

<i>weapon</i>	<i>SR</i>	<i>attack</i>	<i>damage</i>
Horn Ram	7	75+1	2d6+4d6 + special
Bite	7	50+1	1d6+4d6

**Combat Notes:** Karrg Beetles attack by using the horn ram. If successful against a target with SIZ under 20, the victim must make a STR vs. STR roll or be lifted into the air helplessly while the beetle attacks others with its bite. A Karrg Beetle cannot bite a victim held in its horns.

**Skills:** Fly 50-15, Hide 80-33, Sneak 50-33

**Armor:** 9-point chitin

### GIANT LOCUST

*locusta magnus*

These insects are around three feet in length, and have a mottled yellowish color. They are usually solitary creatures, and because they eat only grass and shrubs, are generally harmless to people

or animals. On fortunately rare occasions, they mass in large swarms and devastate the surrounding land. While swarms do not attack livestock or people, they can consume fields of crops in minutes, and are a considerable menace to humans.

Giant locusts lay clusters of eggs in a tough frothy casing which helps them survive through the winter. They hatch in Sea Season as small, wingless, versions of the adults.

A much larger version is known which is used as steeds by the nomadic troll Locust Riders. Use the statistics for Giant Mantises (*Trollpak*, Book of Uz, pg 38), but STR is 4d6+12 and they can only attack with their Bite. All Giant Locusts use the same hit location chart as Giant Praying Mantises.

STR	2d6+3	10	Move: 4/10
CON	3d6	10-11	Hit Points: 9
SIZ	1d6+4	7-8	Fatigue: 21
INT	2	2	DEX SR: 3
POW	1d6+3	6-7	
DEX	2d6+6	13	

<i>weapon</i>	<i>SR</i>	<i>attack</i>	<i>damage</i>
bite	9	40-5	1d6

**Combat Notes:** A giant locust may leap away from danger so long as it retains both its hind legs and least two other legs. It can propel itself a number of meters equal to its STR, once per two rounds.

**Skills:** Listen 50-2, Scan 40-2

**Armor:** 3-point chitin

### GIANT MAGGOT

*various scientific names*

Maggots are the larval form of flies; these statistics are for their final stage, before pupation and metamorphosis into an adult fly.

Maggots usually grow in corpses or piles of refuse. They are thus always found in exceptionally smelly conditions (see *Into The Troll Realms*, pg 39, for sample rules). Maggots strike out against anything disturbing them, but are not active hunters.

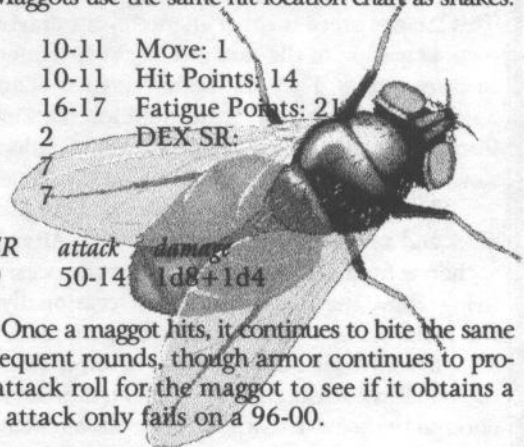
Maggots are actually larger than the flies into which they transform. If there is need for smaller maggots, you can create two earlier stages by subtracting 2d6 or 1d6 from STR, CON, and SIZ. Giant Maggots use the same hit location chart as snakes.

STR	3d6	10-11	Move: 1
CON	3d6	10-11	Hit Points: 14
SIZ	3d6+6	16-17	Fatigue Points: 21
INT	2	2	DEX SR:
POW	2d6	7	
DEX	2d6	7	

<i>weapon</i>	<i>SR</i>	<i>attack</i>	<i>damage</i>
Bite	9	50-14	1d8+1d4

**Combat Notes:** Once a maggot hits, it continues to bite the same location on subsequent rounds, though armor continues to protect. Make the attack roll for the maggot to see if it obtains a critical, but the attack only fails on a 96-00.

**Armor:** 2 point leathery integument



## GIANT WOOD LOUSE

*oniscus secundamensa*

The wood louse is an unusual crustacean with fourteen legs and a segmented, armor-plated body. They are called pill bugs, sow bugs, or roly poly's by local humans, for when threatened they curl their bodies up into a ball which is nearly impervious to attack, especially in the larger specimens, and which some trolls have been known to use as exotic ammunition for their slings.

Wood lice are nocturnal herbivores, and essentially harmless, having no effective means of attack. They are found in damp terrain, especially in subterranean areas, for their lower bodies must remain moist for them to breathe. They scuttle away and hide in the presence of light, and spend days hidden in crevices or beneath boulders. Wood lice lay their eggs in water-filled brood pouches on their undersides, from which the young eventually emerge, looking much the same as the adults save for their size.

These creatures come in a range of sizes. Small ones are a delicacy, but the larger ones are generally ignored.

STR	3d6	10-11	Move: 3
CON	2d6+3	13	Hit Points: 12
SIZ	3d6	10-11	Fatigue Points: 24
INT	1	1	DEX SR: 3
POW	2d6	7	
DEX	3d6	10-11	

location	unrolled	rolled	points
Abdomen	01-06	01-07	4/4 (.33)
Thorax	07-17	08-20	4/5 (.40)
head	18-20	--	4/2 (.25)

weapon	SR	attack	damage
Stink	3	n/a	special

## HORRORS AND TERRORS

### MAGGOT BROO

These unpleasant broo are rare, and are most likely to be found in the vicinity of Malia's Stool in the Wastes, though they can be found in other areas. They do not appear to pupate or transform into adult flies (though such might be possible as a chaos feature), and are sexually potent even in this seemingly larval stage.

Maggot broos use the same hit location chart as lamiae. Use the statistics for normal broo in *RuneQuest*, modified as follows:

SIZ	2d6+6	13	Move 2
DEX	2d6+3	10	Hit Points: 14
APP	1d6	3-4	

weapon	SR	attack	damage
Bite	8	40+5	1d8+1d4

**Combat Notes:** Once a maggot broo strikes a location, it clings and continues to bite on subsequent rounds, though armor continues to protect. Make the attack roll for the broo to see if it obtains a critical, but the attack only misses on a roll of 96-00.

A maggot broo may use any weapons it happens to find, but their squidgy, boneless bodies sport only soft horns, useless in combat. Maggot broo are normally also covered in exception-

**Combat Notes:** A giant wood louse can roll up into a ball in one combat round, tucking its head and legs out of reach. Before this happens, each point of damage delivered to the abdomen or thorax will incapacitate one leg (out of fourteen), but once it is in a ball the legs are invulnerable. Additionally, when it is in a ball shape, use the 'rolled' hit location table instead of the normal 'unrolled' table.

A wood louse can emit an unpleasant stench when attacked. All creatures within 1 meter of the animal must make a CON roll vs. a stench Potency of 5 or be overcome with nausea for 1d6 rounds.

**Skills:** Hide 50-9

**Armor:** giant wood lice up to SIZ 10 have 4-point chitin. Thereafter, they have an additional point of chitin per +3 SIZ.

### A NOTE ON PUPATION

All insects whose young are caterpillars, maggots, or stingworms spend some time as a pupa before transforming into the adult form. In many giant insects, pupation occurs throughout Dark Season and Storm Season, with the larva concealing itself under the soil or in a suitable crevice or hiding place. Domesticated forms may be stored in a safe place by trolls. Even for most of the larger varieties, pupae are immobile, DEX 0 creatures, so statistics would be meaningless. The few active types can use the Stingworm or Maggot statistics provided here and in *Trollpak*.

### MORE BUGS

James Frusetta has a large number of other insect species on his web page, organized by troll land. Check them out at:

[www.wam.umd.edu/~gerakkag/rq.html](http://www.wam.umd.edu/~gerakkag/rq.html)

ally odiferous substances, which the gamemaster may rule has detrimental effects on any non-broo with a sense of smell in the vicinity. Maggot broo rarely associate with other broo, and so do not normally have magic or weapons.

**Skills:** Hide 40-2, Scent Food 70+6, Burrow Through Feces 60+6

**Armor:** 1-point chitin on body and head.

**Disease:** There is an 80% chance that a maggot broo carries a random disease on its person or any items it might carry.

### DEHORI

Dehori is a term used to describe many kinds of darkness spirits and demons. While a few "races" of Dehori spirits are known, most are unique entities. Two sample Dehori are provided here, both of fairly low power, compared to most Dehori.

### Babaka Fegh

Babaka Fegh is a terrifying Dehori that patrols the Machine Ruins. It appears as a head like a troll's skull with two long skeletal claws sprouting from where the ears would be. It is a spirit, not an ordinary monster; it has a sort of physical body, but with armor points instead of hit points. If its head is reduced to 0 APs, it dissolves and cannot reform until the evening of

the following Freezeday.

STR	15	Move: 10 flying
SIZ	75	Armor Points: 55
INT	17	Magic Points (average): 70
POW	35	Free Int: 10

<i>location</i>	<i>1d20</i>	<i>points</i>
R Arm	01-06	25
L Arm	07-12	25
Head	13-20	30

<i>weapon</i>	<i>SR</i>	<i>attack</i>	<i>damage</i>
Shriek	1	auto	Demoralize
Right Claw	4	50	5d6 + MP drain
Left Claw	7	75	5d6 + MP drain
Bite	10	95	5d6 + swallow

**Combat Notes:** When Babaka Fegh shrieks, everything within earshot must resist vs. the dehoris's magic points or be demoralized. The shriek acts as a 1 point Divine Magic spell for the purpose of penetrating magic defenses.

Babaka Fegh drains MPs if his claws penetrate armor. They drain MPs equal to the HPs the target takes in damage.

Babaka Fegh's bite may swallow a target whole. If the damage rolled (whether or not it penetrates armor) is larger than the target's SIZ, the target is swallowed. A swallowed target undergoes a **Fearshock** attack every melee round until he dies or is freed. He can only be released if Babaka Fegh does so voluntarily (unlikely) or is temporarily destroyed (by reducing it's head to 0 APs). A person who dies inside Babaka Fegh has his soul immediately consigned to the Underworld, and does not undergo the normal 7-day journey (i.e., he cannot be Resurrected).

**Sorcery:** Intensity 100, Range 100. Babaka Fegh knows the following spells at 100: Animate Stone, Diminish Strength, Haste, Neutralize Magic, Resist Magic, Palsy, Tap Power.

**Divine Magic (100):** Absorption 4, Blinding 4, Counterchaos x4, Sever Spirit x4. On Freezeday of Death Week of each season



Babaka Fegh is not in the Machine Ruins, but instead is in Hell renewing its spells. Thus, it is somewhat less dangerous to encounter it just before that time, as it may have used some of its magic. And of course on that day it is not around at all.

## Nabakh

Nabakh is a well-known Dehori from the Uzgor Mountains. He (Nabakh is male) takes the form of a large pool of darkness, perhaps 10 meters across. Mystic Vision, Soul Sight, and similar spells reveal a pale white eyeball peering out of the center of the pool, but no further details can be sensed.

Nabakh attacks by engulfing his target in his darkness and engaging him in spirit combat. The target loses POW instead of MP, however. If a target is reduced to 0 POW, he dies and is immediately "reborn" as a wraith under Nabakh's control. This control lasts for several weeks, but gradually wears off, after which the wraith usually finds a dark spot to haunt. Hence, Nabakh is often accompanied by 1 or more wraiths. Nabakh can engulf more than one target simultaneously (though he must split his magic points between targets), and can choose not to attack someone inside his darkness pool.

After Nabakh kills someone, he immediately seeks out a troll or trollkin and leads him or her to the corpse so the troll can feed. Nabakh never attacks trolls, not even trollkin. He will attack any sentient non-troll he encounters unless they are accompanied by trolls or trollkin; he might also attack non-trolls who are so accompanied. If he is attacked in spirit combat by a troll (which could be done by a disembodied fetch or with **Attack Soul**, for instance), he will try to flee, negotiate, or surrender; he will not fight back. On several occasions, a mighty troll shaman has managed to temporarily bind Nabakh to her fetch. Such control rarely lasts for long, however.

INT	18
POW	30

**Divine Magic:** Absorption 10, Blinding 10, Command Chonchon, Command Fear Spirit x2, Command Hellion x2, Command Pain Spirit x2, Command Shade x5, Spirit Block 10, Vision 10. Nabakh's divine magic is renewed at the normal Kyger Litor holy nights, which he attends religiously.

## DIRT DEVIL

*stygius sordefossor*

These hideous creatures are found in the northern parts of Jolar and Kothar and, occasionally, in Fonrit and the northern Pamaltelan jungles. They are vaguely humanoid (and are said to be descended from trolls), but walk on all fours. Their forelimbs end in heavy, clawed, shovel-like paws, ideally suited for burrowing through the earth. Their heads are conical in shape, with small eyes and large ears that fold back against the skull when the creature is digging. The skin is a very dark grey, almost black, and covered in very short, dark fur. They are infamous for their low, extremely loud and horrible growls and howling, for which the Doraddi name them devils.

Dirt devils spend much of their time below ground, where they dig tunnels through all but solid rock. This is made possible not just by their shovel paws, but by their ability to gnaw through soft rock with their powerful spade-like teeth. It is un-

likely they can gain nutrition from stone in the way trolls do, but even if so, it appears they must also acquire organic matter to survive, for they are fierce and dedicated carnivores.

Dirt devils generally only surface at night, and then usually to feed. While they do eat burrowing animals, and often leave their tunnel lairs to eat carrion or attack small prey above ground, they can also sense the approach of large animals (SIZ 10 or More) on the ground above them by the vibrations they make while walking. When a victim is directly overhead, the dirt devil erupts from the ground, grabs its prey, and hauls it down into its tunnel, where it will generally be unable to fight back. Normally such attacks are solitary, but on occasion swarms of a dozen or more of the creatures are known to pounce upon herds of animals or even small villages, to kill as much as they can in a mad feeding frenzy. They then disappear back below the soil. It is unknown how they coordinate such attacks.

Although dirt devil tunnels are large enough for a human or even a troll to crawl through, they are too narrow for humanoids to fight in. Dirt devils' joints are articulated in such a way that they themselves have no problem fighting in such close quarters. As a result, attempting to pursue them into their own domain is almost invariably fatal, though some warrior tribes use this as a test of great bravery.

Dirt devils use the location charts for Four-Legged Animals.

STR	4d6+12	26	Move: 5
CON	4d6	14	Hit Points: 17
SIZ	3d6+9	19-20	Fatigue Points: 40
INT	1d6+2	5-6	DEX SR: 4
POW	3d6	10-11	
DEX	2d6+2	9	

weapon	SR	attack	damage
Bite	7	40+3	1d8+2d6
Claw	7	25+3	1d6+2d6

**Combat Notes:** a dirt devil can use one bite and two claw attacks in the same round against a single target. If it is partially within one of its burrows at the start of a round, and has struck with its bite or both claws, it can try and drag the victim into the tunnel. The victim must succeed in a resistance roll against the devil's STR to avoid this fate. Once underground, a victim may make a resistance roll to try and escape, but will find it almost impossible to fight the devil as long as it remains below ground.

People unfamiliar with dirt devils are often frightened by the growls and shrieks that they make in combat. Anyone who has not faced dirt devils before (or who has faced them unsuccessfully in the past) attack at a penalty of -25%.

**Skills:** Climb 50+2, Listen 80-1, Scent 75-1, Sense Movement 90-12, Hide 70-12, Sneak 60-11

**Armor:** 3-point fur and warty skin

## FRIGHT

*noctufuriosus pavor*

These beasts are reputedly insane. They are terrifyingly ugly, and make horrible, stomach-churning noises in combat.

A Fright often simply ignores intruders, as if they were not there. Or it might attack a pack animal in a berserk frenzy, ig-

noring everything else present. Everyone agrees that they are very dangerous under all circumstances.

No one knows how Frights breed. One theory is that they are the result of third-generation incest. The Six Legged Empire determined that they were descended from troll stock, however, and the incest theory seems to be only a local superstition.

Frights use the same hit location charts as humanoids.

STR	6d6	21	Move: 40
CON	4d6+12	26	Hit Points: 20
SIZ	2d6+6	13	Fatigue Points: 47
POW	2d6+12	19	DEX SR: 3
DEX	4d6	14	

weapon	SR	attack	damage
Slash	5	80	2d8+1d6

**Combat Notes:** anyone facing a Fright must roll under his INTx5 each round or he looks at its face; this then requires a POWx3 roll to keep from being **Befuddled** by its hideousness.

The hideous noises a Fright emits make it hard to concentrate, and anyone trying to cast a spell (for example) within ear-shot of an angry Fright must succeed in a Concentration roll.

**Skills:** Dodge 85

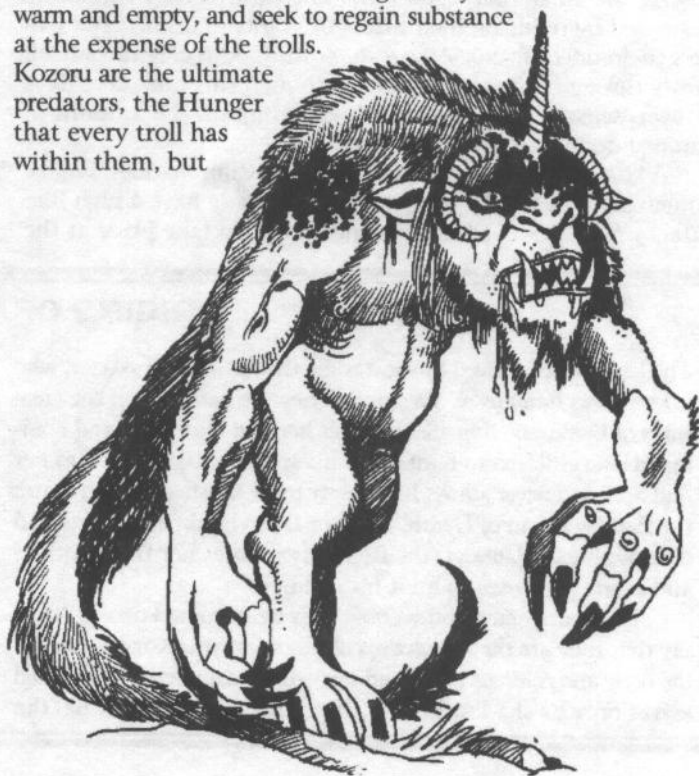
**Armor:** 6 point skin and fur

## KOZORU (SHADOW VAMPIRE)

*no scientific name*

This is a type of vampiric entity found only in troll lands. Few trolls become standard *RuneQuest* vampires; instead, they become kozoru. These evil beings have abandoned their families; they are eaters of trolls, slayers of infants, killers of mothers and wives. Cast from Darkness into Light, they are warm and empty, and seek to regain substance at the expense of the trolls.

Kozoru are the ultimate predators, the Hunger that every troll has within them, but



in them, but which even they must repress.

A troll that becomes a kozoru loses its physical nature, and becomes a semi-physical shadow. It loses its STR, SIZ, CON, POW, and APP. Its beginning Magic Points equal its former POW; maximum MPs equal its former POW + SIZ. DEX and INT remain the same.

A Kozoru possesses Strength Points instead of Hit Points, which initially equal its former STR, and which can increase as high as its former STR + CON. Each SP allows a kozoru to pick up 1 ENC. A kozoru may thus use physical items, such as armor and weapons. Hit Point damage done to a kozoru reduces its SPs, progressively weakening it. SPs grant a damage bonus (use the SP total instead of STR+SIZ), if applicable.

Kozoru are not harmed by light; their Darkness has been drained away and they haunt the day as empty shadows, seeking to replenish themselves with life-giving Darkness. Normal physical attacks cannot harm a kozoru, but magic (including spells such as Bladesharp) can. Kozoru are resistant to light; they take only half damage from fire, or from fire- or light-based spells. They do not age, and are immune to the effects of disease and poison. Kozoru lose most of their special abilities in full darkness, including their ability to Stupefy and to gain Magic and Strength Points from victims. The coming of the Red Moon, shining light where there should be none, has strengthened the kozoru, and many villages have fallen to them since it rose.

A kozoru has no real substance, and can contort and squeeze itself through very slim cracks or small holes, keyhole-sized or larger. This process takes one strike rank per Strength Point it possesses to squeeze through and reobtain its shadowy troll shape. While in this form it cannot attack, defend itself, cast spells, or use special abilities; it can be damaged as noted above. Any items or possessions it holds must be forced through the crack (if possible), or left behind. Kozoru move at a speed of 4.

As kozoru are only semi-physical creatures, they cannot be destroyed by reducing their Strength Points to 0; this only renders them unconscious. A kozoru so stunned regenerates itself slowly through exposure to light, although this may take days or even seasons in some cases, depending on the amount of damage done to them.

A kozoru uses a Bite Attack, just as a vampire does. Unlike human vampires, however, trolls often already have a high Bite Attack). The lack of SIZ allows this attack to take place at the

kozoru's DEX SR. Armor protects against this physical attack, which may also be parried. Kozoru regenerate Strength Points by feeding from live victims. When eating a troll or other sentient darkness creature, each HP eaten restores 1 SP; with non-troll victims, each 3 HPs eaten give 1 SP.

Unlike dark trolls, which are pleasantly cool to the touch, kozoru are uncomfortably warm – even hot, if it has not fed recently. Like the cold grasp of a vampire, the burning touch of a kozoru drains the souls of its victims. If a kozoru successfully grapples an opponent, it drains 1d4 magic points in SR 12 of the current round. MPs can only be drained from trolls and other sentient darkness-related creatures. A kozoru can both feed on and drain from a victim at the same time, but cannot use the attacks against two separate targets in the same round.

Since they lack POW, kozoru cannot regenerate magic points except by feeding. They cannot cast spirit or divine magic, and lose all that they once knew upon becoming a kozoru. They may use sorcery if they can find someone to teach them, or if they possessed sorcerous abilities in life.

A kozoru can lull its victims into a Stupor. This requires it to envelop the victim (taking a full round). If the kozoru overcomes the victim's magic points, the victim is lulled and may take no action until it is awakened (which takes a full round). While Stupefying a victim, the kozoru may not attack with Bite or Grasp. Countermagic and similar spells offer no defense, but this ability does not work on targets affected by **Berserk** or similar spells; **Fanaticism** improves resistance rolls by 5% per point.

Kozoru are visible, but do not register to Darksense. A kozoru cannot normally make any sound, including speech, but if it has fed recently on a sentient creature of darkness it can attain a harsh whispery speech, which can only be heard with effort. Its voice will be a pale echo of its last victim, as it can make sounds only with the stolen substances of others.

Exposure to Darkness weakens a kozoru. Flinging the black waters of Adzurana on them drains 1d8 magic points. Enveloping them in a shade, Dehori, or magical darkness drains 1 MP each round. Each full day the kozoru is kept within mundane darkness, it loses 1d6 MPs. The cults of Kyger Litor and Subere are said to possess rituals that can destroy a kozoru, purifying its soul enough so that it may go to the Burning Prison.

Kozoru are rare in troll lands, and basically unknown elsewhere. Some exceptionally powerful kozoru are said to exist, too

## ORIGINS OF THE KOZORU

The kozoru are believed by most to be the spawn of Zukozor, who is known to humans as Vivamort. They are hated by all the creatures of Darkness. Kyger Litor hates her Bad Husband, and commands her children to hunt down his spawn. Zugorteg hates her Bad Son, and never allows his hunger to be satisfied. Subere hates the Bad Guardian of Death, and her Deep Darkness rejects and destroys him. Adzurana (the River Styx) hates her Bad Brother, and sends her furies to hunt his children.

There are many stories about how uz become kozoru. Most say that they are the sad victims of other kozoru. Kozoru devour the body and coldness of uz, and one who is completely consumed leaves only its shadow behind. If not released by other uz, the

empty shadow will become another kozoru.

Many Great Mothers say that if a male uz turns against his mother, sisters, or wives this is his ultimate fate. This is what happened to Zukozor, who betrayed his family and so was abandoned when Death came to Wonderhome. Rather than die, he bargained with Death, and so retained a shadow existence. He hates his kin for his abandonment (selfishly refusing to admit his crimes), and seeks to regain his bartered substance at their expense.

Still others say that the kozoru are the uz that were warped and twisted in Wonderhome when Death's burning light came. Escaping to the Hurtplace with other uz, these poor souls were driven mad by Death's bright heat, and now prey on their kin.

powerful to destroy. Trolls avoid some valleys in eastern Dagori Inkarth, claiming that the Shadows there are huge kozoru who have consumed entire armies of darkness in the past.

## NIGHTFLYER

*myotis tenebra*

Nightflyers are dark, humanoid creatures about the size of trollkin, but have leathery wings instead of arms or forelegs. These wings have two free fingers, which are opposable; they are quite dexterous, at least when their wings are folded up. They have weak, spindly legs, but are able to hop around, and they are actually very agile on the ground.

Nightflyers are fairly common in the jungles of Trowjang, but are occasionally found in Teshnos and Kralorela as well. They are nocturnal, and feed primarily on small mammals, lizards, and large insects, and are also satisfied with carrion. They are courageous enough to attack targets as large as humans (in groups), but are generally seen more as pests than as threats. Their habit of stealing shiny objects and food has made them notorious among jungle travelers.

The God Learners believed the nightflyers were descended from trolls, and their appearance and habits support this theory. Nightflyers are completely blind, lacking eyes, but have superior sonic abilities similar to Darksense, which they can even use to strike down prey animals at great range. All nightflyers are de-

moralized in daylight in the same manner as trollkin.

Though semi-intelligent, nightflyers do not have a true "culture", and do not use magic; even simple spells will often scare away a pack. They are sometimes captured and tamed by Teshnan nobles, and tame nightflyers can be taught to use spells.

There are no trolls in Trowjang or the surrounding lands, so the presence of this troll-related entity may seem strange. The Kralori say that all the Trowjang trolls evolved into Nightflyers, a peculiar result of their particular brand of Ignorance. The Teshnans say the Nightflyers were just inhabitants of Hell who accompanied the trolls to the surface. The amazons of Melib island claim the nightflyers came to Kralorela from the south at the same time as the legendary "blue men of the forest," but there is no evidence to substantiate this belief.

Nightflyers use the hit location chart for harpies. The stats provided below are for males; females have a STR of only 2d6.

STR	2d6+3	10	Move:	2/8 (Flying)
CON	3d6	10-11	Hit Points:	10
SIZ	1d6+6	9-10	Fatigue Points:	21
INT	2d6+2	9	DEX SR:	
POW	2d6	7		
DEX	3d6+6	16-17		

<i>weapon</i>	<i>SR</i>	<i>attack</i>	<i>damage</i>
Grapple	7	50+7	grapple
Bite	7	35+7	1d8

**Combat Notes:** a nightflyer normally attacks by swooping down from above by surprise at night, grappling with a target in an attempt to steal something, then jumping into the air before their target can react. Their dexterous claws can be used to untie knots, undo buckles, etc. After the initial surprise wears off they attack normally, using aimed blows to strike whatever hit location they managed to expose in the previous attack. If presented with serious opposition they will flee with their stolen baubles.

**Skills:** Dodge 45+7, Fly Silently 85+7

## NYCTALOPS

*no scientific name*

Nyctalops can easily be mistaken for shades, but in the middle of the pool of darkness a large sub-luminescent eye is generally visible. They come in different sizes, as do shades, and are similar to them in many ways – they can float through the air, possess a fearshock attack, and are affected by Sunbright and similar spells in the same manner as shades.

A nyctalops attacks by forming part of its body into a claw or talon and striking out. The first blow that hits a particular enemy, even if parried (but not dodged), does Fearshock (as per a normal Shade attack). Subsequent attacks do damage only, unless that enemy has not been struck by a fearshock attack for their POW in minutes.

Nyctalops generally have 1d6 STR, POW, and Hit Points per cubic meter of size. Their Attack chance is generally 10% per cubic meter; they do 1d6 damage plus a bonus based on twice their STR. The MPs and HPs of a nyctalops are closely related in a manner reminiscent of the hellion. They can interchange MPs and HPs on a one-for-one basis, though damage taken or use of MPs does not automatically reduce the other statistic,



nor do they have Armor Points to be affected.

**Small Nyctalops**

STR	4d6	14	Move: 6 (flying)
SIZ	4 cubic meters		
HPs	4d6	14	
INT	1d6	3-4	
POW	4d6	14	

<i>weapon</i>	<i>SR</i>	<i>attack</i>	<i>damage</i>
Claw	10	40	1d6+1d4+fearshock

**Large Nyctalops**

STR	20d6	70	Move 6 (flying)
SIZ	20 cubic meters		
HPs	20d6	70	
INT	1d6	3-4	
POW	20d6	70	

<i>weapon</i>	<i>SR</i>	<i>attack</i>	<i>damage</i>
Claw	10	200	1d6+8d6+fearshock

**Magic:** a Nyctalops knows its INT in spirit spells. Typical spells include Demoralize, Darkwall, Dullblade, and Shimmer. A Nyctalops can dispel earth- or fire-related spells by spending magic points – each MP spent counts as one point of Dispel Magic; they do not need to know Dispel Magic to do this, and usually do not bother to learn it. They also do not learn Heal, because of their ability to convert magic points into hit points.

A Nyctalops can sense the POW and MPs of all embodied creatures within view. It can sense through total darkness, but not through a Lightwall or other intense light spells.

**TROLL, GIANT**

*styganthropus magnificus*

Fortunately for humans and other races, this type of troll became extinct in the Godtime. However, they can still be found in the Underworld, at the world's dark edges, and on the Hero Plane. Troll legends claim that they were the first "giants" in the world, spawning all of the other types. Most human and elder giant stories contradict this tale, of course. Many trolls also claim that all trolls were once of this stature.

The variety listed here represents the most common type of giant troll. It was one of the largest troll varieties (averaging 6m tall), and spawned some races which were even larger. Unless an opponent is of a size with the giant troll, it can only hit the nearest body part (usually a leg). Larger foes use the same hit location charts as other humanoid beings.

STR	10d6+20	55	Move: 6
CON	4d6+12	26	Hit Points: 41
SIZ	10d6+20	55	Fatigue Points: 81
INT	2d6	7	DEX SR: 4
POW	6d6	21	
DEX	2d6	7	
APP	3d6	10-11	

<i>weapon</i>	<i>SR</i>	<i>attack</i>	<i>damage</i>
Fist	4	40	1d3+6d6
Heavy Mace	4	50	1d10+6d6

**Skills:** Darksense/Scan 90+11, Darksense/Search 90+11

**Armor:** 6 point skin. May also wear armor.

**Magic:** usually know their INT in Spirit Magic. Favored spells are Heal, Bludgeon, and Darkwall. Many worship Subere, Zugorteg, and other deities of Hell, and may possess Divine Magic.

**GIANT ICHNEUMON WASP**

*ichneumon sonichaos*

These chaotic creatures are most commonly found in Snakepipe Hollow and the Footprint of Heortland, but similar monsters probably exist elsewhere. Typical specimens resemble thin, long-legged wasps with bulbous yellow and black abdomens. Adults are primarily herbivores, but will catch and eat small animals of various kinds. Unlike normal ichneumons, the giant form is parthenogenic, and consists only of females.

These chaotic monsters have the ability to hypnotize victims by buzzing their wings in a certain way. If the wasp overcomes its target's POW, the victim is affected as if by a Befuddle spell, but cannot even resist if stung by the wasp (though other attacks allow him to shake off the effect in the usual way).

The wasp will sting its hypnotized victim once before flying away. Besides doing damage, the sting injects a number of eggs into the victim equal to the victim's SIZ divided by 5 (round down; creatures with a SIZ of less than 5 are not attacked). After one week the eggs hatch, and the larvae begin to destroy the host's organs, slowly draining its health before killing it. Each larva causes one general hit point of damage per week.

After the death of the host, the larvae continue to eat away at the remaining flesh from the inside, destroying one SIZ point each per week. When all that remains is a shriveled husk (SIZ is less than 4) they pupate inside the corpse, then escape as miniature adults 1d3 weeks later.

The larvae can be dealt with in the same manner as a brood infestation. The monstrous wasps primarily attack herd animals and other herbivores, but attempts to lay eggs in carnivores or humans are not unknown.

They use the same hit location charts as Giant Wasps.

STR	3d6	10-11	Move: 2/15
CON	2d6+2	9	Hit Points: 11
SIZ	2d6+6	13	Fatigue Points: 20
INT	3	3	DEX SR: 2
POW	3d6	10-11	
DEX	3d6+6	16-17	

<i>weapon</i>	<i>SR</i>	<i>attack</i>	<i>damage</i>
Bite	7	40	1d6
Sting	4	50	1d8

**Combat Notes:** an ichneumon cannot both bite and sting the same opponent in a given round.

**Skills:** Scan 60-7

**Armor:** 3-point chitin

**Chaotic Features:** an ichneumon has a chance equal to its POW as a percentage of having a random chaotic feature in addition to the hypnotic ability.



# A TREASURY OF DARKNESS

## Troll Plunder

A number of legendary magical artifacts are known in the land of Dagori Inkarth. The Black Net of Varzor Kitor will kill anything placed underneath it. Ironhoof the Centaur had the Bag of Black Warriors, out of which great trolls came to fight at his command. The uz and aldryami of Shadows Dance for centuries have fought over a magical gem, called the Black Diamond by trolls and the Rainbow Jewel by elves. The Eternal Flower grows in a secret grove in the Vale of Flowers, while the Skull of Gash is the subject of great rituals. More common items abound, as in all lands, and a few of them are described here.

### ALDRYAMI SPICE

*There came a time when Zor Tola had been eating stones for an entire decade. They had been fine at first: coarse upon the tongue, heavy in the gullet, and deeply filling. But after ten years even batter-fried pixies can become a burden, let alone rocks. Zor Tola began to despair, for this was in the time when Chaos ravaged the land, and no living thing could be found from the Roundlake Mountains in the East to the Dark Queen's land in the West. Zor Tola lamented for the days of Wonderhome, when even the worst food was juicier than a fat beetle, and certainly tastier than rocks.*

*That night, the elves made one of their regular attacks upon the stronghold. When it was done, they were stacked like cordwood around the camp, for the aldryami had suffered as greatly as the uz. Seeing them, Zor Tola had a revelation. Were the aldryami not born of plants, like Basil, Parsley Garlic, and Thyme, now long gone from the world? With this thought in her mind, Zor Tola went forward, beating away the salivating warriors in order to take the most succulent of the woody corpses from the piles of the dead.*

*For an entire week she worked upon the corpse, extracting its purest essences. When she was done, she had produced the finest spice ever known in Uzdor. Centuries later Zor Tola later founded the first Thunderbreath Restaurant at the Castle of Lead, and the Aldryami Spice remains a secret of that famous restaurant chain.*

Aldryami Spice coloring varies based on the species of elf used in its creation. Brown elves create a deep brown spice, while green elves produce a lighter brown tinged with green. No yellow elf has ever survived the trip to Dagori Inkarth, no matter how much a Master Chef pays or how he threatens the uz sent to procure it. The refinement and distillation of the spice is so great

that an average elf makes enough spice for only twenty meals; other aldryami cannot be used to create the spice.

A chef must be a master at **Craft Food** to create Aldryami Spice. He must know the secret procedure; creation of the Spice is impossible without the knowledge.

When a diner eats a meal cooked with Aldryami Spice, her **Taste** skill is at +10% for the duration of the meal. Other uz have tried to create spices from aldryami.

While some have created delicious recipes, none has the potency of the Thunderbreath Restaurant spices.

**Value:** The making of Aldryami Spice is a secret of the High Chefs of the Thunderbreath Restaurants, taught to others only when they have earned their High Chef's trust after many long years of service. No open sale of the spice occurs within uz lands, for any attempt is fiercely punished by the Argan Argar cult. However, many uz connoisseurs (and certain other gustatorians, willing to overlook the source of the spice) would be willing to pay much for a small amount, and only dream of being able to spend a fortune for the recipe. Prices might range as high as 500L for one elf's worth of spice, or a hundred times that for the recipe.

### BLACK BOXES

*Before the Enemy came to destroy the paradise of Wonderhome, one uz was able to foretell the destruction of the Primal Darkness in which she and her sisters dwelt so happily. Hortaga Drash tried to warn other uz, but she was scorned by the creatures, who could imagine no end to their contented life. Sensing no way to help those who would not listen, and unwilling to flee her home, she withdrew deep within Subere and began preparations to save what Darkness she could. In a great ritual she created small lead boxes to hold pieces of the untouched Primal Dark.*

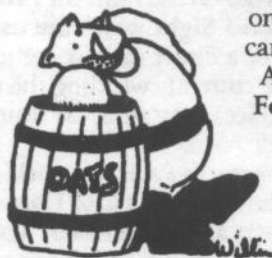
*After the destruction of Wonderhome, the Black Boxes were carried from Hell, or were discovered later and brought to the Surface. They have changed hands many times, but are most often owned by trolls. Currently, the whereabouts of only two boxes are known for certain, one held by the Council of Eight of the Castle of Lead, the other by the Kaggroka Tribe of the Pavis Rubble, brought with them from Dagori Inkarth.*

When a Black Box is opened, the Primal Darkness within flows out and covers an area of about 50 meters (165 feet) radius with a cloud of darkness. The edges of this cloud are indistinct, as with **Create Shadow** (see **Troll Gods**, page 20, or **Gods of Glorantha**, pg 28). The area within the cloud is darkened as shown on the table below. When the Black Box is closed, the darkness returns into the box.

<i>Before</i>	<i>After</i>
Direct sunlight	Cloudy Day
Sun blocked by clouds	Moonlit Night
Moonlit night	Moonless Night
Moonless night	Hell Darkness

Hell Darkness is intense enough to kill plants exposed to it for more than an hour or two; elves and other aldryami take 1d4 general Hit Points damage for each full hour spent within the cloud. Hell Darkness will also extinguish non-magical fires, at the rate of 1d6 intensity per 5 minutes. Lesser darkness prevents fires from providing light, though it does not extinguish them.

Any shade summoned within the cloud of darkness is automatically larger and more powerful, at the rate of 1d6 hit points and 1d6 magic points per "level" of effect. Thus, a shade summoned within a cloud of Hell Darkness would have an additional 4d6 hit points and 4d6 magic points.



**DARK TROLL  
FEELING HIS OATS**

The one known box is 3 cm (3/8") to a side. In the First Age, the famous uzuz Thorktor Thon said that she believed Hortaga was only able to create four Black Boxes before the Enemy arrived and fried her brains. Whether any of the other boxes is larger is unknown. Larger boxes would likely create a larger area of darkness than described above, and one able to cover an area of many square kilometers is rumoured.

There is no procedure for creating more Black Boxes, for the Primal Darkness was shattered by the coming of the Enemy. Several attempts have been made, possibly resulting in the creation of less powerful items. For example, at least one attempt created a number of boxes which never produce a degree of shading beyond that of a cloudy day. One or more failed attempts may also have resulted in the creation of some of the lesser Shadows of Dagori Inkarth.

**Cults** **Associated:** Subere, Kyger Litor, other Darkness  
**Hostile:** Fire/Sky cults  
**Enemy:** Aldryami (especially Yelmalio)

**Value:** As the only remaining pieces of Primal Dark, the Black Boxes are priceless. In practical terms, the Council of Eight of Dagori Inkarth might pay up to 175,000 L for the smallest box, and progressively more for larger ones. Though they would prefer to trade goods, lesser magics, or favors for the treasure, they would prefer even more to have the box donated, or to take it by force or stealth. Councils in other lands would offer less, depending on their resources, as would other organized darkness cults, such as Argan Argar or Xiola Umbar. Councils dominated by Zorak Zoran will always attempt to take a box by force.

## COINS OF THE KINGDOM OF NIGHT

In the time when the races of Kethaela fought a hopeless battle against chaos, Argan Argar gave his son the secret to make coins. Through this magic, the Only Old One created a system of currency, and used it to help unite all the races of the Kingdom of Night throughout the Darkness and after the Dawn, though now other coinage has supplanted the bolg as the common currency.

After the Pharaoh slew the Only Old One, he ordered that all likenesses of his enemy be destroyed. Though most of the coins were melted down in the Holy Country, a few hundred survived, protected by people of darkness, or lost in foreign lands. These coins somehow became imbued with a portion of the Only Old One's spirit, and they remain one of the few reliable ways to contact him. However, up until the death of the Pharaoh it was a great crime to possess one, and so they remain rare. Most of the coins known to still exist are in the hands of the priests of the Only Old One's father, Argan Argar.

Coins of the Kingdom of Night appear to be normal bolgs. Each bears the likeness of the Only Old One on the front, and a Darkness rune, pierced by a pike, on the back. Due to the great power of the Pharaoh's command, all later attempts to make even non-magical bolgs bearing the Only Old One's image failed. The Argan Argar cult now prohibits such attempts, fearful that mass-production might ruin the magic.

Coins of the Kingdom of Night act as shrines to Argan Argar. Through them, worshipers may sacrifice for or regain only the spell of **Cure Iron Burn** (see *Troll Gods*, pg 21), taught by the subcult of the Only Old One. Since worship of the Only Old One was forbidden by the Pharaoh, for centuries these Coins

provided the only contact the uz of the Shadowlands had with their ancient king. Most trolls of the Holy Country have heard of these sacred items, but outside of Kethaela only worshipers of Argan Argar are likely to know of them.

**Cults** **Associated:** Argan Argar (Only Old One subcult)  
**Enemy:** The Pharaoh

**Value:** 100L to a worshiper of the Only Old One, though they will Bargain to try to pay less. Collectors of First and Second Age artifacts might pay similar amounts.

## GERAK KAG'S SHIN

When Gerak Kag left his body behind, trolls throughout Prax and Dragon Pass came to honor his memory. As the body was ritually devoured, they discovered that his left shin had been transformed into lead – a sign that he was a great hero indeed, to become so like the gods of darkness. A touch of Gerak's soul remains in the transformed bone, conferring a part of his powers upon it.

The shin is claimed as a powerful shamanic talisman for the descendants of Gerak Kag, allowing them to contact and incarnate him. Some trolls believe that a child born without a shin will be Kag reborn; others insist that Kag will be reborn when the proper troll removes their own shin and replaces it with Kag's. There have been bitter fights in the past between the Kyger Litor priestesses and the male descendants of Kag over possession of the shin, the latter eager to prove that they were Kag reborn. Most recently, Geras Shag has attempted (unsuccessfully) to replace his own shin with that of Gerak Kag in an attempt to prove that he is Kag reborn.

Gerak Kag's lead shinbone was shaped into a sacred mace, with a rough-worked haft at the bottom. Polished flakes of Kidneystone (from the Faceless Statue) are set in a circle around the haft, just below the head. This mace forms the center of the regalia for the Gerak Kag subcult of Kyger Litor, and is a powerful talisman among the uz of the Rubble.

The ritual significance of the shinbone is great; it is an essential component in the annual reincarnation of Gerak Kag in Pavis during the Kyger Litor high holy day and other key cult rituals. It adds +25% to the less common Gerak Kag ritual Worship ceremonies which are held by his descendants.

Worshipers have added to the value of the artifact with enchantments. It can be used as a light mace in battle (1d8+2 damage, 22 APs from armoring enchantments), although the cult would be loathe to risk it. There is a spell matrix carved into the hilt for **Worship Gerak Kag**, which can be used by anyone; there are spell matrices carved on the head for **Protection 3**, **Mindspeech 1**, and **Second Sight** which are usable only by a priestess of Kyger Litor or a direct male descendant of Gerak Kag. Additionally, anyone currently wielding the shin (even if it is removed from the mace) may Jump as if under the influence of a **Jumping 3** spell.

As Gerak Kag smashed the harmony of Pavis, the wielder of the shin may ignore the effects of the Pavis cult's **City Harmony** spell. Furthermore, City Harmony acts at only half-value against emotion-based spells cast by the wielder of Gerak Kag's shin.

**Cults** **Associated:** Kyger Litor (Gerak Kag subcult)  
**Enemy:** Pavis

**Value:** Priceless. Anyone who came into its possession would be hunted by nearly every troll in the Big Rubble. If he did not willingly give up the relic (though unlikely to be rewarded), or if he attempted to sell it, his chances of survival would be slim.

### HEALING HORN

When Argan Argar defeated Yelorna the Sun Daughter, he also defeated her unicorn ally, and broke his horn. Though it regenerated, a sliver of the horn was set into a lead wand and given as a trophy to one of Argan Argar's Shadow Warriors. During the Gbaji Wars, a Yelorman hero named Estel recaptured the Horn. The Star Maiden hallowed it, replacing the lead with silver and gold, and it greatly aided the Yelornans in their search for a safe haven from Arkat Kingtroll, the Destroyer. Since that time, the Horn has changed hands between the cults several times.

When set into enchanted silver and hallowed to Yelorna on her high holy night, the horn can be attuned by a priestess of Yelorna (or a priest of Yelmadio, if aided by a Star Maiden). When set into enchanted lead and hallowed to Argan Argar on his high holy night, the horn can be attuned by a priest of Argan Argar (or Xentha, if aided by an Argan Argar priest). The Horn has a resisting POW of 12.

Once attuned, the possessor can use the Horn to perform unlimited healing (as the *Heal* spell). Each time it is used the possessor spends 1 magic point, and the location touched is cured of 12 location Hit Points or 3 general HPs, as needed. An individual must wait 10 rounds between receiving doses of healing from the horn..

Few outside of the cults and their closest allies have ever been aware of the item's existence. Those that know of it are rarely aware of the restrictions on its attunement, and it has been stolen a number of times by individuals or cults seeking to use it. The Horn has always been recovered, often after the thieves realized that they could not use it, and sold it to the second cult in exchange for protection from the first.

Many among both cults believe the Horn has other powers. Tracts from the First Age record its use to cure disease, and an ancient belief among the Yelornans holds that it has the power to resurrect the dead. If the horn has these powers, the method of awakening or utilizing them is unknown to both cults.

**Cults**      **Associated:** Argan Argar, Yelorna  
**Friendly:** Xentha, Yelmadio

**Value:** The Horn's setting is usually worth about 500L if enchanted lead, or 2000L if enchanted silver. The Horn itself is usually worth about 25,000 L from either cult. The Argan Argar cult is more likely to have such a large sum of money available, and has been known to hire thieves to obtain the Horn. However, Yelorna is a much more martial cult than Argan Argar, and they are usually willing to take the Horn by force if necessary. Occasionally, a band of Yelornans has agreed to serve as mercenaries for a period of time in exchange for it.

### HOLLRI HEART

Hollri Hearts are powered crystals occasionally found in troll lands. Popular troll belief states that they are the hearts of the ice demons called *hollri*, too cold to melt by any means. More likely, they originate as do other magic crystals, in this case as

the blood of gods of cold, ice, or snow.

Hollri Hearts are uneven, cloudy crystals, usually white or blue-white in color. They radiate a cold which can be felt even through great thicknesses of cloth, though the cold is rarely intense enough to cause damage except to aldryami.

Hollri Hearts have a POW of 1d8. When attuned against this POW, the crystal protects the holder from the effects of natural cold, no matter how extreme; magic based upon cold works normally, of course. The wielder can also use the crystal to cast the Spirit Magic spell *Disrupt* at will, without magic point cost, though the crystal must be touched against the skin of the target. Hollri and similar cold-descended entities are immune to this attack.

The special spell of *Cool* (see the Cult of Norag, pg 89) is doubled, with the caster providing the additional magic points (as with a *power enhancing crystal*). Additional cold-related spells (such as *Slow* or *Extinguish*) may also be augmented at the gamemaster's option; Divine Magic is never so enhanced.

**Cults**      **Associated:** Himile, Norag, Valind, other Cold- or Ice-based cults

**Value:** Most humans will not pay more than 1500L for a Hollri Heart. Trolls will usually pay twice this. Human and troll worshipers of Inora, Valind, or another associated deity will usually pay 5000L or more for one of these sacred objects.

### LIVING FRAGMENTS OF THE BLUE MOON

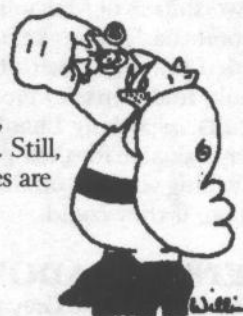
Long ago, the Blue Moon drifted through the sky of Glorantha, seeing all the secrets of the world and illuminating her followers with that knowledge. But then the Evil Age came. Mahaquata was torn from the sky and shattered by the Monster Gods. Fragments of the goddess fell down upon Glorantha in a great rain of despair and loss.

The greatest part of the goddess' body became known as the Blue Moon Plateau. There, the trolls of Harvip Zeen preserved Mahaquata's feeble life force, nurtured within the mass of stone. Small pieces fell throughout Glorantha, and these dead stones served as weak loci for Lunar powers even though the Lunar Goddesses were all dead.

However, there were fragments of the Blue Moon which retained their life-force elsewhere. The Blue Moon's worshipers believe these fragments to be the goddess' organs, still throbbing with her mystical power and insight, and they have put much work into recovering them.

A few scholars believe that much of the cult's activity in the First and Second Age, especially at the fall of the EWF, was to recover such fragments. Still, even if this is true, many stones are surely still buried, while others have been hidden away, far from the Blue Moon's worshipers.

Living Fragments of the Blue Moon are indistinguishable from normal Blue



**DARK TROLL STEALING CANDY FROM BABY #2**

Moon fragments unless some form of magical sight is used, such as Soul Sight. Then, the blue-tinged rock will glow for the viewer with a bright, living light, showing the innate power of the Blue Moon Goddess hidden within.

Only two fragments have been reliably reported in the Third Age, though records of others exist from the First and Second Ages. The largest is nearly 5m across, while the smallest is fist-sized. There are records of two stones made into earrings, though these have not been seen by humans in three centuries. Rumours say that a half-dozen Living Fragments are held by the Blue Moon trolls in Peloria. A handful of others are possibly still hoarded by others.

The primary power of Living Fragments of the Blue Moon is that of prophecy. Every night, when the powers of the Enemy are weakest, the Fragments speak, whispering secret words in Darktongue. The words are so quiet that most would think them only the sound of shadows moving through the caves. Uz can understand the whispers if they concentrate their Darksense upon them; other races with exceptional hearing (or under the influence of a hearing enhancement spell) can do likewise. Otherwise, a special Listen roll is needed to hear the whispers of the Blue Moon Goddess. Once prepared to listen for the words, a special Listen roll allows them to be understood if the listener succeeds in his or her Speak Darktongue roll.

Like all of the Blue Moon's Divinations, the prophecies of Living Fragments simply impart a single random bit of wisdom. Each night, a Living Fragment imparts a piece of knowledge equivalent to an Annilla Divination spell (see *Troll Gods*, Troll Cults Book, pg 10). On the Blue Moon's holy days the prophecies are longer, equivalent to 1d3 Divinations spells (i.e., the information will be 7 to 21 words). Note that these prophecies will not impart knowledge of the future, for the Blue Moon, like other deities, has no concept of Time.

Living Fragments of the Blue Moon may also be used to summon large selenes (*Troll Gods*, pg 10). Each cubic meter of a Living Blue Moon Fragment contains the raw material to create 1d6 Large Selenes (size at least 10 cubic meters each). One use of the normal **Summon Selene** spell is used, but its use on a Living Fragment destroys it. Thus, the cult would only do it in a time of total and utter disaster, or if they had no way to take a stone from its possessor due to its size.

**Cults**      **Associated:** Lesilla, Mahaquata, Vendara  
**Friendly:** rarely other Lunar cults  
**Enemy:** Dragonewts

**Value:** The worshipers of Mahaquata are the most famous assassins in Glorantha. They take what is theirs, and an adventurer who tried to bargain with them, over the body of their goddess, would find himself killed quietly in the night.

Other cults, especially Lhankor Mhy, would find Living Fragments very valuable for their prophetic powers. They would probably be willing to pay 100,000L for a Living Fragment of the Blue Moon, if they could.

## MINANEN'S SHADOW

During the latter part of the Grey Age, a Fronelan hero named Minanen was pursued by an unknown foe who had stolen his shadow, and sought his life as well. He fled into a cave, and found himself in the lightless Underworld. He was lost in the Darkness,

but eventually found another exit from Hell. While there, he caught a living piece of darkness to replace his stolen shadow. He wrapped it around himself as he snuck past the guardian named Strombos, and it retained its form as a dark black cloak when he emerged into the land called Kerofinela.

His descendants wore the cloak for a time, but eventually one was captured and slain during the Gbaji Wars. Since then, the Cloak has turned up on occasion, usually worn by some master thief, always in Dragon Pass or one of the surrounding lands. Other heroes throughout the ages have created similar items on Heroquests into the Underworld, though Minanen's Cloak is the most famous, and likely the most powerful.

Anyone wearing the Cloak automatically receives its benefits. His or her Hide ability is increased by 100%, with no maximum. This applies even when the person makes no attempt to hide, and so it is difficult to see the Cloak's wearer under any circumstances. However, the Cloak does not provide invisibility, merely a covering of darkness, so if the wearer stands in the open or a lighted area it is useless.

**Cults**      **Associated:** Any of the various thief cults, especially Lanbril

**Value:** The Cloak could be worth up to 50,000 L to the right person, though any thief who wanted it would normally steal it rather than buy it.

## QA-METAL

Like other Gloranthan metals, Qa-Metal is believed to come from the bones of a god, in this case the Blue Moon Goddess. It is found only in the Blue Moon Plateau, the body of the goddess, and even there it is rare. Only the wealthiest or most powerful trolls of the Plateau own weapons or armor made of this metal, and it is almost unknown in other troll lands.

Qa-metal is similar to Ga-Metal [*copper*] in weight and properties, but is a bluish-grey color and has a much higher melting point. Even unenchanted it can be formed into weapons and armor, though such items are quite brittle, with only half the Armor Points of bronze weapons.

The spell of **Enchant Qa-Metal** is only available to priests of the Blue Moon cult. When enchanted, Qa-Metal has the APs of bronze, as normal. In addition, enchanted Qa-Metal gives off a soft blue glow which illuminates a 1m area per AP of metal present. The glow is dim, barely bright enough to read by, and is not increased in area or intensity by the presence of multiple items formed from the metal. This glow can be used to summon selenes. Where a chunk of Blue Moon rock can create 1 cubic meter of selene per 6 ENC, Qa-Metal can be used to create 1 cubic meter of selene per 1 ENC, due to its greater density and magical properties.

The presence of Qa-Metal has a disadvantage. It interferes with the special Blue Moon spells of **Invisibility** and **Conceal**. Unenchanted Qa-Metal makes the casting of such spells more difficult, so that the caster must overcome the APs of the items on his person with his own magic points for the spell to succeed. Enchanted Qa-Metal intensifies this effect, so that the caster must also spend additional magic points to cast the spell: 3 MPs for Invisibility, 6 MPs for Conceal. Even with this disadvantage, the Blue Moon Trolls often have weapons and armor formed from enchanted Qa-Metal.

**Cults** Associated: Lesilla, Mahaquata  
 Friendly: Red Goddess, Seven Mothers

**Value:** Unenchanted Qa-Metal has a nominal value equal to that of gold, 500 per ENC. However, it is nearly useless to anyone except worshippers of the Blue Moon Goddess.

**SPIRIT DRUMS**

Jakaboom, the first shaman, learned many things that no one had known before about the world of spirits. He was the first to bind a spirit into an object, and the first to learn a spell from a spirit. One day, while trying to retrieve a delicious Ham Beetle that had hidden itself beneath a rock, Jakaboom learned a new secret. She could not lift the rock, so she began to pound upon it, hoping to drive the Ham Beetle out. After pounding for many hours, she realized that the cave had filled with spirits. That was how she learned that Dehore's children would attend her if she struck The-Secret-Sound-That-Brings-Spirits-To-The-Living on the right drum. Jakaboom called her niece Hombobobom, and they used their magic to put this sound into a drum, so that Jakaboom's people could all use her new summons without having to come to that spot every time. Hombobobom also taught Jakaboom The-Secret-Sound-That-Attracts-Delicious-Food-That-Is-Hidden-Under-Rocks, and so Jakaboom ate well on that night of her victory. This is why troll shamans will summon a spirit for one of their family for only the cost of a Ham Beetle.

Spirit Drums are usually the size of an uz torso. The shells are typically made of stone or, in rare cases, lead. Uz prefer to make the heads from the skin of their enemies, but Ham Beetle chitin works almost as well (subtract 20% from the shaman's Play Drum skill).

Jakaboom's shamans can learn the spell of **Create Spirit Drum** when they contact the Troll Shaman. One of Hombobobom's shamans could learn it if assisted by a Jakaboom worshiper. Only the shaman who created it can use a Spirit Drum effectively.

**Create Spirit Drum**

1 point

*ritual Enchant spell, one-use, stackable*

This spell enchants a drum, which may then be used to attract spirits. The caster need not have made the drum herself, but in that case she must succeed in a Summon roll when performing the ritual, or the enchantment will fail.

Once enchanted, the drum's radius of effect is 1 km per point of Create Spirit Drum stacked. Regardless of the number of points used, however, the radius of effect can never be greater than 1/2 the POW of the creator's fetch.

Whenever a shaman plays the Spirit Drum, all spirits in the area of effect with a POW less than hers will be inexorably drawn to the music. Even bound spirits will feel the pull, though they are unable to break their bindings. Spirits will move towards the drums at their maximum speed. This means that if spirits are several kilometers away, they might not arrive before the shaman stops playing.

A shaman immediately expends one MP when she begins playing, and must make a Play Drums roll. This MP expenditure and Play Drums roll must be repeated every 5 minutes. If the Play Drums roll is failed, or if the shaman stops to Com-

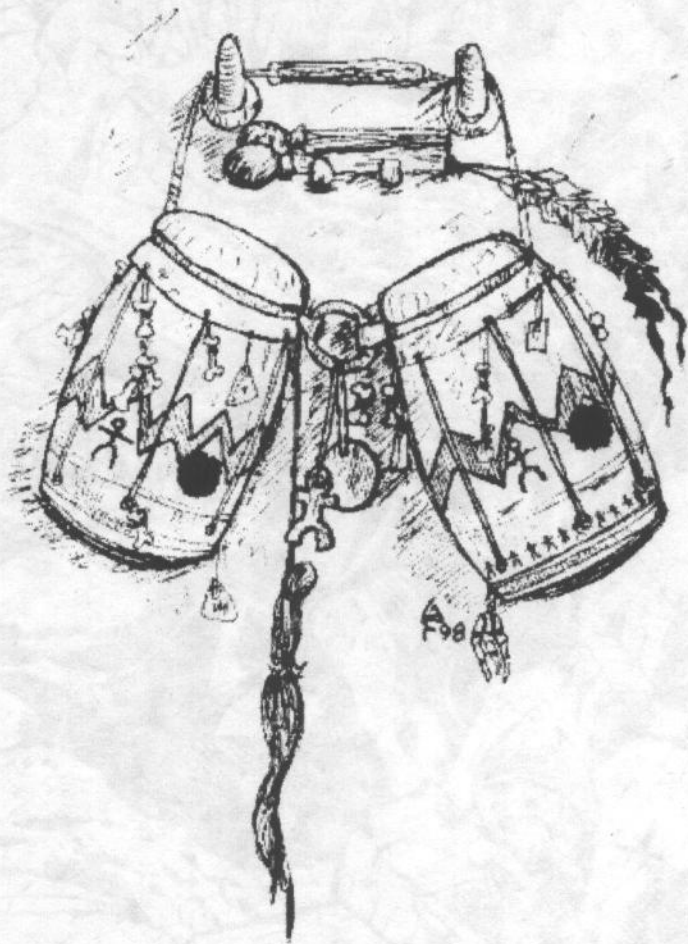
mand or Bind a spirit, the summoning ends. A Spirit Drum may only be played once per night.

Summoned spirits are under no obligation to the shaman when they arrive. Most will blissfully float about, but angry spirits might attack the shaman or other nearby people. The shaman's fetch will defend her as if she was Discorporate while she drums, but if she stops she can be attacked normally.

Once the shaman stops playing, the spirits will remain in the area for up to an hour, depending on the type. Unintelligent spirits will normally drift off sometime within the hour, but intelligent or hostile spirits will normally depart immediately if they are not bound or commanded.

**Cults** Associated: Dehore, Hombobobom, Jakaboom  
 Friendly: Kyger Litor

**Value:** Since they can only be used by the creator, Spirit Drums have little value except to the maker, who has expended one or more POW to create the drum. Most troll shamans would simply make a new drum if theirs was stolen, though a shaman with low POW might pay the equivalent of up to 1000 Lunars per kilometer of effect, if they had the resources available. Of course, they would be more likely to send spirits or followers to kill the individual who stole it.



*A pair of Spirit Drums created by a troll shaman of the Kitori Tribe in Kethaela*

# INTO THE TROLL REALMS



# RETURN TO SKYFALL LAKE

## *The Journal of Ubiquus the Skeptic*

*Editor's Note: a number of selections from Ubiquus' journal were previously presented in Jonstown Compendium #270,173, also known as "Minaryth Purple's Troll Facts Number Three."*

Many legends and reports are available concerning the magical body of water in Kerofinela known as Skyfall Lake. However, we progressive and sophisticated scholars are not always satisfied with the quality of such documents. Rumours accepted as fact by laymen are often quite contradictory, and no attempt is made to reconcile the discrepancies in many of these documents. I need only refer to the "Jarasborn version" of the Skyfall Creation Myth to remind scholars that even we may be misled without careful attention to methodology.

We of the Scribes of Ineffable Truth are famed for our courage and persistence in probing the deepest secrets of such mysteries as Skyfall Lake. Our school of philosophy is known for its radical skepticism. Let those fools like Red Jarasborn proclaim that all doubt harbors God-Leamerism! In the spirit of the great tradition of Jorner Doubter-of-All I journeyed to Skyfall Lake to reveal the truth about the lake for our temple and the further glory of our school.

### RESEARCH PARAMETERS

The period of my investigation was 13 weeks, beginning in Dark Season and completed at the end of Storm Season. I interviewed 102 trolls, humans, trollkin, and other entities during the course of my stay. I participated in 47 days of fishing on board the *Wavecutter Granite*, a ship owned and operated by trolls, keeping a diary of significant events and observations. I dissected 35 specimens from the locality. I estimate that more than a third of these creatures will prove to be undocumented by our temple.

Of especial assistance to my researches were the following individuals, to whom we of the Lord of the Light of Knowledge should be most grateful:

- Sir Scissor, dark troll, priest of Argan Argar, age 38. My main contact in Crabtown, he assisted greatly in translations and negotiations with persons in the community.
- Lord High Windbreaker, dark troll, associate priest of Engizi, age 93 (est.). Source of several legends, and assisted my research with protective spells and blessings.
- Worshkt Wrinkleface, dark troll, captain of *Wavecutter Granite*, age 49. Showed great patience with my sometimes unusual requests.
- Brainsplatter Rogog and Geo Black Rogog, great troll mercenaries and my faithful bodyguards.
- Milkonkt Rindpicker, dark troll, acolyte of Kyger Litor, age 50 (est.). Assisted my research with spells and advice.

### NATURE OF THE LAKE

Skyfall Lake is a terrifying place. My researches, performed at great risk, have confirmed that the lake stands on the boundary between our plane and the realm of the gods and heroes. I believe that on certain days when conditions are right, the lake stands open to both worlds, and could be used as a pathway between them.

Even the most basic facts about Skyfall Lake elude documentation. For example, both the outline and size of the lake were impos-

ible for me to map in a precise fashion. I am quite aware of the size and shape that the lake is given on maps, and can only state that on several occasions I sailed far beyond those edges, based on painstakingly accurate estimates of our ship's speed and direction. It is true, however, that an observer walking the perimeter of the lake-shore would believe the maps to be accurate. Luckily, we of the Scribes of Ineffable Truth are taught to check, test, and retest our observations of the world before committing precious ink to paper. This phenomenon is proof of the validity of that practice.

The legends of Skyfall Lake that describe it as a place of awesome magic are accurate. The facts are in some ways less thrilling than the legends, but the magic is still even more powerful than I would have dared to imagine. The tales in which trolls constantly dredge up magical items, gold, and other treasure were quickly proven to be exaggerations, for most of the troll activity on the lake is simple fishing, as would be done on any lake. On the other hand, the legends that talk of Skyfall Lake as a passage between this world and the world of the gods are accurate, perhaps even understated, judging by the remarkable phenomena I observed.

### FAUNA AND FLORA

The denizens of the lake are so multivariuous that I was unable to make even an attempt at cataloguing them. Many schools of large and beautiful fish flourish in the depths of the lake, and terrible monsters prey upon them. Even the least of the creatures are large, about the size of a warrior's thigh. Most are much larger. Though I hesitate to repeat legends, I should note that there are tales of creatures so large that they swallowed ships whole. Certainly my own diary records several sightings of such mighty creatures as whales, sea serpents, and water wyrms, few if any of which would be encountered on a normal lake. I also encountered or sighted beings that could only have come from a magical plane of existence.

Initially I wondered how such huge monsters as water wyrms could live and find suitable prey in a body of water that is of such limited size and, I presumed, depth. To my awe, I was able to determine that Skyfall Lake is in some places, and on certain occasions, of unplumbable depth. I speak of distances greater than the entire width of the lake at its widest point. To venture an unprovable but intriguing speculation, it may be that the lake is bottomless in some places! It also seems to have boundaries that vary with the ebb and flow of strange, unearthly forces, sometimes extending into vast regions which I assume are the borders of the other world. It is possible that the more magical monsters of the lake swim between the planes, finding much of their prey in that other, far greater realm. These mysteries of the lake are linked to its fearsome magical essence, which only one of the greatest of our cult could ever hope to penetrate fully.

There is deadly danger on the lake, especially if one sails out of sight of land into the mists and rain clouds. Even the boats that fish for ordinary catches, well in sight of the shore, often come to grief. Persons fishing for magical creatures or dredging the lake for treasure always use equipment ensorcelled by the local priests of Engizi. Large, sturdy boats with spells and runes carved into their structure, grotesque enchanted hooks, massively thick fishing lines, and huge nets are all available from the priests in Crabtown.

Ordinary fishing equipment is useless against even the more mundane hazards of the lake, such as the huge lake crocodiles. Whether the enchanted tools function more effectively simply because they are larger and better made, or because the spells cast upon them by the troll priests are useful, who can say? Certainly it is considered bad luck to fish with a line or net that has not been blessed by the priests of Engizi. I can only state that, personally, I have a much greater respect for this god now than before my expedition.

The trolls around Skyfall Lake often throw garbage or dangerous objects into the water. This contributes in many odd ways to the nature of the lake. The prevalence of huge aquatic spiders is certainly linked to this practice, given the method that the priestesses of Orani Mor, the Spider Goddess, use to do away with unwanted hatchlings. A large percentage of the items netted from the lake are worthless, a result of the use of the lake as a dump by these trolls, who are unintimidated by its magical nature.

There is little in the way of plant life in the lake, though floating masses of water weeds were occasionally observed. I know not why this is so, except that the huge volume and swirling currents of water flowing through the lake might inhibit the growth of underwater flora. Certainly no unusual plants were noted, and I can say with absolute certainty that no blue elves have ever been seen here.

### MYTHOS OF THE LAKE

Skyfall Lake must have had a magical origin, but there is much disagreement as to the details of what must have been a truly stupendous event. I offer here those legends that seemed most coherent or consistent, but must admit that I have not applied any of the accepted Truth Indices to them.

One point of relevance to all those readers who hate and fear

chaos: according to many tales, at the bottom of Skyfall Lake are the ruins of an ancient center of chaos, a city where foul and mighty beings once lived, and where they may still lurk. These disturbing tales may have some basis in truth, for I personally saw several creatures of chaotic horror in my sojourns on the lake. The rain that falls over the lake is credited with the power to keep the vile forces under control, but anyone who dredges or fishes in the lake takes a risk of encountering chaos, perhaps in virulent form. If this is true, let us hope that the rain never ceases to fall.

### The Legend of Skyriver Titan

The troll priests of Engizi, the sky god worshiped in Crabtown, were happy to tell me various tales of their god and the lake. Their creed seems to be that their god fought a chaos demon or monster on the site of the lake, which was at that time a place of chaos. This legend agrees with those described in our temple documents.

It is worth noting that Engizi seems to be a local form of the deity known in Dara Happa and elsewhere as Lorion, the Sky River. Nowhere else in Glorantha is this god's worship so tied to the earth from whence he rose, rather than the sky he now inhabits. It should also be noted that Engizi is the name used by the local Orlanthe for the Skyfall Storm and the deity which is its source, but they do not worship the god in the same manner as the trolls.

The oldest priest I met was a gnarled curmudgeon of a troll who was always addressed as "Lord High Windbreaker." He told me the central mythos of Engizi in the following fashion:

*During the War of the Gods there was one known as Korang the Slayer, who brought Death to many deities with a wicked spear of burning metal. Korang was tainted with the evil force of chaos, but had no shame in this,*

## THE CULT OF ENGIZI, THE SKYRIVER TITAN

Skyriver Titan is a popular deity in the Skyfall Lake area. He saved the world from chaos by destroying the monster known as Korang the Slayer. He provides powerful magic for surviving on the lake. Some trolls claim him as a husband of Kyger Litor, and so he is important in many local rituals. Every Dark Season, Engizi and Kyger Litor have a contest. If Engizi wins, then during Storm Season the lake and swamp extend well beyond their normal limits. If Kyger Litor wins, the lake and swamp are smaller, and the boundaries of the lake show less variation.

Most trolls on the shore of Skyfall Lake give at least casual worship to Engizi, and all of the local troll fishers revere him as their primary deity. His holy days are celebrated by the trolls on the Waterday of Truth Week in all seasons. The greatest celebrations commemorate his ascent into the sky, and occur on the holy day in Dark Season. He is associated with Mobility and Water, and has a minor association with the Sky Rune as well.

Worshippers of Engizi must swear to fight against chaos, though they are not required to face it alone if the foe is too powerful. Because their god's wound never healed, worshippers cannot be affected by greater than **Heal 1**. Divine Magic is subject to this limit, so that even **Heal Body** will not cure more than 1 point of general HP of damage. Spells such as **Regenerate** and **Regrow Limb** function normally.

**Spirit Magic:** Countermagic, Extinguish, Farsee, Ironhand, Slow

**Common Divine Spells:** Dismiss Magic, Divination, Extension, Sanctify, Soul Sight, Spellteaching, Warding, Worship Engizi

**Special Divine Spells:** Blood Rain, Breathe Air/Water, Command Undine, Strongnet (see *Troll Gods*, *Troll Cults* book, pg 83)

**Blood Rain** 2 points  
*ranged, instant, nonstackable, one-use*

This spell may only be cast in the vicinity of Skyfall Lake, or in another spot which allows proper contact with the waters of the sky world. It causes a torrent of Skyriver Titan's blood to fall upon the target; no resistance roll is needed. If the target is chaotic, it takes 3d6 general HP damage, and if slain is completely dissolved by the water. Non-chaotic targets may be knocked down or possibly drowned, but take no direct damage.

### Associate Cults

**Kyger Litor:** Engizi's greatest ally and rival provides him with **Darksee**, available to priests only.

**Framanthe:** The Goddess of the Deepest, Darkest Waters gives the **Drown** spell to her grandchild.



# RODIN IN THE LAND OF THE DARK ELVES

One of the many questionable events in the life of the noted Lhankor Mhy botanist Rodin Greenbeak was his study of the voralans. Rodin had recently been promoted to full scholar. His first student was a bright Sartarite named Terensh Palorsson. Terensh had shown a keen interest in black elves and their unusual flora. As a botanist, Rodin was the best suited to assist in Terensh's studies, and was appointed as his mentor.

One small problem was that although Rodin had covered Voralan studies in his preparatory work, he had never participated in a full study. Not one to leave any fungus untasted, Rodin immediately undertook a trip with his new student to a nearby Voralan colony.

On this trip, Rodin gathered many valuable botanical samples which

are now an integral part of the Jonstown collection. However, Rodin's student never returned to complete his studies. Rodin has always maintained the student did not have the intellect required for serious study and, frustrated, returned home, but Rodin's detractors claim that the boy was actually traded to the voralans in return for some particularly valuable fungus samples. In unguarded moments even Rodin's close friends have been known to admit that this is a possibility.

It should be noted that while Terensh did not return to the Jonstown temple, the subsequent investigation cleared Rodin of any wrongdoing. In fact, despite several detailed inquiries, the mentoring committee was unable to even determine the final fate of the missing student.

## DEATH'S HEAD CLUB

### *Mortis clava*

I became acquainted with Death's Head Club when I accompanied a small martial force of Voralans. Some unknown creature had made its way into the tunnels and a small force of voralans set off to drive it out. Each carried a variety of weapons, but the largest of them was the Death's Head Club.

The club had the standard mushroom cap and stalk, but was large enough that it had to be carried upon the shoulder of the warriors. The black cap measured nearly half a meter in diameter, and the rim folded down so that the head became almost a complete sphere. The stalk was a bone white color, a meter in length, and as stout as a man's arm with the exception of a slight bulge near the mid-point.

I wasn't able to keep up with the Voralans in their tunnels, so I missed the Death's Head Club in action. The result was quite clear though. A massive shape lay immobile in the tunnel. The Voralans were already hacking it into pieces for removal. I'm not sure of the species, but it was clear its death had been sudden and painful. Both of its eyes had expanded and ruptured, and blood streamed from its nose and mouth. I took advantage of the situation to examine the mushrooms.

As far as I could tell, the club can only be used once. The dead beast had several used clubs strewn about it. It seems when the club head contacts its target it explodes, sending a plume of spores into the air<sup>1</sup>, to which the Voralans are apparently immune. I have not determined if Durulz or humans are.

The graphic effect of the Death's Head Club spores did not deter me from trying to taste them. However, one of the Voralans became extremely agitated when he saw me nibble on his weapon. Further attempts to gather a sample also failed, and I am forced to await another opportunity to sample this fungus.

## RED HAT

### *rubicundulus pileus*

A type of fungus that I have come to associate with the Voralans

is Red Hat. It is eaten at many of their meals and raised in some of their caverns. A surface variety which I consider to be the same species grows in the Sporewood of Dagori Inkarth.

Red Hat is a simple toadstool that grows up to 10cm long, with a fleshy maroon cap, and a small, stout white stalk. It requires a moist soil and humid climate. It grows only at night, drying out and desiccating at the first sight of Yelm. If picked and eaten at night (I am unsure of the life-cycle in voralan caverns), Red Hat can be used as a food staple. It is commonly known that in the Sporewood and Troll Woods, trollkin hordes often appear after large bloom cycles of Red Hat<sup>2</sup>.

The stalk of the Red Hat is stringy and should be discarded after harvest. The cap of Red Hat is not particularly flavorful, tasting more like potato or breadfruit than anything else. However, its starchy nature does make it amenable to easy seasoning. This gives it a flexibility and edibility not enjoyed by most fungi.

## THIRSTY TOADSTOOL

### *sitiens boletus*

At one point Terensh and I were led on a tour of some of the more unusual hydrophilic fungi. The Voralans have specially maintained and landscaped caverns that are kept incredibly warm and humid. A wide variety of mosses and fungi were represented in the caverns I was allowed to visit. The larger caverns even contained some giant specimens of toadstool that towered many meters in height. Our guide kept a close eye on me the entire time, but Terensh was clever enough to break off a few pieces of one of the more interesting toadstools.

The sample he obtained came from what I have named the Thirsty Toadstool. What caught the attention of Terensh was that, despite the water-saturated environment, the ground around the Thirsty Toadstool was completely dry. The fungus itself is of moderate size, with a light-green cap no more than a few centimeters across and a short, yellow-white fat stalk covered almost completely by the cap.

Analysis of the sample showed its certain magical ability to absorb water. However, when fully submerged in liquid, it began to disintegrate. My suspicion is that it is an ingredient

1 While the effect and results are correct, the method of delivery is incorrect. Voralans squeeze the enlarged portion of the stalk to fire the mushroom cap. The mushroom is extremely rare and can be used as a weapon only once. It has a range of 10m and releases a 1m thick cloud of toxic spores when it hits. Voralans and Aldryami are not affected by the spores. It is almost exclusively used in defense of Voralan tunnels.

2 Trollkin expansions are not caused by Red Hat, but the conditions that lead to large Red Hat blooms often concur with big birthing years for trollkin. This usually means the excess Red Hat does not last long.

in Agaricus, a potion rarely sold to outsiders by the Voralans<sup>3</sup>. I had the chance to witness the punishment of a human who had transgressed some important social rule. He was fed a fungus I believe to be Thirsty Toadstool, which clearly caused an immense amount of pain and facial shriveling in the victim<sup>4</sup>.

There was precious little of the sample left after my scientific analysis, but I endeavored to test its edibility as much as possible. Eaten straight, it had the unfortunate texture and taste of dry sand, complicated by extreme dehydration of my tongue after the smallest nibble. I made various attempts to combine bits of Thirsty Toadstool with liquids, but was never able to saturate the fungus enough to make it truly edible.

## Sponge Moss

*spongia muscus*

I had still not located my missing apprentice when my guide brought me into a room full of giant mosses. Each was a bright yellow color, with the size, shape, and form of a giant tumbleweed. Several Voralans were asleep upon the mosses and my guide pointed one out for my use. No longer being sure of the distinction between day and night, but being exhausted from my search, I made myself comfortable. Bedding down was made easy by the nature of the moss. It molded itself to fit my body, yet was resilient enough to be supportive.

When I awoke, I noticed the sleeping Voralans present earlier had left and other mosses were now occupied. I then carefully extracted myself from the moss only to see it quickly spring back into its original shape. Sponge Moss crossed my path several more times and I was always delightfully surprised at its myriad uses. Not only was it used in bedding, but also in packing fragile goods and woven into strong ropes.

While Sponge Moss grows very slowly, it remains very resilient and durable once harvested. My best guess would be it could last several decades before showing serious wear. I have an unproved belief that some of the Voralans are even using woven Sponge Moss as a form of clothing<sup>5</sup>.

The only note of sadness associated with this fine botanical species is that none of its many uses is of the culinary sort. Despite many valiant attempts, I was unable to determine anything that would make this moss worth eating. It was bland and overly chewy. It would be good for the jaw muscles I suppose, but I cannot recommend it to anyone.

## Black Anemone

*nigrum pix*

The Black Anemone would not have been discovered by me if not for the unfortunate actions of a Voralan trickster. One morning during my stay, I awoke and discovered to my dismay that many of my possessions had been covered by a black tarry

3 *Rodin is correct. His analysis of plants associated with Voralans seems unusually adept.*

4 *A full toadstool causes severe, possibly fatal damage to the head if swallowed.*

5 *In fact, woven Sponge Moss is a sought-after material in the clothing of Voralans. When they achieve importance, they often commission a special set of Sponge Moss robes that will last the rest of their days.*

## NOTES ON THE CULT OF MEE VORALA

The cult of Mee Vorala provided in *Troll Gods* is a version worshiped by trolls; the black elves worship Mee Vorala in a different manner. Trolls rarely worship this strange goddess, with most such worshipers found in Dagori Inkarth.

Mee Vorala provides a special spell, **Grow <Fungus>**, to grow the many special fungi, molds, and magical mushrooms of the voralans. A troll priest of Mee Vorala must seek out a voralan to learn the spell to grow a particular type of fungus.

### Grow <Fungus>

1 point

*ritual Ceremony spell, stackable, reusable*

This ritual must be cast over a spore or cutting of the particular type of fungus desired. It takes 1 hour to cast; the length of time needed for the fungus to grow to maturity depends on the species. The spore or cutting must have an appropriate growing area (a corpse, sack of grain, etc.), and must be protected from all light during the growing period.

Each point stacked will grow one fungus of the desired type, though each must have an appropriate growing area.

### ADDITIONAL ASSOCIATE CULT

**Xantha**: The Goddess of Night is a friend and protectress of the Mother of Fungus. She provides **Affix Darkness**, a spell useful in growing the cult's special mushrooms and fungi.

substance. This viscous goo was hard to remove from both metal and cloth, and I'm sure some of it didn't come off my feathers until my next molt<sup>6</sup>.

While not able to track down the culprit, my guide did show me the mushroom that the tar was derived from. It is a rather oddly shaped toadstool, and completely colored black. The stalk is as thick as sugar cane, and almost 10cm in height. Where a normal toadstool has a cap, the Black Anemone has a segmented tentacle structure. The short tentacles have no capacity for motion that I could discern, but do serve to vastly increase the surface area of the modified cap. I suspect this serves it in collecting shadows, from which it creates its goo. This goo can be obtained by cutting the Black Anemone anywhere, or by just squeezing one until it pops.

The black goo of the mushroom has a very bitter taste. However, it is quite soft and makes an excellent spread on sweetbread, or other starchy foods needing a bitter flavoring. A note of caution, remember not to get any on your feathers.

## OTHER FUNGI

Other varieties of fungus appear in published sources. From *Trollpak* we have Rundown Toadstool (*lassus boletus*), Mad Dog Mushrooms (*canis rabidus fungus*), Eurmal's Crumbs (*mica eurmali*), Spirit Moss (*muscus animas*), Chaos Curse Mushrooms (*no scientific name*), and the Fighting Fungus (*pugnare fungus*). From *Apple Lane* we add Brown Hair Moss (*capillus muscus*) and the "yummy and harmless" toadstools (*bufo boletus*).

6 *The black goo is vegetative in nature, and can be considered equivalent to black tar for all purposes.*

# BLACK ELF BREWS

## AGARICUS POTION

This is a watery black potion used by black elves to preserve themselves through long periods of starvation or entrapment. When it is drunk, and the drinker makes a successful CON x5 roll, he undergoes a transformation. He falls unconscious, his life processes slow and stop, and his skin dries and hardens. This process costs 1d4 magic points and 1d4 general hit points, and leaves the drinker desiccated and seemingly lifeless. If a CON roll is failed, CON and APP are permanently reduced by 1 each.

The drinker remains dormant until revived, requiring no food, water, or air. Revival requires an open source of water within 100m; the body absorbs moisture over 2d4 days. On the last day he awakens and, if he fails a second CON roll, loses another 1d4 MPs and 1d4 general HPs. (Alternatively, the user's body can be immersed in half its SIZ in water. This method is rapid, speeding recovery to 1d6 hours, but causes non-voralans 2d6 general HP damage.) Only natural healing or *Heal Body* can restore this damage. Black elves recommend this potion as an *in extremis* survival measure, and cite several examples of fungi folk waking healthy and active after decades of dormancy.

A fumble on either CON roll causes death. Voralans need not make any CON rolls.

## AMANITA POWDER

This red powder is ingested and awakens an empathy with the environment in the user. His mind will permeate an area around him up to a kilometer away. This state lasts for 2d10 minutes, during which time the user is insensible to his immediate surroundings. Voralan users receive information equal to an hour of searching for each minute they are in the empathic state. Thus, a voralan who spent six minutes in the trance would gain knowledge equivalent to six hours of physical searching.

Non-voralan users must make a concentration roll (INT x3) to focus their attention on one topic and receive information equivalent to a Divination spell; as a guide, allow one word to the answer for each minute they were in the empathic state.

Thus, a troll who spent 6 minutes in the trance would gain a six-word answer to the question she had posed.

All information received during the trance is limited to what could be gained from the 1km radius area around the user. The powder is toxic, acting as a 2d6+6 potency poison to non-voralans. Additionally, if a CON x5 roll is failed, a non-voralan loses a point of INT permanently.

## BASIDIA CREAM

This is a dirty brown cream rubbed onto the skin of one hit location, which erupts in 1d6 turns with membranes like the gills of a mushroom. Once fully formed, the gills produce a choking cloud of spores if disturbed in any way, or after about an hour in any case. This cloud has a 3m radius, and lasts for 1d4 rounds. Anyone other than a voralan caught in the spore cloud must hold their breath or take 1d6 general HP damage per round.

Once they "explode," the gills cause a voralan host 1d4 general HPs of damage, and a non-voralan host 2d4 points. The gills wither and slough off once exhausted.

Basidia cream is used by voralans ready to reproduce. They must be in a female stage, and must have successfully mated with a male. The cream can only be used to produce viable spores once in a voralan's lifetime. If used a second time, the spores produced are sterile. All of the individuals which grow to maturity from one spore-event become a cohort of spore-brothers, each in telepathic contact with the others. This is not the only method of voralan reproduction known.

## HELIOTARDARE

Commonly known as Purple Protection, this is a deep violet-colored cream which is rubbed into the skin and protects the user from the adverse effects of the Sun. For sun-sensitive creatures it will guard against negative effects normally incurred from sunlight striking their skin. For example, a voralan could walk about in broad daylight and be unaffected by sunburn or water loss. The cream does not protect against magical or non-



skin-related effects – a trollkin would still be Demoralized by intense light, and a vampire would still take damage.

Each application of the cream lasts 2d2 hours. Non-voralans must succeed in a CON roll or become discolored for 2d2 weeks.

### MAGICA SUMERE

This is a slimy green jelly which, when ingested, accelerates the rate of magic point recovery. The potion lasts for 2d6 hours. While it is active the time needed to recover all of the user's magic points drops from 24 hours to 1 hour. Thus, the user could cast all of their magic points and have them all available again 1 hour later, for as long as the potion lasts.

Once the effect expires, the user cannot regain any MPs for as many days as the potion worked in hours. Thus, a potion that lasted 5 hours would prevent MP recovery for 5 days.

### MYCOR POTION

Although commonly known under one name, there are several different types of this potion, which act similarly. Each is a thick clotted liquid which must be drunk to release a symbiotic fungus into the body of the user. This fungus grows on and extends a specific type of bodily tissue in the host, granting him an increase in a specific characteristic. *Mycofortis* potion enhances strength, *mycovigere* increases constitution, *mycoragilis* boosts dexterity, and *mycopotens* increases strength and size.

A newly introduced fungus takes 1d4+4 days to establish itself, causing 1 point of general HP damage per day as it invades the host. Afterwards, the relevant characteristic is increased by 1d4 points for as long as the fungus remains alive and healthy.

Each type of fungus needs a different dietary supplement – mycofortis requires bronze, mycovigere requires lead, mycoragilis requires aluminum, and mycopotens requires iron. If the host does not consume enough of the appropriate metal, there is a 25% cumulative chance each day that the fungus will become inactive, causing the host lose its benefits. 48 hours after the fungus becomes inactive it dies, causing 1d6 general Hit Point damage and the permanent loss of 1 point of the enhanced characteristic. A mycor potion is therefore only useful to those who can digest the appropriate dietary supplement; use of mycopotens is, of course, extremely rare.

### RHIZOPUS DUST

This fine grey powder is inhaled. It alters the user's perception so that he can only see the spirits of things with POW or MPs – disembodied spirits on the spirit plane and embodied spirits on the mundane plane (spiritless objects are effectively invisible). Spells and matrices are not visible. The user's ability to affect the spirit plane is not changed, however; his suddenly populated world will be largely unreachable. As with **Second Sight**, the user may attack physically and with spells without penalty, but cannot parry or dodge effectively, and will find many physical tasks difficult or impossible because he can no longer see what he is doing.

A Rhizopus trance lasts for 2d6 hours and transforms the user's sense of sight. Specific details about the spirit plane may need Scan or Search rolls, especially if the user is unfamiliar with such phenomena. The magical vision ordinarily has a range of 50 meters. However, if a shaman inhales the dust and rolls under his POW x3, the range is extended to 500m.



Friendly Dark Elves

The user's aura appears as a fungus spirit for the duration of the trance, which may cause disturbances on the Spirit Plane, particularly amongst plant and insect spirits. Rhizopus Dust is used by voralans to augment their influence on the spirit plane.

### SPORANGIUM POTION

This congealed milky potion is drunk in order to form a spore clone of the drinker. Within an hour after the potion is drunk, a spore begins growing. The spore takes 2d6+6 hours to grow and is invasive. Each hour the host must roll against his CON or become incapacitated. The chance of unconsciousness increases over time. For the first 1d3 hours the user must roll under his CON x5, for the second 1d3 hours under CON x4, etc., until the roll reaches CON x0, at which time incapacitation is automatic. The spore grows in a random hit location, which swells and hardens, causing 2d4 points of damage to the location. Depending on the amount of damage and where the spore grows, this can cause death or permanent maiming. Even after the spore is extruded on a stalk, the host remains incapacitated for a further 3d6 hours.

If the spore is placed or lands in a suitable spot, it will grow a fungal clone of the host. It needs moisture and organic matter equal in SIZ to the host (a corpse is ideal). The clone grows at 1 SIZ per day, and when fully grown becomes a fungus with the shape and appearance of the host. The resemblance is close, requiring a successful Scan to see through from a distance, but is usually apparent within 10 meters. The clone is inanimate and unintelligent, and persists while there is appropriate food available. This potion is rare, very expensive, and sold to non-voralans only on a rare whim.

There are rumours of silent fields of fungus-zombies underground in Dagori Inkarth, and worse, of a secret ritual to awaken them known to one of the troll clans.

# NEVER LIGHT

## Report of an Argan Argar Caravan

Source: *Gurokor Blood-Spear, Argan Argar Acolyte of the Black Bolg Temple in Dagori Inkarth*

We finally got to Never Light after escaping the chaos things. There were mole-broos and centipede-broos, plus other things I couldn't recognize. We had to go so far out of the way that we almost left the Eastern Rockwoods and broke into the Red Caverns under the Foul Goddess's Empire. Turgan Cave-Walker, that initiate with an innate sense of direction, said he knew another path, but it took so long the Zorak Zorani began to eat the enlo. The scent of food led us in the end to clumps of fungus on the floor shaped like the symbols of Darkness and of Plant. While the rest of them stuffed their maws, I went on alone and entered a large cavern where I chanted the *Greetings Between Children of the Dark*. A generation of Blue Moon Mosquitos would have passed before the voralans came to us. Three came, one pale and puffy, body and limbs rounded, its head a bulging white dome; one orange, its flesh translucent and rippled, limbs irregular and dripping; and one tall, its withered black form looking mummified, its skin covered in a web of veins. I had to growl to quiet the enlo cowering under their loads. One-Tusk and Horantok the Masher held back, just, because they'd been told by the Ancestress not to ruin the Eat Everything Feast. After we'd exchanged the *List of Foes* and *Vow of Friendship* the voralans were willing to trade.

We drove the enlo downwards and followed the voralans for as long as a ham beetle's third molt. The air became warm and damp and we stepped into a vast cavern that stretched as far as I could Darksense. It was filled with fungi of every sort,

crowded in on each other, rotting and growing at the same time. The whole space between the floor and the low ceiling was alive with them. Some were familiar to me, but some were like boulders or living sheets or leafless trees. Some of them moved. One-Tusk and Horantok bared their teeth and screamed a challenge, but there were no enemies, only food. The voralans walked into the mass easily, and waited for us to follow.

We tore a path through. It was good eating for all. The berserkers destroyed far more than we could eat, a broad tunnel through the fungi. Of course, they had to impress each other, and attacked anything big or strange looking. I was considering my discipline options when One-Tusk ripped open a huge sac and released a cloud of spores. Three enlo died, Gror had some kind of fit, and the rest of us choked. I thought Gror was gonna die too, but he pulled through. I know he masters the mysteries easily – I just don't know if he can cope with the physical rigors of devotion. Anyway, when we'd recovered, all I had to do was grind my teeth at One-Tusk and he got the message. He confined his "heroic" slaughter to our immediate path after that. I noticed then that there were no large darkness-spawned insects present – only the puny surface-born ones. Without warning we were at a wall, where a rough archway, lined with leather, led into a pallid glow. The cavern beyond was vast and open, and the fungi grown in clumps, each type by itself and more strange than the last. Every color and shape and size was there. It all looked touched by chaos, but dark plants come in many forms. Strangest of all was a group of humans growing from a mound of soil. They were silent and still, but

### THE ONLY OLD ONE SPEAKS



#### ON UZ AND CHAOS

*Don't Zorak Zoran berserks and, to a lesser extent, Kyger Litor warriors, destroy chaos as a moral duty? Zorak Zoran warriors kill chaos because they like to kill. More often than not, they prefer to kill foes, and chaos things qualify under this definition. In my opinion, the anti-chaos aspect of*

Zorak Zoran has been exaggerated in the past because human worshipers of this cult quite often join it for its strength versus chaos. But for uz the appeal is the raw power, energy, and explosive violence. And, of course, most chaos is edible.

Kyger Litor kills chaos because her warriors are completely subject to the tribal queens, who wish to preserve their descendants and power as much as possible, so they send the warriors out to destroy any chaos that could pose a threat to the tribe. Nearby chaos must be exterminated, whereas humans or elves need merely to be cropped back.

Obviously it becomes more complicated when you consider uz history and culture. If the tribal queens for many generations have always ordered the uz to kill any broos and other chaos they see, it becomes part of clan tradition. "We kill chaos because we have always done so," is a common statement for uz near persistent chaos dens.

*But this doesn't explain why Zorak Zoran seeks out chaos particularly, and commemorates victories over it in their religious ceremonies.*

Certainly it does. Chaos is one of the uz' most dangerous enemies, and it was the worst foe in the Godtime. Hence Zorak Zoran's victories over it were the most glorious. In the same ceremonies in which uz glorify Thed's dismemberment, they celebrate the death of High King Elf.

*But chaos is horrible to do battle with, not fun. These monsters must be terrible even to a Death Lord.*

Why do humans do self-destructive things? To show toughness. Just because Chaos is horrendous to fight doesn't mean Zorak Zoran warriors won't seek it out to show how crazy and dangerous they are. The very awfulness of chaos is what makes these berserks seek it out.

*You mention that chaos is edible? Chaos is repulsive! I doubt even trolls can eat gorp or walktapi and enjoy the experience.*

As is well known, walktapi is considered quite the delicacy to many humans. If you soak gorp in a dilute solution of lye, it becomes quite edible in a day or two, though admittedly not by human standards. Some Uz even eat undead. Uz Hunger is quite difficult for humans to properly comprehend. It is not the same as your hunger. It is a deep principle of uz existence, down in the marrow of their bones, in their sinews, in their minds. The Hunger is what makes them terrible.

looked real enough. I broke a finger off one of them – it didn't taste human. If it weren't for the *List of Foes* and the other time I'd traded with the voralans, I would've thought it chaos. One-Tusk and Horantok growled constantly.

The pale one bid us to set out our goods. As we did, a loud rushing noise like water over stones came from behind us in the cavern. A wave of living jelly, half my height and many times as long, poured along the wall towards us. As it closed on us, it drew itself up and sprouted stalks on its upper surface. The berserkers screamed to their Lord and ran to attack. The rest of us prepared to fight. The enlo fled shrieking. A scarlet voralan stepped into view and shouted in its tongue. One-tusk stumbled and fell, shrouded in slime and spore and rot. He flailed his maul wildly, striking stone from the ground, and howled in pain. Horantok leapt at the thing and passed into it, engulfed. It balled up around him until his thrashing stopped – which wasn't long. One-Tusk crawled blindly back towards us across the cavern floor. The thing shuddered and grew murky, obscuring Horantok's body.

The scarlet one drew closer, following One-Tusk's slowing progress across the ground. It was thin-framed, long-limbed, and succulent-fleshed. It motioned to the other voralans, who dragged One-Tusk and lay him at our feet. He was scabbed over with growths and barely breathing. I asked the scarlet one if there was any way to heal him. It said no. I invoked the Vow and offered trade, but it seemed not to hear. I tried again. It remained silent. I waited, but soon grew weary of it and cuffed the initiates into action. They set out the trade.

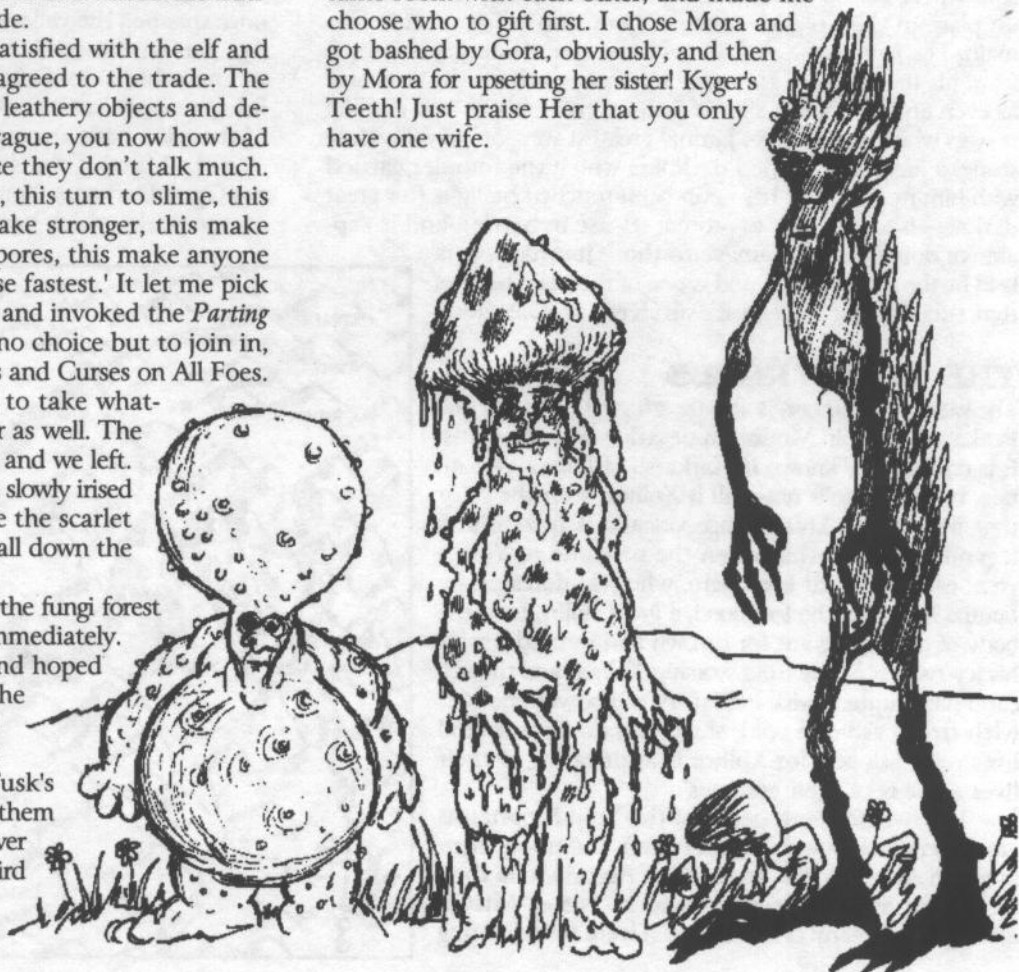
It viewed the goods and seemed satisfied with the elf and giant bodies, and the rarer woods. It agreed to the trade. The pale voralan brought over an armful of leathery objects and described what each did. It was pretty vague, you now how bad those voralans speak Darktongue, since they don't talk much. 'This change sex, this sleep long time, this turn to slime, this cast many spell all one time, this make stronger, this make faster, this make into other, this give spores, this make anyone have little troll, this make wound close fastest.' It let me pick five, gave me instructions on their use, and invoked the *Parting Between Children of the Dark*. We had no choice but to join in, lest we break the Blessings of Darkness and Curses on All Foes. When we were done it permitted us to take whatever we wanted from the outer chamber as well. The uzdo flung One-Tusk over her shoulder and we left. The rim of the archway had swollen, and slowly irised shut behind me. Through it I could see the scarlet one wander amongst the corpses and call down the blessings of its Goddess.

Once we were back on the edge of the fungi forest we took all we could carry and set off immediately. I chose the most direct route home and hoped we wouldn't need the berserkers on the way. Before the night was over the uzdo had white mold growing on her. We got the enlo to eat it off, and all of One-Tusk's growths. By the second night, many of them had become ill, some of them scabbing over like One-Tusk. When we woke on the third night he was dead and we left him where he was. His left arm was mostly

slime, and the rest of his body was covered in tiny yellow toadstools. We killed the infected enlo, too. What a waste.

That's about it. We got back as the bone-crickets started chirping, weighed down with the trade but without the berserkers and most of our enlo. Joruk has already tried to force an advantage. He and his Death Gang buddies jumped us before we'd hit the catacombs under the temple. We had the spear-ring up around the goods as they closed. Joruk grinned through that scar from his chin to his ear – I think I'm gonna ask Mora to heal it up and ruin his reputation – and asked after Horantok and One-Tusk. I said they'd died in violence, as was their part. He demanded their Death-Weight in goods. I refused. Things got ugly. That's when Turgan was killed. I held up one of the voralan potions and mindspoke Joruk, showing him One-Tusk crawling on the floor and, later, dead. I waved the potion at him and said he'd end up the same as One-Tusk if he didn't call off his gang. He paused. I reminded him that the Ancestress herself was waiting for the goods. He snarled at me and yelled at his cronies to back off, saying we were diseased. As they left he bit his inner cheek and spat blood at me. Now I have a personal feud with a Death Lord. You owe me.

I hope the Ancestress is satisfied – I don't think that voralan potion is what she wanted in fertility magic. I must find Mora and Gora – if I don't give them their gifts straight away ... Well, trouble. I think they've worked out that I try to give them their gifts at the same time. Last time they refused to be in the same room with each other, and made me choose who to gift first. I chose Mora and got bashed by Gora, obviously, and then by Mora for upsetting her sister! Kyger's Teeth! Just praise Her that you only have one wife.



# XARKARSH AND AKSENA

## *The Uz of the Six Mountains*

In southwestern Peloria, near Dorastor, lie the Yolp Mountains, and since the Great Darkness they have remained a troll stronghold. When Ezkankekkko's Unity Council ruled all of Genertela, Yolp served as a waystation for uz traveling from Tagor Mahaquata, Borklak, Kethaela, and Dagori Inkarth. Even when Nysalor's Empire of Peace eradicated all darkness from Ralios to Eol, and Akez Loradak was under bitter siege, the Xarkarsh and Aksena Tribes resisted the burning light of the Bright God. Their history is full of tales of humans who came to their mountains to conquer but left broken, when they left at all.

The uz know the six great giant-peaks of the Yolp Mountains after those who slew them, Jamuz the Ancestor and his children: the twins Aksena and Mistak, Xen, Dakgar, and Gorjoon. Each of Jamuz' children founded a tribe to live on that peak and the surrounding lands. Though only two of the original tribes remain in the Third Age, another tribe was founded during history. The current population of the Yolp trolls is estimated by the Lunar Empire to be 70,000.

Xarkarsh is the capitol of the Yolp Mountains, and home to the tribal ruler, a male troll who is an honorary female, and is known as the Jamuz of Xarkarsh. The city was founded on the spot where Jamuz was eaten by his children, and so is the holiest place in the Yolp Mountains. Only two relics of Jamuz remain. The Jamuz of Xarkarsh always wears the necklace formed from his teeth; there are twice as many teeth on the necklace as even an uzuz has, a sign of Jamuz' great status and godlike powers when he was alive. Jamuz' greatest weapon was the Hellstone, a piece of solidified darkness which the founder carried with him from Hell. It has never been touched by light (for great darkness is always cast to protect its use in battle), and is capable of doing terrible damage to those it strikes. It is held by the Aksena tribe, and is one of the main reasons that their city of Aksena Za survived the Darkness.

### THE YOLP TROLLS

The western mountain is also the greatest of the six Old Peaks, called Yolp Mountain or Arketos by humans. It is traditionally known in Xarkarsh as Jamuz' Mountain, but most trolls now call it Xolhor, after the spirit that lives there. This strange volcano is frozen: troll legends recount that when the uz came to Yolp a great earthfire spirit lived here, who was defeated by Jamuz. Xolhor of the Ice Blood, a great holtri, took the body of the slain giant for its own and infused it with his icy nature. Many trolls worship Xolhor, and the volcano has erupted twice in history to shower enemies with frosty ash and cold, slushy lava. No sane troll lives on its slopes, for Xolhor is as uncaring of their lives as he is of their enemies'.

The two northern peaks of the Yolp Mountains are Aksena (east) and Mistak (west), and upon them lives the Aksena Tribe. In the First Age, Aksena took in the surviving descendants of his sister Mistak after she and many of her children were slain fighting

dwarfs. Though the Yolp trolls hate Mostali more than most uz, they are the first to admit that Mistak's children were less than prudent in their incessant warring with the dwarfs of the Brass Mountains, and that they brought their destruction upon themselves. Still, their prowess against dwarfs is legendary, and even today the Aksena boast that the population of the Brass Mountains is but a seventh of what it was at the Dawn.

Aksena Za is the greatest stronghold of the Yolp trolls, for it was here that they survived during the worst of the Chaos era. Carved into the southeastern face of the mountain, it served as the center of the civilization here until the second century. After the Unity Council moved to Dorastor, Xarkarsh was founded to allow for closer contact with Dorastor. Afterwards, it remained the traditional home of the Jamuz, if for no other reason than to allow Aksena Za as a place of refuge to retreat to if it ever fell. The aboveground portion is reminiscent of human fortresses, though chewed entirely from the once-living stone of the mountain. The underground portion is large enough, boasts the tribe, to hold a million trolls. While this is unlikely at best, no human has ever entered to disprove it.

Standing on Aksena and Mistak mountains are a pair of obsidian gates. These are the remnants of the Akbridge, which once spanned the valley below. Mostali shattered it in the First Age, but any descendant of the two tribes can still step across to the other side if they know the special ritual. No one in living memory has successfully made the crossing, though many of the tribe have attempted to perform the ritual.

The Mistak Tribe is not the only one that has died out since the Great Darkness. Xen, Gorjoon, and Dakgar founded tribes on the peaks which bear their names. All thrived at first, but



each later met their doom at the hands of other races. Gorjoon was the first to die, slain by a monstrous chaos demon while her children were killed by broo. Though the demon broke her back and bit off her legs, Gorjoon shattered it with the cold her ancestors brought from the Himile Wastes, and it is known no more in the Yolp Mountains.

The black jagged basalt peak of Xen rises to the east of Xolhor, towering behind the city of Xarkarsh. On the summit is the holy place of Hachrat Blowhard, the greatest hero of the Yolp trolls. Though the temple to Orlanth is in Xarkarsh, Xen is where Hachrat first spoke with Orlanth and used his Flight spell, and it is considered sacred to human and uz worshipers alike. The first time any uz sacrifices for the Flight spell he or she must climb the mountain. The ascent is long and difficult, and always occasions a great festival in honor of the brave climber, who uses his new magic to fly down. Among the modern Xen tribe, worship of Orlanth Trollfriend is second only to that of Kyger Litor.

The Xen survived the Darkness, but they were slain fighting against humans from the south and east. So great was this war that the uz ate humans more often than dwarfs or elves, and the humans had more trophies of troll teeth than of wolf teeth. The coming of humans and trolls from Kerofinela brought an

end to this war, though not before the Xen Tribe was no more; with them were lost the greatest secrets of Norag and Himile, who had been their patrons.

In the late Second Age, the tribe was refounded by Hachrat Blowhard, who used the winds of Orlanth as a bridge between his wintery kin and the trolls'. However, Hachrat taught them that not all humans were enemies, and the local Orlanthi have been allies of the Yolp trolls ever since. They were an early foe of the EWF, and are the smallest tribe since many followed Hachrat to his final battle in Kerofinela.

Dakgar's Tribe met its doom at the hands of the Broken Council, as indeed did many families of the other tribes. They were great worshipers of Zorak Zoran, and they sent hordes of trolls (and, later, trollkin) out to battle the minions of the hated Bright God. They might have ensured the destruction of all the Yolp trolls with their fanaticism, but Arkat's victories first in Ralios, then in the south, prevented the Broken Council from turning their full might upon the raiders. Garkad Leadtooth, grandson of Dakgar, was the last member of the tribe to die, though not before he wounded the great Dara Happan general Palangio, called the Iron Vrok.

The Kang tribe was later founded on Dakgar Mountain (the

## PLACES OF INTEREST IN THE YOLP MOUNTAINS

**BROOCROSS:** When Kang's tribe helped Arkat to destroy Dorastor, one of the curiosities they found was a small broo that could not be killed. Although it could be hurt, the creature always regenerated from damage, even that caused by magical attacks. When trolls tried to eat it, their mouths and stomachs burned, and the undigested parts were later seen slithering towards Dorastor. In the Third Age, A great troll once swallowed the broo whole, but it ate its way out two days later, apparently unharmed. Now it is guarded against trolls as well as escape.

Intrigued, the trolls impaled it on a pole and carried it out of the cursed land. When the tribe came to the Yolp Mountains, they nailed a crosspiece to its stake and nailed its arms to it. The broo still lives, writhing in great pain and trying to wrest free. It frequently mutates, growing new limbs, spewing fire, and altering its form in its struggles to free itself. Every century or so the Kang trolls inflict terrible damage upon the broo, and while it is stunned transfer it to a new cross. Many trolls come here and practice their missile weapon skills or magic upon this hapless creature.

It has only escaped twice. The first time was in the Sixth Century, when it was first moved to a new pole. Before it could flee, however, a dever troll pinned its shadow and captured it. The second time was in the Ninth Century, when it broke free at the same time a major chaos raid erupted from Dorastor. It made it almost to the borders of Dorastor before it was recaptured. Recently, the Lunars were banned from Dakgar Mountain after an Etyries merchant tried to purchase the broo from the tribe.

**ICEHOME:** This is the oldest settlement on Xen Mountain. A glacier lies on the northern face of the mountain, and the tribe originally chewed snug caves in it. When the tribe died out and the secrets of Himile and Norag were lost, the glacier shrank to a smaller size. When Hachrat refounded the tribe, only a single clan was able to live in the small remnant. The trolls still recite a half-forgotten ritual to help preserve the glacial remnant. A friendly uzhim once shared the secret of building with ice, and each Dark Season, the Glacier Clan cuts icy

blocks from Xolhor's mountain and drags them with sledges to the glacier where they strengthen the walls of their igloo-caves.

**THE SIX HILLS:** These foothills sprawl to the west of Xolhor Mountain and are said to be haunted; the uz have never noted anything strange about them, at least not anything they would admit to humans.

Thumper booms and shakes whenever a sacrifice of power is made to any god from its apex. Roller is said to move at night. Though no troll has seen it do this, the humans of the foothills claim that it has, many times over the past several years alone. Biter is known for the hostile wildlife that infests it, but despite this is a favored place of the Yolp Master Hunters. Burner is a great stone mound upon which no plants grow, and which grows hot enough during the day to burn one's feet in Fire Season, but the trolls merely claim it has a lot of metal in its rocks. The Screamer is so named because any human who tries to sleep upon it is awakened by ghastly cries at midnight. The Lump is the last hill, and is unremarkable save that Disruption never works while standing on it; even the trolls admit this.

**VAKSOLI:** Soon after the Gorjoon trolls left, Vaksoli was founded on Gorjoon Mountain. The Vaksoli Clan were powerful in Kostaddi, but a series of misfortunes and bad decisions forced them to move. They strove unsuccessfully against the Sable Tribe for dominance of the Satrapy, and the resulting Dart War cost them most of their nobility. The rise of the Conquering Daughter in Sylila cut off many of the markets upon which their trade dominance depended, and they lost much of their wealth. When the first battles with Pentan nomads began, they read the signs and began converting their land and possessions into portable cash. When the nomads overran Peloria, the surviving families fled and used their wealth to found this city. After the nomads were driven out, the Vaksoli found themselves in a unique position. They were able to again dominate the local Etyries cult, and thus trade, both with nearby humans and with the trolls. Most of the traders in the Lunar Pocket of Xarkarsh come from this family.



southernmost of the peaks) after the Gbaji Wars by Zaktag Kang, who led many foreign uz from Arkat's armies. They were set here to guard against Chaos, and many of the tribe worship Zorak Zoran and Kwaratch Kang. They are notably unfriendly, even to other trolls, and extremely hostile to any, human or troll, who travels through their lands. But they are relied upon whenever the tribes raid into nearby Dorastor. Many hags of Subere are born here, and advise the Jamuz at Xarkarsh.

The last tribe to fail was the Gorjoon, who lived on the easternmost peak of the mountains. Never martially strong, they were powerful in the ways of darkness and spirit. Alone among the Yolp trolls they resisted the coming of the Lunars. After Bina Bang came, most of the other tribes accepted the foreign humans; when the Jamuz invited the Blue Moon heroine to advise her in 1376, the Gorjoon Tribe left in protest and have not been seen since. Though some anti-Lunar trolls maintain that they were killed, probably by the treacherous Blue Moon assassins, most believe that they traveled to Dagori Inkarth, which is less friendly to the Empire.

Whether or not the rumours are true, Blue Moon trolls did move into the old tribal center, now called Moon Valley. Located within two days' journey of Xarkarsh, little is known of this place, save that the Blue Moon worshipers tend their strange moon moths here. They pay tribute to the Jamuz once a year (always with uncut blue Moonstones), and often travel into the Lunar Pocket, but otherwise keep to themselves. The trolls tell many rumours of this place, suggesting that there is something more valuable here than just the moon moths. But,

*From the journal of Tavtar, 1570 S.T.*

While in Xarkarsh I saw the famous bazaar. Merchants set up shop in caves carved out from the sides of the large central cavern, called the Giant's Tongue; many such caves have been owned for centuries by established trading families, and newcomers are forced to find a spot to dig their own. The older caves are usually bigger, as each generation carves a little deeper into the rock. Visiting trolls from the Autumn Mountains and Halikiv set up their goods in the central area of the Giant's Tongue and pay the Jamuz for the privilege. It is not as profitable a spot, for the Bazaar is thick with thieving trollkin and it is hard to keep them away in the open.

We looked for Orlanthi relics, but found little. The trolls begged us to inspect their wares, and sent their filthy trollkin to drag us closer until we were forced to beat them away with blows and kicks. The worst part was when we passed the food stalls. Jollik could not control his revulsion; luckily, two trollkin saw this as an opportunity, and cleaned up the mess without other incident. Other trolls deafened us as they argued over prices and screamed insults at rival merchants. There always seemed to be several fights in progress, though friendly by troll standards. I was knocked over by trolls chasing a trollkin thief, and Fellis began to panic when dirt fell from the ceiling, for he fears being underground.

The trolls forbid humans to bring torches here, and use the opportunity to cheat thus-blinded aliens at every turn. Hrongar bought a fine shirt, but couldn't see the bloodstains that marked the fabric until we were outside. Other humans told us that most non-trolls will trade only in the Lunar Pocket, but the filthy Lunars take a cut of any sale, and many trolls will not bother to sell their wares there. We wouldn't have gone in any case, of course, and Hrongar took many jibes for his gullibility.

no one who has gone to look has ever returned, as is typical of the haunts of the Blue Moon trolls.

## XARKARSH

Xarkarsh is built into the walls of an ancient caldera; here, Jamuz the Ancestor killed Korkatoz the Spear, and the ancient uz dug themselves a home in his carcass, and that of his greatest son, who was slain by Xen. The raids of the vile Enemy-worshipping humans of the east were a nuisance, so the trolls later built many small stone forts, towers, and walls on the cliff tops to keep them at bay.

In the center of the caldera rises the Bone Tower, a twisted structure built of the bones of Korkatoz and his children. The queen of the tribe resides here with her court of shamans and hags, ruling over the mountains and brooding over ancient secrets. Lesser bones adorn the tower, for the uz seek to gain the Jamuz' favor with trophies of notable enemies. Xarkarsh is not a tribe, though traditionally the honorary queen of the Yolp Mountain trolls must come from one of the tribes descended directly from Jamuz; in the Third Age, this includes only the Aksena and Xen Tribes.

Most of the caldera is taken up with beetle pens and ramshackle troll huts. The main exception is the Lunar Pocket, where Lunar merchants, factors, and other traders reside. Most of the non-troll population of Xarkarsh lives here, and the Jamuz has given special dispensation to the High Priest of Etyries to enforce Lunar laws within its boundaries. Much trade is conducted here, both mundane and magical; magical wood, rumoured to be used in the construction of Moon Boats, is said to be traded here. Blue Moon trolls are often seen here as well, strolling through the streets or flying overhead, carried by their great moths.

The warehouses, shrines, and residences in the Lunar pocket are of typical Lunar construction, very glaring amidst the troll shanties. The unusual textures of the building materials are interesting to the local uz, and unsophisticated wild trolls often spend hours wandering here, Darkensing the buildings in incomprehensible (to humans) fascination.

Along the northern wall of the caldera is the smaller Orlanthi pocket, housing those non-trolls who have come to Xarkarsh on pilgrimage, or those who cannot stand to stay within Lunar walls. The temple to Orlanth Trollfriend was built here, and it is very strange to humans. It is set within the cliff walls, but devout trolls have dug hundreds of narrow, winding passages to allow the winds to enter. Although the cavern can easily be seen to be fully enclosed, on special holy nights the initiates can feel the rain on their faces and see clouds covering the stars, as if the ceremonies took place in a vast cavern open to the sky. The Orlanthi of Xarkarsh claim that Orlanth himself aided Jamuz in slaying the first of the fire giants of Yolp, and that the cave which houses his temple was created in that act.

Most pilgrims to Xarkarsh are of the Alanthka tribe, who come from the foothills to the west. They are good Orlanthi, and come to keep their ancient friendship with the trolls. Each worshiper knows to set down their sword or spear and take up a mace or club in the Poke Room, just inside the temple. The Yolp trolls depict Orlanth as wielding a mace instead of a sword, and they consider it a grave offense to bring any blade or other sharp weapon into the sanctuary.

# HERKA'S CHILDREN

## *The Uz of the Elder Wilds*

*Source: Bluebird the Sage*

The common customs of the Elder Wilds trolls are mostly due to their shared reverence of Kyger Litor. Zong is a popular god, too, for the sources of food are many and varied, and only Zong teaches how to hunt all of them; some clans claim to have been founded by Zong himself. Aside from these common elements, even neighboring clans may have very different habits and traditions, for the area has not had a single group of Eldest Kin since the time of Herka the Bonegnasher, a famous troll of the Gbaji Wars. Many clans may seem too specialized to survive independently, but kinship links are closer in the Elder Wilds than in most troll lands. Thus, the clans of the Elder Wilds are effectively parts of a single tribe.

The clans and independent families of the Elder Wilds are found in very different environments, which has encouraged the development of differences between them. However, families within each area have the same basic customs. Outsiders have influenced many clans, but the changes adopted by the trolls are rarely extreme.

The Elder Wilds boasts an almost unbelievably large population of trolls; estimates by the Lunar Empire are as high as 430,000. Most of these trolls are found in the hills and mountains, and this total probably includes small families living north in the Rockwoods.

### THE ELF SEA

At the bottom of the Seronde river canyon lies a swampy wetland. Trolls call this area the Shattered Lands for the numerous islands and hummocks which stand amidst the water, though the canyon's water-filled end is a large and dangerous area of few islands. Most islands are held by a family of trolls, each following their own way. There are a few large pieces of land that contain whole clans. The clans primarily revere Kyger Litor, Jeset the Boater, and a local hero named Jaakko the Swimmer. Their priestesses are rumoured to hold terrifying secrets of the dark, deep waters, which are not known to other trolls. Holy Nights are big events for everyone nearby, and the only times when many of the small families meet other trolls in large numbers. The underwater Darksense abilities of these trolls are unmatched by any other uzko.

This area is dangerous in Sea Season because of flooding from the Elf Sea. These swamp trolls are well-protected from foes, for no attacker can find their way through the channels of murky water. The area is also dangerous because of a species of giant water snake, though trolls gain some protection from them through Jaakko the Swimmer. Jaakko was a refugee from the Kingdom of Night in the south. Though small and weak, he was accepted by the Baznaru clan. The local Votanki sometimes jokingly claim that Jaakko was a sea troll, but the trolls are angered by such disrespectful talk of their hero. Jaakko is revered not only for his swimming prowess, but also because he found a way to kill the giant snakes. The method is simple but dangerous: the troll must pierce the snake's mouth with a thick stick just as it attacks. The snake often escapes, but later dies from starvation. This is occasionally used as an adulthood test for male trolls wishing to leave their clan to marry or to travel in the world, as Herka did so long ago.

These fisher trolls are unusual in that they do not regularly raid their neighbors. However, when harassed they send their elite Zong guerrillas to avenge all deaths twice, even the fishing enlo.

They are said to be able to kill half of their foes and then disappear, all without a sound, while near the Seronde river. The trolls blame the aldryami for the unusually large and aggressive water snakes, claiming that the elves wanted to keep the waters of the Elf Sea for themselves. Since the Great Tree of the Elf Sea was destroyed the aldryami have lost interest in the river, but their deadly servants still prosper. An old Votanki legend tells that the Earth Goddess sent the snakes after hungry trolls ate all her precious piglets and golden grain, but this myth is not believed by the trolls.

The aldryami left another servant to pester the uz, a poisonous weed that periodically chokes the river. Trolls have developed special magics to be able to eat the riverweed and ignore its poison. They are thus able to feast at their enemies' expense, but their fishing still suffers because of the weed.

### THE MAVERN HILLS

The fiercest Zorak Zorani of the Elder Wilds live in the Mavern Hills. They worship of Arkat, and claim that when he entered the Elder Wilds on his way to Dorastor he burned the Great Tree of the Elf Sea, and thus won many followers in the area. (Scholars may note that records from the First Age indicate Arkat never entered the Elder Wilds. Furthermore, the Great Tree is known to have been killed during the Darkness. I would not recommend noting this to these trolls, however.) The local clans are dominated by worship of Zorak Zoran. The primary settlement is the Screaming Cave, so-called because of the guardian spirits left by Arkat. The screams can be heard at any time, but they are loudest on Arkat's holy day, and so piercing that outsiders have occasionally died or gone insane.

Arkat himself is said to have founded the great temple to Zorak Zoran in the cave. Kingtroll blessed the temple by having a great throne built for the High Captain of Death. It is named 'Enthroned Darkness Triumphant,' and is said to whisper its secrets of Terror to those who sit upon it and live. Since 1618 the temple has been ruled by Kozastel the Three Deaths, slayer of seventeen uz who have tried to take her place on the throne.

Nearby clans usually provide food or goods to the Screaming Cave as tribute, and in return receive assistance against chaos and foreign humans. The largest clans of the area are the Zoremik, Toknokto, and Cholherk. The Zoremik are called the Wormeaters by local humans, and are known for the many species they raise. The Toknokto field the best Trollball team in the Elder Wilds and revere Tokton, the Elder Wilds uz who invented Trollball. At each game, they ask Tokton to *sense* over the game so that the sacred rules are not violated, and thus giant referees are not needed. This has led many foreign teams to try to cheat, much to the spectators' amusement when they are caught and punished. The Cholherk are great dinosaur hunters, and occasionally manage to capture one of the fearsome gorgosaurs alive for great feasts. They keep herds of the smaller dinosaurs. They are called the Legcutters by the Votanki, who believe that the scars many bear on their legs are self-inflicted rather than the result of hunting dangerous predators. The Cholherk worship Yurr, who provides magics useful in dinosaur hunting.

### THE TROLL HILLS

On the northern side of the Troll Hills is barren Xarjaza land, whose

*Elkoi Knowledge Temple Annex, DF901.A75K37: Sources of Metals in Balazar. Interview with Elager Ironspear*

"My iron spearhead? No, I not get from merchant. I take this when I first become a man, but lose two good friends.

"You hear of skull-trolls? All trolls nasty, eat people, do evil things. But skull-trolls very bad, even for monster. They not like even other troll. They catch you in skull-troll land they cut off your head, put on pole so people see and be afraid, leave skull-trolls alone.

"But many boys, young men go to skull-troll land. See, skull-trolls not like metal. Not just rich gold, or iron to kill trolls with. Not like any metal. Not even bronze, not even troll-metal. They see you have metal, they put it with your skull. Good metal, there to take!

"When I boy, have two good friends, Oskis and Baladad, their spirits find solace in the Sky. We become hunters at same time, want do big deed to show we not just boys, we men now. We think go to skull-trolls and take some metal from stupid trolls. Maybe weapons, maybe coins, even armor or magics. We go to skull-troll land; very careful, have to go through other troll lands too.

"We find place with many skulls, no trolls close. We find hands of coins, this spearhead, two good knives, jewelry. We rich, think of coming back not just boys, but brave warriors, no one in clan have this much metal. But Oskis, poor friend, he say we can find more skulls, take more metal.

"We find more skulls next day, but skulls scream. We not know what to do, start running. Then trolls come, kill Oskis, kill Baladad. Troll hit me with stone – got scar, here – and I fall down hill. Trolls not find me, I guess. I wake up, climb hill, see where Oskis and Baladad's skulls now hang, all bloody. New. Leave them there, with their metal.

"I escape trolls that look for me, come home. Clan calls me warrior, and I kill many trolls since for lost friends. But I not go back to that land. I old now, have boys of my own, they have wives and boys now, too. I tell you same I tell them: never go to skull-troll land. They catch you, eat all but skull. Wagon of metal no good if you dead. I trade iron spear if two friends could be old like me."

**Create Metalwailer**

1 point

*ritual Enchant spell, one-use*

This ritual enchants a special type of foe-curser unique to the Skull-taker clan of the Elder Wilds. When an intruder is found to be carrying metal, the clan creates a Metalwailer after killing them. The skull is placed on a stake, and one or more metal items are wedged in the brain-case, between the jaws, or hung from holes in the skull.

The Metalwailer will loudly wail if any of the specified metal comes within 50 meters. For example, the skull of an uz warrior with lead and gold would howl at either, but not at copper, iron, etc. Usually, there are several Metalwailers found together. Unlike a normal Foe-Curser, the howls of a Metalwailer are audible to other races; the trolls make good use of the panic and fear they cause. And, of course, the wails are audible to trolls for a much greater distance than to humans or other races.

clans are called the Moon Lovers, for they have traded the hallucinative, magical, and healing fungi powders and drinks to the Lunar Empire for decades. They have become quite dependent on the goods the Empire provides in return. Since Bina Bang's visit, the Blue Moon goddess has been worshiped by these clans. The fear-some reputation their assassins have gained does not win them friends among the local tribes, who fear them even more than they

do the Zorak Zorani. Their only saving grace in the senses of their neighbors is that they also revere Xiola Umbar. The Xarjaza area produces a surplus of edible mushrooms, and they trade those to southern clans for wood and raw material. They also trade with Dagoni Inkarth, but in lesser proportion, since that land has its own source of fungi and voralan potions.

In the center of the Troll Hills live the Nizkuvoxi, a raider clan. They revere the hero Tapaka, who drove the humans out of these hills before the Dawn. Tapaka has her own war cult, and provides powerful stealth magic to fool her enemies. Instead of fighting, these trolls often resort to stealing or spoiling an enemy's supplies, since food is hard to come by in this area. They use very trollish methods to accomplish this: starved trollkin and small, poisonous insects that lay quick-hatching eggs on foodstuffs that can't be taken.

The eastern portion of the Troll Hills is inhabited by small families. The southern area also has no dominant clan, but is quite prosperous, partly due to the wood they cut and partly due to the rich lead ore in their trollkin mine. The wealthiest mine is run by Danzot, an Argan Argar priest who sells most of the lead to the Screaming Cave Zorak Zorani. Danzot belongs to the Leadeater clan, which has more enlos than any other tribe in the Elder Wilds, for they often trade lead for enlo. Lead mining is an arduous and dangerous process, and skilled trollkin are always sought.

The mines of the Troll Hills are mostly just natural caverns, expanded by powerful digging insects. The smiths who work here are very skilled, and the enchanted lead weapons and armor they make are prized throughout the land. These are not traded freely: the buyer must follow a formal ritual, and have a Kyger Litor priestess recommend them as a client. Even then the prices are surprisingly high, and most clans cannot afford to purchase armor for their war leader. The tribe considers foreign lead items blasphemous, since sacred lead can be only worked by the methods Gadblad taught to them alone. They also know that other metals are good for eating only; thus they destroy other metal items, whether held by trolls or humans.

**THE GREATER WILDS**

Between the ErRoring Wilds and the Troll Hills is the territory of the Natchteg, which means Skull-takers. The Natchteg are generally granted the isolation they seek, but the occasional wanderer is foolish enough to approach their ancestral caves. The clan takes its name from the way they put every slain enemy's head (human, troll, elf, or broo) on a pole near their spirit-caves. Some of the poles contain curses of evil and death to all who come near, while others bind the spirits of the slain as guardians.

The Natchteg's way of life is primitive, even by troll standards. Many families do not even have a cave to live in. Their religion is totally shamanic, and even Kyger Litor, the Greatest Ancestress, is worshiped only through her children. The clan believes that only by living as they did in Wonderhome can they regain its marvels. Thus, they do not use metal or tools, or learn any human languages. Similarly, worship of Argan Argar, Zorak Zoran, and Xiola Umbar are almost unknown.

Their centers of power lie in the deep caves. Each clan or powerful family has a sacred cave, where the oldest ancestors can be met by one who dares to journey deep enough. Most shamans claim to be able to travel to Wonderhome through the dark tunnels, but few attempt this feat, and even fewer return from such a journey. The best shamans know the demons of dozens of caves, and thus they have a large number of spirits to aid them in times of need, even if the rituals to appease these mighty ghosts are long and tiring.

East of the Er'Roring Wilds, on the side of the Rockwoods live a few civilized clans that form the Kedestagi tribe. They are vital to all their neighbors for the insects they provide, and sponsor the caravans that take these valuable creatures to trade in other lands. They claim to be the original tribe of the Elder Wilds, the only one to survive the Darkness. Troll warleaders attacking aldryami forests in nearby lands often purchase a few of their special Shield Beetles, for once the insect is protected from magic it is nearly invulnerable, even to elven arrows and spears, while the insects' massive jaws cut tree trunks with ease. The warriors of this tribe worship Herka the Bonegnasher instead of Karrg or Zorak Zoran; The clans have a secure position in their mountainside caves, and so are rarely raided by other groups.

**THE GORK HILLS**

The strongest families of the Elder Wilds belong to the Hessissikki clan west of the Gork Hills. Most of the trolls worship Argar Argar and Kyger Litor together. Their strong trading tradition originates in their alliance with the Shadowlands in the Second Age. Rituals unknown outside the Shadow Plateau are often performed here.

The Hessissikki seek to control trade to the north, and they aggressively raid Redlands traders and their troll neighbors when they feel that their trade monopoly is being infringed upon. They send their own escort with every caravan that travels in their land. The escorts take a seventh of the goods, but are trustworthy, and many uz traders consider it an acceptable arrangement over trying to bypass this area. Some of the clan's land belongs to families that died out centuries ago. The land is still haunted by the spirits of the dead, and is dangerous to anyone not of their blood.

Except for the Hessissikki, the Gork Hills clans are relatively

primitive, and mostly support themselves by hunting mountain goats and other animals that live in the harsh terrain. Their Master Hunter is respected above other trolls in the clan, and is actually considered to be equal to the Kyger Litor High Priestess, whom he traditionally marries. When uzko children are born of this union it is a cause for great celebration. If enlo are born, the clan knows it will survive the coming year, but at a high cost. If the marriage is fruitless for three years, the Mothers call for a special Great Hunt to appease Zong. All of the clan's hunters join, and the first to bring in the corpse of the former Master Hunter becomes the new one. Hunting parties occasionally travel to the North Plain or the Er'Roring Wilds to stalk the rich game of those areas, and even the occasional dinosaur, but most prefer to hunt the way their ancestors did, in their own land.

**THE NORTH PLAIN**

The North Plain has some wandering troll families, all very poor. They live by hunting small game and gathering plants, and few trollkin survive the harsh life. Some families ride giant insects from place to place, often following the rains. The best-known nomadic clan is the Mantis Clan, led by the crazed raider-queen called Mad Mantis. Brother Beetle, a group of Gorakiki mystics, is a large and powerful organization, but their way of thinking prevents any real communication with outsiders. Various other groups come and go. Huge packs of trollkin often roam here as well, and occasionally gather and attack the few aldryami groves in their desperate hunger. Almost any troll of the Elder Wilds would consider the North Plain to be his or her personal property if an outsider was met there, even if their clan has no claim to it, because of the poverty and lack of social standing of the trolls there.





# NOTES ON THE CULTS OF THE BLUE MOON

As most readers should know, there are actually many Blue Moon Goddesses in Glorantha. Even discounting the very real differences between variant interpretations of the Blue Streak, several historical planets have been blue. The trolls of the Blue Moon Plateau recognize a difference between the Blue Streak and the goddess whose body they inhabit. The Loper People of Genertela (who may now be extinct) worshiped a deity similar to Annilla, but who may have been the planet known as Mastakos, rather than the Blue Streak.

The cult write-up provided in *Troll Gods* was written before these differences were known, and as such is very much a "God Learnerized" cult. Care should be taken with characters (PC and NPC) who worship this deity: not all of the spells listed, especially under Associate Cults, will be available to all Blue Moon Goddesses. However, **Vision** and **Conceal** are likely to be near-universal, and some Blue Moon Goddesses might very well provide additional spells. One such spell, available to the trolls of the Blue Moon Plateau through Quatanara, is presented here.

Note: **Sanctify** should be included among the common Divine Spells, and **Enchant Qa-Metal** (see pg 57) is available to worshippers of Mahaquata and Quatanara.

## QUATANARA SPECIAL DIVINE SPELL

### Grow Wings

2 points

*self, temporal, stackable, reusable*

This spell causes a pair of large bat-like wings to sprout from the caster's back over the course of the following round. For the duration of the spell, the caster can fly at a Movement Rate of 3. Each spell stacked increases this speed by 3.

The wings are, for all purposes, part of the caster's body. They have hit points as arms (trolls should use the hit locations for wind children; see Gloranthan Bestiary, pg 45), and have 3 points of armor.

*Note that this spell is **not** official.*

## LUNAR RELATIONS

Priests of Annilla in Peloria may become initiates of the Red Goddess, with all normal benefits. However, this makes them subject to the cycles of the Red Moon, even when casting Blue Moon spells. The same is true of worshippers who join another Lunar cult (such as the Seven Mothers) as an initiate or higher, which seems to prove some of Rufelza's claims to sisterhood.

## SOME GLORANTHAN BLUE MOON GODDESSES

*Excerpts from The Gloranthan Encyclopedia, an incomplete Work in Progress*

**Annilla.** Troll goddess of the Blue Streak and Hidden Powers. She rose in the Darkness and was scorned by uz at first, but when she was thrust into the Underworld she found secret ways to rise again into the night sky. Afterwards uz rode upon her to invade the sky with Xentha. When the Spike exploded, Annilla was hiding in the sky world. She leapt into the maw of the cosmic maelstrom, leading the charge into the void which created Magasta's Pool. Afterwards she rose again on the outside of the Sky Dome, and the waters followed her, rising as the tides.

**Blue Streak.** Goddess of Tidal Cycles, Darkness Secrets, and Ancestress of the Veldang peoples. Her three groups of worshipers are diverse and widely separated, and worship different aspects of her being. See Annilla, Seratamal, Vendara.

**Mahaquata.** Goddess who helped slay Yelm and/or Murharzarm, as propitiated in Dara Happa. She came out of Verithurus' Hall, one of the Original Planets, after its lights went out. She has bat wings and ears, and is thus a creature of shadows who was unseen by Yelm. Mahaquata fought against Antirius and often aided the Sacred Uz Ancestors, happily spreading death everywhere until she was killed by Shargash during the Gods War. In the Underworld she paid homage to Bijiif, and so when Yelm rose again she was given a place among the One Hundred Gods and Goddesses.

**Quatanara.** Goddess of the Blue Moon Plateau, worshiped by the trolls who live there. She is a huge bat-winged monster which rose from the ruins of Mernita when Boztakang was besieged by the

chaos army of Urkatol and summoned the feeble life that was hidden within a fallen god. The power was Quatanara, which rose and flew right at Urkatol and ate it. Then she flew back and snatched up Boztakang and flew into the darkness, where they mated. She has always helped her worshipers since then, but especially favors those who are her winged descendants.

**Serartamal.** One of the Pamaltelan Three Sky Witches, Ancestress of the Artmali, and a former blue moon goddess. After Cronisper fell down and did not get up, the Three Sky Witches appeared in the east and rose into the sky, each beginning its own passage overhead and beneath. Serartamal was called the Blue Moon, and her most famous child is Artmal. She oversaw the Artmali during the Storm Age, until the chaos gods slew her and sent her to the land of the dead.

But Serartamal was relentless in her desire to rise again, and she tricked her guards and rose hidden into the sky world. She was atop the Spike when it exploded, and she was the first of all beings to leap into the void, leading the sea gods who filled and tamed it. Since then, she has risen on the outside of the Sky Dome, and upon reaching Pole Star plummets to the center of Magasta's Pool.

**Vendara.** Dara Happan name for the Blue Streak. Vendara is the daughter of KataMoripi, who is called Black Dendara because she rose after she died; and of Dead Yelm. She was an ally of the Sea Gods in the Storm Age, and early thrown out of Genertela. Only some northern uz still worship her for her secret powers, and her ability to sneak into the sky.

## ELEMENTARY, MY DEAR RURIC

### Reworking Elemental Summoning Rules in *RuneQuest III*

In second edition *RuneQuest*, summoning elementals was simple. A mage merely sacrificed 1, 2, or 3 points of POW, and he had an elemental summoning spell. When he needed the elemental he cast the spell, and the elemental appeared in front of him in the next round, ready to do his bidding. There was no mumbo jumbo, no huge Magic Point sacrifice, and no hours-long wait for the elemental to appear. This wait in particular makes use of any summoning spell in third edition *RuneQuest* useless in a combat situation unless the elemental has been previously captured in a Binding Enchantment, a very costly procedure.

This method is appropriate for the sorcerers of the West, who deny the gods and rely on their own skills and power to dominate the world, but it is less appropriate for worshipers of the major elemental gods, who have legions of such creatures serving them.

Additionally, elemental sizes are too variable. Although it is unlikely, a 1 pt spell can be used to summon an elemental of 1000 cubic meters as easily as one of 1 cubic meter – only the magic point cost differs. This is unrealistic, and makes it difficult for the gamemaster to keep lesser characters who get lucky from having access to powers far beyond their level. Following are suggested additions to the *RuneQuest* elemental summoning rules for use with a few powerful cults, to address these problems.

Other changes are certainly possible. For example, according to the Creatures Book, elementals are not truly living creatures (since they have no INT), but merely animated piles of substance. This is unrealistic given the existence of Ancestral Elementals which are merely more powerful elementals, and yet are fully intelligent. Thus, elementals could be given an INT stat, with larger or more powerful elementals having higher intelligence.

In second edition *RuneQuest*, elementals were categorized by size, as small, medium, or large elementals. This concept is integral to Call <Spirit Type>. The following table indicates the size an elemental is considered to be, based upon its POW.

POW	Size
less than 11	small
11 to 20	medium
21 to 30	large
31 to 40	huge
over 40	(beyond the scope of the spell)

### CALL <SPIRIT TYPE>

2 points

ranged, temporal, nonstackable, reusable

This spell evokes an entity of the correct species, which will obey the caster until it is physically destroyed or for 15 minutes, whichever comes first. The entity must have been summoned using an appropriate Divine Magic spell, and its true name must be known (possibly gained by use of a Command or Control spell).

When the entity is Summoned, its size is determined based upon its POW (see above). While the entity is under the effects of an appropriate Command spell, the caster may sacrifice for Call <Spirit Type> by expending the correct amount of POW. If the entity is larger than allowed for that cult (due to a high POW),

a Call <Spirit Type> spell cannot be learned for it.

Whenever the spell is cast, the original entity is summoned, and appears on SR 1 of the following round. Its characteristics will always be the same. If the entity is actually destroyed (by reducing POW to 0), the spell is lost, though a new entity could be summoned and Call <Spirit Type> sacrificed for again.

The following chart shows cult access to Call <Elemental>, showing the largest size available. Other gods might have this spell, but gamemasters should consider carefully before allowing a small or weak cult access to more than the standard Summon <Species> spell.

Deity	Elemental(s) available
Aldrya	medium Gnomes from Associate Cult [Gata]
Annilla	huge Selenes small Lunes from Associate Cult [Seven Mothers]
Argan Argar	medium Shades
Asrelia	large Gnomes
Babeester Gor	medium Gnomes from Associate Cult [Ernalda]
Caladra & Aurelion	medium Gnomes, Salamanders
Crimson Bat	small Lunes from Associate Cult [Seven Mothers]
Dendara	large Gnomes small Salamanders from Associate Cult [Yelm]
Eiritha	medium Gnomes from Associate Cult [Ernalda]
Ernalda	huge Gnomes small Salamanders, Shades, Sylphs, Undines from Associate Cults [Husband-Protectors]
Gagarth	small Sylphs
Grain Goddesses	small Gnomes from Associate Cult [Ernalda]
Kyger Litor	large Shades
Lodril	large Salamanders
Lokarnos	small Salamanders from Associate Cult [Yelm]
Magasta	huge Undines small Sylphs from associate cult [Brastalos]
Maran Gor	medium Gnomes
Mastakos	small Sylphs from Associate Cult [Orlanth]
Nelat	medium Undines
Oakfed	medium Salamanders
Orlanth	huge Sylphs small Gnomes, Salamanders, Shades, Undines from Subservient Cults [Magic Weapons]
Pamalt	medium Gnomes
Pole Star	small Salamanders
Red Goddess	huge Lunes
River Gods	Undines [size varies, usually small or medium]
Seven Mothers	large Lunes small Gnomes, Salamanders, Shades, Undines from Associate Cults [the Young Elementals]
Storm Bull	large Sylphs
Subere	huge Shades
Triolina	large Undines
Ty Kora Tek	large Gnomes small Shades from Associate Cult [Argan Argar]
Valind	medium Sylphs
Wachaza	medium Undines from Associate Cult [Magasta]
Xentha	medium Shades from Associate Cult [Subere]
Xiola Umbar	medium Shades
Yara Aranis	medium Lunes from Associate Cult [Seven Mothers]
Yelm	huge Salamanders
Yelorna	small Salamanders from Associate Cult [Yelm]
Zorak Zoran	medium Shades [no salamanders with this spell]

# NOTES ON THE CULT OF ARGAN ARGAR

## SUBSERVIENT CULTS

### KOTH

Koth was a son of Argan Argar, and like all true sons he aided his father during the Darkness. He led an army of uz against chaos, and when some of them fled in fear he cursed them, marking them forever afterwards by making them hideous to the darkness. He was slain by chaos, but his father traveled to Morbode (far to the north of Kethaela) and rescued his soul, then slew foul Braznofstel. Koth was honored by his father for his service, and now serves as Argan Argar's Spirit of Reprisal.

Koth is worshiped in Halikiv and among the Kitori. He provides **Darken Appearance** only at those locations, but it can be regained at any Minor Temple of Argan Argar, since shrines to him are common in all of his father's temples.

### Darken Appearance

*ranged, duration 1 day, stackable, reusable*

1 point

The caster must overcome the target's Magic Points with his own. If he succeeds, the target loses 1 point of APP. Additional points stacked add either 1 APP to the loss or increase the duration by 1 day. If this spell is cast by a priest of Argan Argar on one of his initiate followers, no resistance roll is needed – the spell automatically succeeds. This spell may not be stacked with Extension.

This spell will not take the target below their species minimum. Species minimum for a race is defined as the number of dice rolled for APP (plus 1 if there are any adds), or the amount of any add to the roll, whichever is greater.

*An APP roll of 3d6 gives a species minimum of 3; a roll of 3d6+6 gives a minimum of 6 (since 4 is less than the add amount of 6).*

## THE TRADE-METAL SUBCULTS

The cult of Argan Argar has few prejudices about the goods it will trade, and over the centuries its priests have sought out new skills and powers to assist them. This practice is ancient among the cult, which was the first organized troll group to befriend humans. The Trade-metal subcults were formalized to assist in this practice, for they provide training in appropriate magics, languages, and skills to aid in trade with certain cultures.

The **War-metal subcult** was begun before the Dawn, when a priest bargained powers from a friendly trade deity allied with the local humans' Storm Gods. Any Argan Argar initiate may join and learn the Spirit Magic spell **Detect Bronze** after sacrificing 1 POW or the troll's weight in bronze trade goods. Priests must pay twice this, but afterwards may contact the appropriate spell spirit, and so can teach the spell (charging the learner for the privilege, of course, thus earning back the cost). It is a common subcult in troll lands throughout Genertela, especially Kethaela, where it is ubiquitous in the Third Age. Initiates of this subcult learn local Orlanthi languages at discounted rates.

The **Silver-metal Subcult** appeared soon after, when the First Council encouraged trade and prosperity, and humans taught the trolls many new things. An initiate learns **Detect Silver**; joining requires a sacrifice of 1 POW or 500 Lunars worth of silver trade goods. Priests must pay with a piece of pure unforged

silver, at least the size of a fist, and may then contact the appropriate spell spirit. This subcult is also common.

The **Earth-metal subcult** was created in the Second Age in Kethaela by the Argan Argar hierarchy there. They found favor in the eyes of Zugorteg, who shared certain powers with them. To join and learn **Detect Copper**, an initiate must sacrifice 1 POW or their weight in copper trade goods (one half of which are given to the local Zugorteg cult or shrine). Priests may join by sacrificing both POW and goods, and may contact the appropriate spell spirit. This is an uncommon subcult, but is found everywhere there is a local Zugorteg cult.

The **Sea-metal Subcult** was founded by Zast Blackboat after the troll emigration to Jrustela. Zast traded with many merfolk near the islands, and in friendship was offered this power. He shares it with troll sea captains who respect the triolini; it has spread to other coastal regions since Dormal's Opening. There are no troll priests of this subcult; rather, **Detect Aluminum** may be learned by initiates from merfolk trade priests (which rather limits its availability). On joining, the initiate must make the gift of a 100 Lunars in valuable trade goods (valuable to the mer-priest, that is) and swear to a geas to never harm merfolk except in self-defense; violators discover that while the spell no longer works for them, it cannot be forgotten (and thus "takes up a space" of INT for no good purpose). Most mer-priests also discount language training in Cetoi (from ludoch) or Triolini (from the rare malasp who trade with humans rather than kill them).

## MESSAGE SPIRITS

These special spirits are unique to the cult of Argan Argar, and can be controlled through use of Command Cult Spirit. They have an INT of 2d6 and a POW of 2d6+12, but regardless of POW move at a speed of 24.

A Message Spirit can be given a message of reasonable length (up to perhaps 5 words per INT) spoken in Darktongue, and it will travel to the recipient and deliver the message as quickly as possible, regardless of distance. If the recipient is not at the destination, it remains in place until the next Dawn waiting to deliver its message, then returns to Argan Argar. The recipient need not be named; a summoner could specify that the message be delivered to the first troll the spirit meets at the destination, or to any priest of Argan Argar.

Message spirits cannot travel during the day. If caught in daylight (or the equivalent, such as a Sunbright spell), they fade back onto the Spirit Plane, and cannot deliver their message (though they could be resummoned and sent again).

## CULT SPECIAL DIVINE SPELLS

In addition to the spells list in *Troll Gods* (Troll Cults Book, pg 20), Argan Argar provides access to **Create Charm** (see pg 22) and **Call Shade**. Create Charm is a common spell among priests, who sell the charms they create to trolls, humans, and anyone else willing to deal in troll goods. Charms for spells unique to trolls command high prices, since trolls rarely will sell actual spell matrices for such secret magics to mere humans for any price. See the boxed text on the next page for a description of Call Shade.



# CROLAR

## *Ancestor of Scorpions*



### MYTHOS AND HISTORY

When the Enemy came to Wonderhome most deities and races of darkness fled to the surface. Some stayed, finding refuge within Subere. One such was Kropa, and in the time known as the Lesser Darkness she gave birth to the last of her children. In troll myths there are two, alike in form and both named Crolar. They were born to be the last guardians of the powers of darkness, strengthened by Subere and unharmed by the Light.

They defended Subere's realm, and were confronted by a formless thing of Chaos, one of the first in the world. They attacked and stung it, but it devoured one of them. Crolar renewed his attack, but even in weakness the chaos thing was too strong for him alone. Crolar realized he could not defeat the monster, and so he retreated. He determined he would need aid to avenge his sibling.

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Crolar left Subere (for the long Darkness had brought her other defenders) and traveled to the Surface World. There he encountered his eldest sister Orani Mor. They shared secrets of venom and mystery, but she was not the ally he sought. After a time of searching and battle Crolar finally found Zorak Zoran, who had used Death to slay Flamal. Crolar spoke to Zorak Zoran of kinship, and the two made pacts of friendship. Together they searched for the thing of Chaos which had taken Crolar's clutchmate. During this time Crolar received Death from Zorak Zoran, and learned much of its use.

When he had mastered the powers of Death, Crolar left to search for his foe alone, for Zorak Zoran had other tasks. At the edge of the world Crolar found it. It had absorbed the nature of its meals, and so had become much like Crolar's twin, and had spawned lesser versions of itself from the other things it had eaten. He named the creature Bagog, rejecting its claims of kinship with him and the darkness. He killed most of her children and scattered the rest, and then faced her in combat once again.

They fought, but Bagog was immune to Crolar's venom, and so to his power of Death. Each wounded the other, but he withdrew before she could devour him, as she had his sister. With his purpose defeated but his enemy weakened, Crolar returned to Hell. He helped defend the remaining Darkness Realm from the forces of chaos, and his many children were born then. Because his chaos-given wound did not heal, however, they were smaller and weaker than him. He opposed the Lightbringers until Chalana Arroy healed his wound, and then in gratitude allowed them to pass.

The return of the Enemy was accepted by the children and worshipers of Crolar, for they have never feared the Light. Even in troll lands his worshipers were few at that time, and their numbers have not increased, so the cult has little history. In fact, the god has been known in only one major act since Time began. Crolar (or a spirit like him) was summoned by the Carmanian Empire just before the Battle of Four Arrows of Light (in 1237 S.T.), to fight a Cacodemon summoned by Lunar mages. The use of such darkness magics was not uncommon among the Carmanians of that period.

Crolar is always pictured as a scorpion, the exact type varying with local species.

Burial practices are the same as for the dominant local culture: trolls eat their dead, etc. Among scorpion hsunchen, the dead are usually left for the sands.

Crolar's runes are Beast, Darkness, and Death.

### CULT DISTRIBUTION

Crolar is worshiped instinctively by scorpions, and for them his cult takes the same form as other Hykimi cults. Scorpion hsunchen are known on the eastern fringes of the Nargan Desert, though the exact number of hives (tribes) is unknown. A race of timinits called skorps (on Jrustela) is also thought to worship a scorpion ancestor, although it holds more respect than power among that race. Crolar's cult never holds any political power or influence except among the Scorpion hsunchen, for whom worship of Crolar is the entire way of life.

Among trolls, Crolar's cult is small, and found only in scattered locations in troll lands. The strongest such cult center at the Dawn was Dagori Inkarth, but the cult has been more popular in Guhan since Arkat's time.

Few temples to Crolar are known, although Shrines are not uncommon in most troll areas, even where he is worshiped only as a Spirit Cult. Only in troll areas dominated by Zorak Zoran can Minor Temples be found. Shrines to Crolar teach **Speak with Scorpions**.

Hsunchen tribes usually qualify as Minor Temples (depending on size), but they do not erect even Shrines permanently. The skorps of Jrustela have a few permanent worship locations to a similar deity, but as with hsunchen the temple size depends on the number of worshipers present. They rarely qualify as more than shrines.

Humans and other races may worship Crolar in a propitiatory fashion, although this is confined mainly to the Doraddi of Jolar and Kothar, and then only in years when the local scorpion populations enjoy a dangerous (to humans) boom.

Even in areas where Zorak Zoran is unknown, Crolar's holy nights are the same as his lord's, falling on the Freezeday of each Death Week. Worship is shamanic in nature; it involves both the summoning of ancestors and spirit scorpions, and the sacrifice of captives (usually chaos creatures, preferably scorpionmen) to Crolar.

### CULT ORGANIZATION

Scorpion Lords are the masters of the cult, serving as both religious and temporal leaders among all but the trolls. Even among trolls, the Lords may require that their followers obey them over the orders of their tribe or family. This is one reason the cult is uncommon, as most trolls in power will not tolerate this type of challenge to their authority.

When worshiped by trolls, few other races are accepted, though exceptional trollkin can occasionally be found. Scorpionmen are never allowed, and are slain wherever found. Crolar

is closely connected to Zorak Zoran, and his cult is subservient to the Death Lord's when the two are together. Troll worshippers breed giant scorpions in the same way Gorakiki worshippers raise giant insects; in addition to providing giant scorpions for use as hosts for spirits, they also collect venom.

### INITIATE MEMBERSHIP

Intelligent scorpions are automatically members. Children born into a scorpion hsunchen hive become members automatically during their tribal initiation rites; no skill rolls are required, though the new member must sacrifice a point of POW.

In areas where Crolar has a permanent troll following, trolls may join by sacrificing a point of POW and succeeding in three skill rolls from among Animal Lore, Ceremony, Dodge, Weapon Attack, and any one skill deemed appropriate or useful by the examiner. Other races (including trollkin) must succeed in four such rolls. If a troll fails in the attempt he may try again after the next high holy day. Non-trolls who fail acceptance may not try again, and often become food for the trolls and scorpions who tested them.

Initiates may never harm a scorpion except in self-defense. They will be taught Spirit Magic normally (all spells common to trolls are available from cult shamans; see "Dancing in the Shadows," pp 22-23, for more information), and may learn the skills of Scorpion Care and Treat Poison. Rune Magic is available on a one-use basis as determined by the initiate's Scorpion Lord. Among the hsunchen, initiates are taught to milk scorpions for their venom, brewing a poison which can be applied to darts and javelins.

Promising initiates may become students of a Scorpion Lord. They must meet all of the normal requirements, as described in *RuneQuest*.

### ACOLYTE MEMBERSHIP

This cult level is only applicable among scorpions, who may occasionally worship and use magic. It is believed that the skorps of Jrustela also fall into this category, having acolytes rather than shamans, but this has not been proven.

Any scorpion with a Power of 19 or greater may become an acolyte by sacrificing a point of POW and then rolling under their POWx3 on d100. All restrictions and advantages are as normal, except that there is no income requirement, obviously. Acolytes learn cult Rune Magic normally.

### SCORPION LORDS

Scorpion Lords serve as both priests and shamans. To qualify for this position, an initiate must have been apprenticed to a cult shaman for at least two years. He must have either Dodge or a Weapon Attack at 90% and the other at 75%, know Animal Lore or Treat Poison at 50%, know Scorpion Care at 50%, and have 100 or more percentiles of Ritual Magic. He must also have assumed scorpion form at least once by using the cult spells. Acceptance is automatic if he meets all requirements, though he must follow the normal procedure to become a shaman. The spirit faced is called Magog, and is essentially identical to the Bad Man described in *RuneQuest*.

Scorpion Lords may never harm a scorpion, and may not interfere in any conflict involving a scorpion, unless the party

attacked is related to them by blood. Scorpions will not harm them if they do not break cult rules, and they may attempt an Animal Lore roll to prevent a scorpion from attacking others, as long as the persons defended have not attacked the scorpion. Scorpion and Spider spirits are always friendly, but most insect spirits are not. Scorpion Lords may become acolytes of Zorak Zoran (following the normal procedure), but may belong to no other cult.

**Divine Spells available:** Chitin, Sanctify, Scorpion Limbs, Speak with Scorpions, Sprout Tail, Venom Boosting, Worship Crolar

### CROLAR SPECIAL DIVINE SPELLS

**Chitin** 2 points

*touch, temporal, nonstackable, reusable*

This spell must be cast on a scorpion or an initiate or higher of the cult. It covers a non-scorpion's chest and abdomen with a black chitin worth 8 points of armor. If armor is worn when the spell is cast it takes 4 points of damage, and the recipient takes 2 points of damage in each affected area. The APs of such armor are permanently reduced by the damage done to it, though it may be worn again in the future without suffering further damage.

When cast on a scorpion, all locations except the head and legs gain the additional armor points.

**Scorpion Limbs** 3 points

*touch, temporal, nonstackable, reusable*

This spell must be cast on a scorpion or an initiate or higher of the cult. It turns a non-scorpion's arms into pincers, and causes four additional legs to sprout from their body. The legs double movement rate and effectively double SIZ for knockback purposes only; Dodge increases by 20%. The legs have 2 pt chitin.

The pincers may be used to attack. Base attack chance is 25%; base strike rank is 2, second pincer 3 SRs later; damage is 1d4 + damage bonus. They have 4 point chitin.

When cast on a scorpion, this spell doubles movement rate and allows four pincer attacks per round (or three pincer and one tail attacks). The first two pincer attacks are at normal strike rank, the others (or the third claw and the tail attack) 3 SR's later. Legs (only) gain 2 armor points each.

**Speak With Scorpions** 1 point

*voice range, temporal, nonstackable, reusable*

This spell allows communication with any scorpions for the duration of the spell. Orate and Fast Talk can be used if the target needs convincing. This spell does not instill any intelligence in the creature, which can speak only from its own awareness.

**Sprout Tail** 1 point

*touch, temporal, nonstackable, reusable*

This spell must be cast on a scorpion or an initiate or higher of the cult. It causes a scorpion tail to grow from the base of a non-scorpion's spine. The tail can impale; the base attack chance is 25%; base strike rank is 1; damage is 1d6 + damage bonus. The tail has HPs as a leg and 4 point chitin (or natural armor, whichever is higher).

When cast on a scorpion, this spell doubles their venom POT, and the tail will never stay in a wound on an impale.

**Venom Boosting**

*self, temporal, nonstackable, one-use*

1 point

This spell adds 3d6 POT to the tail attack of a scorpion or an individual under the influence of the Sprout Tail spell. The amount added must be rerolled each time the sting penetrates armor.

**SUBCULTS**

**SPIRIT OF REPRISAL**

If a scorpion somehow offends Crolar enough to be removed from the cult, its tail shrivels and becomes useless (losing 1 HP per day until it falls off). For hsunchen, being removed from the cult results in exile; this is tantamount to a death sentence.

Apostate trolls and humans are targets for any scorpions they meet. Scorpions attack them in preference to other targets, and disdain to eat their corpses. In troll lands, former worshipers may be treated as hostile by any Zorak Zorani they meet as well.

**ASSOCIATE CULTS**

**ZORAK ZORAN**

From his lord Crolar receives **Seal Wound**, usually applied to the tail (where it affects the venom as well). Many Death Lords house their allied spirit in giant scorpions. Among trolls, members of Crolar's cult are often initiates of Zorak Zoran as well.

**KROPA**

From the mother of all arthropods Crolar receives the spell of **Transform Self**. In addition to normal effects (see *Troll Gods*,

pg 16 or 37), all recipients add 3 POT to tail venom.

Note that this spell is not actually stackable – casting multiple points on the same target has no additional effect. This applies to all cults which possess the spell, from Kropa or otherwise.

**MISCELLANEOUS NOTES**

**SCORPION MEN**

Crolar disavows all relations to Bagog and her children. His worshipers attack scorpion-men fanatically if odds are good, and enlist aid (such as local Zorak Zorani) if odds are bad. Especially hated is the practice among Scorpion-Men of using scorpions to house allied spirits, which Crolar views as a perversion.

One complication many troll members experience is that most races and cultures in Genertela have never heard of Crolar. Members under the influence of the cult spells may be treated as unusual scorpion-men by humans (especially the chaos-hating Orlanthe) unless they can convince their attackers otherwise; given the normal hostility humans hold towards trolls in most areas, this rarely has much effect even if successful.

**DIVINE INTERVENTION**

Divine Intervention for Crolar is unique. It may only be successfully used once for an initiate or acolyte; Scorpion Lords may use it as often as they can succeed. It takes the effect of a **Sever Spirit** on a single target who is within normal sight range of the worshiper. If the roll succeeds, the cultist matches his magic points against the target's. Failure indicates the target takes 1d6 poison damage, success that the target dies (from scorpion venom).

**THE ONLY OLD ONE SPEAKS**



**ON POWER IN UZ SOCIETY**

Uz social power is not just based on the principle of "who's the toughest," but rather on the basis of "my mother can beat your mother." The concept of a "fair fight" (as is common amongst humans) is alien to the uz. You will only rarely see two uz square

off against each other. Uz tend to gang up on their enemies. This is one reason that the Sazdorf uz a decade ago challenging the human Humakti to a formal duel was such a surprise.

For example, a mighty endo warrior jingling in chainmail no doubt appears much more dangerous than a small uzko female with no combat skills and little magic. But, if the little troll female has three strapping sons, a mother who is a Great Mother of Kyger Litor, two brothers, and several dozen enlo children and grandchildren, it is clear who would win in a fight. No one messes with the little uz female, because her loved ones will come to assist or avenge her.

Remember that uz do not care or even know much about fatherhood. Thus, all the familial love uz possess is focused on their mother and siblings. A male might know that the children born to a particular female uz are, in some sense, "his," but this does not give him any power to exact affection from them. Of course, if they're raised in the same house with him, they may

well love him, but that is a different matter.

Uz, being more honest with themselves than humans, are perfectly willing to use the affections of loved ones as tools to ensure power and success. All humans know the stereotype of the controlling harpy-mother, who forces her children to do what she says through the use of guilt, pleading, bargaining, etc. This is nothing compared to an uz mother. Of course, uz do not bother to mask their intentions behind a wall of guilt, they simply expect their family to do as ordered. And they do, for the most part.

Female uz wield more power than males not because they are revered culturally, but because they are part of a family network of males and females who take action on their behalf, thus rendering them much more dangerous. Of course, **because** of this network, they **are** revered culturally, so it is something of a vicious circle, but humans commonly look at the way uz treat females and falsely equate this to the honor and respect that some human cultures hold for women. An uz female is not placed on a pedestal – she is crouching atop the bent backs of her lovers and sons.

This is why unconnected male uz live on the outskirts of society, join Zorak Zoran, or otherwise inhabit the fringe. Of course, a disconnected female uz is even weaker, proportionally, than such a male, because she also lacks combat skills.

# THE FACE OF THE ENEMY

## Fire Gods among the Uz

The concept of fire is a strange one to the uz. In its original form it is Death, that which destroys the body and soul. Yet many troll gods deal with fire on a regular basis, and so it is very familiar as well. The one common theme which most uz fire gods follow is that they are Death Gods of one kind or another.

One of the primary distinctions which needs to be made when discussing this subject is the difference between Fire/Light and Heat. Fire/Light is dangerous, evil, and painful, but Heat alone is merely dangerous. Some trolls describe heat as "the fire of darkness," and accept its place in the cosmos in the same way they accept Zugorteg the Dark Earth, Adzurana the Dark Waters, and Zolan Zubar the Dark Wind.

**Amanstan the Yelmatio:** I believe that the word "Yelmatio" is not a proper name, but a title, meaning "Little Sun." To trolls, this equates to "Little Death." This idea is supported in troll mythology, for Amanstan met his defeat at the hands of Zorak Zoran, who gained mastery over Fire (Death) in that way. This is the source of Zorak Zoran's mastery of Fire, and even such powers as Seal Wound can possibly be traced to him.

**Argan Argar:** Argan Argar's link to fire (and thus to death) is the weakest of all the deities mentioned here, for he mastered it without being touched by it. This is why Argan Argar remains an acceptable troll cult. All of the magics he gains from his captive spirit deal with controlling or suppressing fire, not using it. Additionally, his mastery was over Heat more than Fire, which fits well with his role as the husband of Zugorteg.

**Basko, the Black Sun:** This is the shadow of the Sun, the shadow of Death. The word *basko* means "bearable pain," and so the Black Sun is a source of pain and death to the trolls, even as it defends them from the full light of the Enemy.

**The Blue Moon:** The Blue Moon Goddess is a goddess of death, and so it is no surprise that she sheds light, even if most trolls cannot see her light now. In many ways, the Blue Moon is worse than Death, for the trolls of the Blue Moon Plateau claim that Mahaquata slew Death and sent it to Hell.

**The Enemy:** the Sun, also called Bright Eye, Death Eye, the Burning Prison, and Deathbringer by trolls. The most common human name for him is Yelm. He is the source of all Light and Fire – Amanstan is a part of this god, and the Blue Moon Goddess was born in the struggle of the Dark Waters to prevent the return of Death to the Underworld.

Death was born in the Underworld, but escaped due to the actions of the trickster. When he was sent back by Zorak Zoran, he brought Death to the trolls, and so destroyed Wonderhome.

The trolls had no reason to allow Death out of Hell at the Dawning, yet they did. By allowing death back into the world, Kyger Litor was able to reclaim part of the Underworld, and so the trolls who die have a place

to rest between lives, rather than being returned to Life immediately or facing oblivion.

**Lodril:** Source of "Gloomy Heat," he is worshiped by some few trolls, because heat seems to be more acceptable to trolls than fire. Still, heat can bring death, and so few trolls will deal with this entity, and those who do are cautious, and often seen as dangerous. Lodril is the most common heat or fire deity mastered by troll gods; every troll land has a hero or deity who defeated him and saved their people from destruction. The most famous of his defeats was at the hands of Argan Argar.

**The Red Goddess:** Although most trolls (including all Mistress Race trolls) cannot see the stars or even bright planets most of the time, the Red Moon is large enough that dark trolls can see it. Although its light is not painful to trolls, as a goddess of light and the sister of the Blue Moon, she is viewed as a goddess of Death. As such, she is both feared and hated, especially because of her connection to chaos.

**Zorak Zoran:** The greatest master of fire among the uz, and the greatest master of death. By devouring death and taking a part of it into himself, he became Death.

Although humans might think trolls blame Zorak Zoran for the coming of Death (since the Sun was in the Hurtplace for an endless period, which was bliss for trolls in the Underworld), this is not the case: trolls do not view death in this way. Zorak Zoran defeated Death, and even though it destroyed Wonderhome, it was not as powerful as it would have been if not for his actions.

### SOME THOUGHTS ON GADBLAD AND LODRIL

*Who is Lodril to the trolls? Who is Gadblad?* While I don't pretend to know the answers to these questions, I offer the following comparisons to provoke thought.

Lodril is an evil god, who tried to rape Zugorteg, and who tried to destroy the uz. But he is worshiped by some trolls, per *Troll Gods*.

Gadblad (and troll smiths in general) is often viewed as a villain. But he is one of Kyger Litor's grandchildren, and has many deeds to his credit! His dealing with fire is not enough to explain this attitude.

Argan Argar defeated Lodril, chained him, and forced him to build the Palace of Black Glass.

Gadblad built the Castle of Lead while his hands were being held over his head by Gore and Gash. Although they are probably supporting him, they could also be forcing him.

Lodril is the god of heat, and provides the spell of Heat Metal.

Gadblad uses heat, and forges metal.

Lodril is god of spears.

Among the Kitori, Gadblad makes spears for the warriors.

# HEROES OF THE NIGHT

## THE HERO CULT OF CHARMILLA SOFTSPEAK

Charmilla Softspeak was one of the last uzuz born in the comforting darkness of Wonderhome. She was the Eldest Daughter of Xiola Umbar, and so knew great respect and honor from her youngest days. In Wonderhome Charmilla saw a world of unity and peace; this would greatly influence her.

When the Enemy came Charmilla was forced to flee Wonderhome. She took with her strands of the primal darkness, and so was able to offer comfort during the Exodus. She initially settled in Dagori Inkarth and helped to shield the uz there when Chaos came from the north.

After Charmilla gave comfort at the Unity Battle she met Ezkankekko, the Only Old One, and learned from him that darkness could bring not just comfort, but also unity. When Ezkankekko formed his Unity Council Charmilla became one of his greatest missionaries, discovering many lost tribes, among them the Queendom of Halikiv. After the Dawn Charmilla sat on the World Council of Friends in Ezkankekko's place.

But, the peace of the World Council did not last. In 172 S.T. Charmilla gave her position as the Only Old One's representative to Varonal Zor, Warlord of the Council. After that she spent nearly a hundred years traveling the world, finding new peoples and bringing them comfort and unity.

Charmilla was recalled in 265 S.T. when she was asked to make peace between the Ralian barbarians and the uz of Halikiv. She did so, and afterward settled in that land. She returned to the Council only once more, between 355 S.T. and 365 S.T., when she watched over the God Project, hoping that it might make a better world. When it was obvious that her hopes would bear no fruit, Charmilla returned to Ralios.

In 424 S.T. when Arkat began to ravage through Ralios she pleaded with him to stop, then in 426 S.T., when his army was destroyed, she gave comfort to the survivors. Charmilla was never fond of Arkat's Dark Empire, for it cruelly oppressed the elves, humans, and hsunchen of Ralios. In those years Charmilla was very busy giving comfort to those peoples, and maintaining peace with the uz of Guhan. When Westerners invaded after 600 S.T. Charmilla traveled to Guhan, which bore the brunt of the attack, and offered what help she could. She stayed there for some time.

Through the atrocities of the Age of Empires and the unsettled beginning of the Third Age, Charmilla once more trav-

eled widely, making frequent stops in her old homes in Dagori Inkarth, Guhan, and Halikiv. Legends tell of her speaking with Heortling leaders in the Dragon's Eye during the seventh century, marching with Alakoring Dragonbreaker's army during the ninth century, and making peace between Guhan and Arolanit during the twelfth century.

The uz of the Yolp Mountains were the last to see Charmilla. In 1247 S.T. she marched north, stating that she went to make peace between the gods; this was only weeks before the rise of the Red Moon. Though Charmilla has not been seen since, her most ardent followers claim that she is negotiating still, seeking to bring peace to the troubled world.

The cult of Charmilla Softspeak, a subcult of Xiola Umbar, tries to prevent harm from occurring through peace and unity, rather than just bringing comforting darkness to help the victims. Charmilla's cult offers the divine spell of **Uz Harmony**. Charmilla's worship is widespread in Genertela, with shrines found in Dagori Inkarth, Guhan, the Yolp Mountains, and most commonly in Halikiv.

## Uz Harmony

1 point

*self, temporal, stackable, reusable*

This spell affects all dark trolls, great trolls, snow trolls, and trollkin within 5m of the caster. It keeps them from getting excited or violent, and counteracts emotion-affecting spells (such as Demoralize or Berserk) that are weaker than the Uz Harmony spell. Uz Harmony can be boosted with magic points to overcome more powerful emotion-affecting spells, and to blast through Countermagic and other defenses. The spell does not affect uz not directly related to dark trolls (such as hot trolls), and never affects a troll of the Mistress Race.

The caster of the spell must roll 1d100 and compare the result on the Resistance Table to his own magic points. All targets whose magic points would be overcome are affected. For example, if a priestess with 12 magic points rolled a 52, all potential targets with 11 or fewer magic points would be affected. Additional points stacked increase the radius by 5m.

## THE HERO CULT OF EZKANKEKKO, THE ONLY OLD ONE

As Argan Argar was the first creature of darkness born in the Hurtplace, Ezkankekko was the first creature of darkness born in Kethaela. The son of Argan Argar and Esrola, Ezkankekko was heir to a great legacy. Shortly after his birth his father left the Hurtplace forever, and Ezkankekko took the position he is best known for, the second and final ruler of the Kingdom of Night.

Ezkankekko's heroic actions before the Dawn were legion. He united all the peoples of his land, from the ill-tempered dwarfs and flighty elves to the staunch Heortlings and loyal triloni. He saved the world and brought back the ancient mysteries of I Fought We Won. He taught the disparate armies of Kerofinela and Kethaela to fight together, and so drove chaos back at the Unity Battle. In the end he formed the Unity Council, and so began to extend his peace beyond his lands, to the rest of the world.

A Holy Country prophecy, c. 1410 S.T.

*When crimson waves wash south,  
And blackened flames burn north,  
When east meets west in peace,  
The One shall be reborn.*

*The tar shall bubble forth,  
In final days of doom.  
The spear shall rise again,  
And pierce the blood-red womb.*

This was a task that Ezkankekko concentrated upon during the entirety of the First Age. His Unity Council became the World Council of Friends, and his missionaries began to seek far-flung tribes of all peoples. Even when the World Council transformed itself again, becoming the High Council of the Land of Genertela, Ezkankekko remained firm. In the High Council's God Project Ezkankekko saw an opportunity to restore his father to the world, but he was betrayed by the humans of Dara Happa, and the new god was corrupted. Ezkankekko regretted the wars that ended the First Age, but he knew they were necessary before unity could be found again. Thus, he aided Arkat, and the False Council was destroyed.

In the Second Age, Ezkankekko was beset by forces greater than himself, but he proved himself able to overcome them. The EWF and the God Learners both worried at the edges of the Kingdom of Night, but Ezkankekko proved his diplomatic mastery by turning them upon themselves. In the end Ezkankekko grew bored with his foes, and he used their pride as weapons to destroy them.

The Third Age was a sad time, for Ezkankekko was weakened. Kethaela's routes of trade were closed, enlo proliferated, and it was clear that the time of the Kingdom of Night was drawing to a close. He tried to make peace, but even the uz were too maddened by their impending death to see reason. When the foreigner Belintar came to Kethaela's shore, Ezkankekko tested him rigorously to be sure he was able to lead the Kingdom, and when he was sure of this he allowed himself to be slain.

Ezkankekko's grave is the place called the Tarpit, upon the Shadow Plateau. His body can still be seen there, Belintar's great iron sword piercing it. Once a year the uz of Argan Argar come to cast their spells at Ezkankekko, trying to Cure his Iron Burn. Once a year Belintar comes to push the iron sword back into Ezkankekko's body, preventing him from rising again, healed by his worshipers. Since the disappearance of Belintar, more uz than ever have come to heal their god, and prophecies of the return of the Only Old One are common.

The hero cult of Ezkankekko, a subcult of Argan Argar, promises better trade through harmony and unity. It accepts all people but chaos, though one faction swears hatred for Belintar and his followers. Ezkankekko had two aspects: uz and not uz. As an uz he teaches the divine spell **Battle Unity**, which allows uz and other races to find a common bond, but this aspect was banned by Belintar. In his more common non-uz aspect, Ezkankekko teaches **Cure Iron Burn** (see *Troll Gods*, *Troll Cults Book*, pg 21). Ezkankekko is primarily worshiped in Kethaela, though he is known everywhere Argan Argar is.



**The Book of Drastic Resolutions...**  
...On Darkness

What is Darkness? Few have delved deeply enough into the Hells to answer this question, but I have seen the Barrier which separates order from disorder. The trolls claim to be killers of chaos, but they have been deceived by the very shadows which they revere. Is it not *strange* that the deepest, darkest place in the Underworld is where chaos first came into the world? Is it not *sinister* that the trolls, alone of all the cosmos, know the name of Arrquong, the first of the Chaos Gods?

**Battle Unity**

*self, temporal, stackable, reusable*

1 point

This spell affects all sentient beings within 30 meters of the caster per point of spell stacked. It may only be cast in the face of some manner of impending danger – rampaging chaos or an invading army, for example. All affected beings ignore all prejudices, particularly racial and cultural ones, and are able to fight together as fellows. It will not necessarily stop violence or strife among the individuals, especially if there are sound reasons for them, but complications caused by unreasonable hatreds and biases will be stifled. After the spell ends participants will look at the world from a new perspective, but only if they have been able to come to meaningful agreements during the duration.

Battle Unity can be boosted with magic points to overcome stronger emotion-affecting spells, and to blast through Countermagic and other defenses. The caster of the spell must roll 1d100 and compare the result on the Resistance Table to his own magic points. All targets whose magic points would be overcome are affected, as are those who voluntarily accept the spell. For example, if a priest with 24 magic points rolled a 94, all potential targets with 15 or fewer magic points would be affected.

**THE HERO CULT OF HACHRAT BLOWHARD**

Hachrat Blowhard was a strange uz. He was born in 623 S.T. in the Yolp Mountains. According to cult records he tried to fly before he had reached his fifth birthday; the resulting fall did not kill him. By the time he was ten he began to travel, visiting the nearby humans of Broliia. Much to his elders' surprise Hachrat did not eat the soft flesh, but instead talked with them.

The Brolians were extremely pleased to talk with an uz, and they told Hachrat everything they could about their god Orlanth. They showed him the North Wind; it froze Hachrat to the core, and he admired its strength. They showed him the South Wind; it nearly boiled Hachrat alive, and he admired its fierceness. They showed him the West Wind; it cleared the air so he could see, and he admired its logic. They showed him the East Wind; it filled his ears with strange thoughts he had never considered before, and he admired its oddness. But none of that was enough to convince Hachrat of Orlanth's greatness. So, the Brolians showed him the Upper Wind, but Hachrat refused to look. Finally, they showed him the Lower Wind, and that impressed Hachrat so much that he began to worship the wind gods at once. When he brought the Lower Wind back to the Yolp Mountains, and proudly displayed it to his fellow uz, many of them followed in his footsteps.

During this time many Orlanthi leaders were participating in a strange draconic religion. Hachrat didn't realize yet how bad it was, so in 636 S.T.



he went to the draconic university of Molorios to study. There he learned many things about dragons, and how to think left-handed, but nothing about the winds. Worse, he saw draconic thoughts taking over his fellows' minds, turning them against Orlanth. In 640 S.T. Hachrat left in anger.

Returning to Yolp, Hachrat was able to raise a great army, for his teachings had spread far while he was away at school. He then began active resistance against the EWF. In 644 S.T. Hachrat razed his old alma mater, only the first of several EWF schools he destroyed.

Hachrat Blowhard rebelled against the EWF a century and a half before it was acceptable to do so, and thus his story is largely lost in the epic of the Second Age. For thirty years he attacked the periphery of that Empire, sacking towns, razing universities, and eating traitorous Orlanthi.

In 666 S.T. Hachrat learned of a great Black Dragon that resided in Kerofinela. He worried that left-handed ways might begin to corrupt the darkness too, as they already had the air, and so he pressed deep into EWF dragon to destroy the dark dragon. But the dark dragon had traitorous uz defenders, and Hachrat's dark winds would not work on it. Hachrat might still have won if the Firewitch herself had not joined the battle. Hachrat and the 100 uz who followed him that day were slain by dragon claw, treacherous uz maul, and burning flames. However, Hachrat left a great legacy, for even today the wind gods are very popular in the Yolp Mountains.

The Hero Cult of Hachrat Blowhard, a subcult of Kyger Litor, celebrates the use of Storm as a tool of Darkness. It is a particular enemy of Cragspider and her followers, for their betrayal of Hachrat and the darkness. The cult offers the divine spell of **Dark Wind**. The subcult is primarily worshiped in the Yolp Mountains, though there are some adherents among the Kitori of Kethaela.

A slightly different cult, worshiped as a subcult of Orlanth, celebrates the use of Darkness as a tool of Storm. It also offers **Dark Wind**, and is primarily found in Brolia.

**Dark Wind** 2 points  
*self, temporal, non-stackable, reusable*

The Dark Wind is a cold and slow wind which protects its caster from harm. Halve the effective Attack skill of anyone attacking a person under the protection of the Dark Wind. Opponents with Darksense are unaffected by this spell.

## THE HERO CULT OF HERKA THE BONE-GNASHER

Herka Bone-Gnasher was an uzko of the Elder Wilds, born near the end of the third century after the Dawn. He worshiped the uz wargod Karrg from his youth. Herka was stifled by the peace-

ful unity of the Elder Wilds, and so wandered widely during his adolescence. It is known that he raided into Prax, helped in the wars of the Second Council, and battled against the Dara Hap-pans during this time.

When the High Council of Genertela announced its God Project in 355 S.T., Herka went to Dorastor to represent the Elder Wild's Council of All Races. During his stay he continued to advance the ways of Karrg, even vying to be the Council's Warlord, fighting against Kwaratch Kang (the legendary Death Lord) for that honor. Ten years later, Herka was among the uz, dragonewts, and humans who broke from the Council.

After Nysalor was born in 375 S.T., the elves of the Elder Wilds betrayed the Council of All Races, and began a program of genocide against the uz of the region. Herka was a great war leader for the uz during the battles that followed. It was he who led the doomed defense at Highbridge in 382 S.T. Though he and his ninety-nine volunteers were all slain, they held the bridge for seven days against an elven army a hundred times their size, and thus gave the retreating uz time to escape the Elder Wilds, crossing over the mountains into Dagori Inkarth.

The cult of Herka Bone-Gnasher, a subcult of Kyger Litor, celebrates loyalty, reviles elves, and recognizes Karrg, not Zorak Zoran, as the greatest war god of the uz. It offers the divine spell **High Stand**. Herka is primarily worshiped in the Elder Wilds, though he has some followers in Dagori Inkarth, due to the time he spent there during his travels.

**High Stand** 2 points  
*ranged, temporal, non-stackable, reusable*  
This spell gives its recipient the ability to defend against impossible odds.

Although the recipient's total hit points and hit points per location do not change as a result of this spell, any CON roll attempted will succeed unless a 96-00 is rolled. All poisons do only minimal damage to the recipient. The recipient is preserved from incapacitation, unconsciousness, exhaustion, and shock. He does, however, suffer all other effects of a location's loss, and will die when total hit points reach 0.

The recipient of High Stand doubles his Parry and Dodge skill percentages. However, he becomes so caught up in the battle that he may only attack or defend, not cast spells or even retreat. An INTx1 roll may allow the recipient to shake off the spell's effects, if the gamemaster feels the situation warrants it.

## THE HERO CULT OF KWARATCH KANG

Kwaratch Kang was an uzko of the Kingdom of Night born in 328 S.T. From the day he took his first breath he was surrounded by death. His mother, a beloved uzuz, was slain by

Those of you who simply can't wait another year for more Gloranthan material are encouraged to check out the following fanzines, all of which are excellent, and some of which even come out semi-regularly!

### **Tales of the Reaching Moon**

The premier Glorantha fanzine!  
In the US, contact Neil Robinson at:  
2650 NW 58th Street #1  
Seattle, WA 98107  
neilr@wolfenet.com

### **Tradetalk**

The fanzine of the Chaos Society!  
In the US, contact Scott Knowles at:  
P.O. Box 1658  
Jacksonville, OR 97530  
delecti@aol.com

### **New Lolon Gospel**

Harald Smith's Imther fanzine!  
In the US, contact Harald Smith at:  
31 Coleman Road  
Groveland, MA 01834-1022  
marandhar@aol.com

his birthing, and his family put him out into the hateful light of the Enemy to die. But Kwaratch would not give in so easily. Though a babe, he had been born full grown, and when wolves came to devour him he slew them with his bare hands and then wore their pelts to keep warm. So did he survive his first winter.

Kwaratch Kang joined the cult of Zorak Zoran before his tenth winter, and he quickly grew to be powerful in that cult. His renown spread so far that Ezkankekko the Only Old One adopted him out of fear that one day Kwaratch Kang might seek his throne. So Kwaratch Kang became General of the Kingdom of Night. Many uz heroes came to test Kwaratch Kang, but he defeated them all, even the one time when three attacked at once after he had eaten the entire Trachodon Tribe, and was so bloated that he could move nothing but his left hand.

There came a time when Ezkankekko's High Council decided to create a God. All of the barbarians of the world – the people of Ralios, Fronela, and Dara Happa – were afraid, and they began to attack the Council in Dorastor. The Council needed a great hero to defend them, and at his adopted father's recommendation Kwaratch Kang went to Dorastor and became the Warlord of the High Council of Genertela.

So great was Kang's prowess that the enemies of the Council were forced to join it. But that would prove its downfall, for the Dara Happans began to corrupt Kortagi, the uz god who was to be created by Ezkankekko's ritual. When the uz marched out of Dorastor in 365 S.T. they were led by Kwaratch Kang. When dwarfs ambushed the uz on the way back to the Kingdom of Night, he slew a hundred before he would allow any other uz to enter the fray, and he only did so then because he was so stuffed with clay that he felt ready to burst.

For ten years Kwaratch Kang led armies against the elves of Arstola, the dwarfs of Gemborg, and the savages of Caladraland. In 375 S.T. he assisted in the ritual to raise the Black Eater, and then he led great armies against the Broken Council in the Battle of Night and Day in 379 S.T. D'Wargon defeated him that time, but only due to the most treacherous magics. For another sixty-five years Kang was the greatest warrior of uzdom, raiding into Kerofinela for decades, then beginning a long and weary defense after Palangio the Iron Vrok invaded the Kingdom of Night in 397 S.T.

440 S.T. was the year that Arkat arrived. Kwaratch Kang recognized his greatness at once, and joined his army while it was still in Slontos. He showed Arkat how to call on the power of Zorak Zoran, and became his most trusted advisor. In 450 Arkat attempted a final invasion of Dorastor, but he was too weak. Kwaratch Kang made him strong by initiating him into uzdom, and he became Arkat Kingtroll.

The Battle of the City of Ashes was Kwaratch Kang's last. He was one of Arkat's few surviving companions, and he pressed in to the heart of Dorastor itself. He slew scores of chaos monstrosities, including the Sun-Haired Titan, the Poison-thorned Elf, and the Gibbering Illuminate. He gave his life at the Tower of Justice so Arkat could enter and destroy the chaos within.

Although Kwaratch Kang was too tightly bound to death to beget descendants, his name has become a title taken by the greatest warlords of uzdom, among them Kuzen Kang, who destroyed the Clanking City in 917 S.T., and Stalak Kang, who died resisting Belin-tar in 1318 S.T.

The cult of Kwaratch Kang, a subcult of Zorak Zoran, celebrates organized war, not just mindless battle frenzy. It particularly reviles Dara Happa – and thus the modern Lunar Empire – because it sees them as the cause of all of uzdom's problems. It offers the divine spell **Hit Hard, Eat Well**.

Kwaratch Kang is worshiped in Kethaela, Dagori Inkarth, and by a single tribe in the Yolp Mountains.

### Hit Hard, Eat Well

2 points

*ritual Ceremony spell, one-use, stackable*

This spell requires an hour-long ritual, during which the caster engages in a long diatribe describing the deaths planned for his foes. It gives an entire war unit of Zorak Zoran initiates (about 120 uz) +1 to all damage rolls. During the day it lasts for an hour; during night it lasts until sunrise.

Additional uses of Hit Hard, Eat Well add +1 damage each, with no limit to the increase possible.





# KOGAG

## *The Boatman*



### MYTHOS AND HISTORY

Kogag is the son of Jeset the Ferryman, one of the Sacred Ancestors of the trolls. He did little in the Darkness until the Exodus of the trolls from Wonderhome. Then he took the ships first built by his father and led many trolls to the Hurtplace by sailing down on the body of Adzurana, the River Styx. (Some say that Adzurana is his mother.) They were delayed and detoured, and disappeared from the world for a long time, but finally they reached the surface ocean. There they came across an army of trolls led by Sapana and Magasta, and helped them to destroy a chaos army.

During the Great Darkness Kogag helped his kin but refused to leave his ships, and so escaped the worst of the disasters of the world. When the Dawn came he led his fleet back into the Underworld, where he still sails on the Black Sea. Some of his followers and children stayed on the surface, and his worship has continued to the present time.

Kogag's worship has never been strong; it waned in the First and Second Ages, especially when the Middle Sea Empire ruled the seas, and it disappeared completely after the Closing of the Oceans. After Dormal broke that curse, however, trolls began to ply their black galleys across the trade routes from their home port in Jrustela, with a smaller number sailing from the land of Kethaela. Humans worship other boat gods, but Kogag is the deity of choice for troll sailors.

Kogag is pictured as a dark troll, usually holding a rope, oar, or other nautical tool. Unlike most troll images, which are chewed from stone, small wooden statues are the normal means of representing the god. They are carved from a dark wood found only in the Jrusteli isles, and are treated with resins so that they are pitch black. Sailors on a ship which has lost its representation of Kogag will often refuse to sail until they can obtain another, for fear of his wrath.

Upon death, Kogag's worshipers are given to the seas, from whence they are returned to Wonderhome. Sapana helps to ensure that all of Kogag's followers return to the Black Sea in the Underworld, through either the eastern path to the River Styx or down Magasta's Pool. Members spend some time in the Underworld with Kogag upon his Black War Galleys before being reborn, hopefully as a sailor again, but always as a troll with a love of the sea. The rituals performed are very similar to the normal troll death rituals, but part of the body is always given to the waters, usually the head, stomach, and bowels.

Kogag is associated with the Darkness and Man runes, as are all trolls. He is also associated with Water, gained from his father's association with the Mother of the Primal Sea.

### CULT DISTRIBUTION

Kogag's cult is strongest in Jrustela, for this is where trolls first took to the seas again; most troll ships hail from this archipelago. The center of the cult is in Kogag Za, on the island of Ek-gastor in Jrustela. The city was founded only recently, and is still small, but has a large underground harbor-temple.

Kogag's worship has spread rapidly in the last 40 years, and is popular in the Holy Country. A worship site on land is rare; all troll ships carry shrines to Kogag, but the only major temple is the one in Jrustela. Shrines teach **Float**.

### CULT ORGANIZATION

Each Captain is a priest, and is the sole authority on his ship. When in port the captain will usually obey the port authorities, but he still has the power of life and death over his own crewmembers. Many ports will not allow Kogag ships to dock overnight, or refuse to allow the crewmembers liberty.

The cult's equivalent of a high priest is the Harbormaster at Kogag Za. He has absolute authority over all ships while they are in port, and serves as the Chief Priest of the temple to Kogag there. His position is primarily political, however: he has no actual religious authority, and has the power of life and death only over the crew of a ship he personally captains.

When the Harbormaster dies or is ready to retire, all of the Captains in port in Jrustela on the next high holy night gather at the temple to choose his replacement. This often involves political maneuvering and bribery, for the position is lucrative and much sought-after. Contrary to what might be expected blood is rarely shed, though there was conflict on a few occasions in the First Age. Contrary to the normal practice among trolls, Captains and the Harbormaster are usually male.

### CULT BELIEFS

Kogag may not be the greatest or most popular ship god, but he was the first, and is favored by all sea-faring trolls. Since he is an ancestor, trolls revere him in preference to other gods, even though those might provide greater benefits. The cult wields little power among trolls or sailors, but each Captain is a law unto himself on his ship and on the high seas. As with other troll religions, rank within the cult is not as important as the kin and strength of the troll himself.

The cult is friendly to other ship cults, since all are in frequent contact in port. Other troll cults are also regarded as friendly, though many are viewed as overly barbaric and crude, lacking the sophistication which Kogag's worshipers profess (but which they rarely show). The cult is friendly to sea trolls, and also regularly hires Malasp mermen within the Jrusteli Isles (though never on the open seas). No similar arrangement has been made with the ludoch in Kethaela.

### RITUALS AND HOLY DAYS

Holy days vary from ship to ship, usually celebrating the day of the ship's dedication, or some special date in its or the captain's past. However, a high holy night is universally recognized as the Waterday of Mobility Week in Dark Season, commemorating the victory over chaos at the Battle of Robber's Rain. Many ships attempt to arrange their schedules so that they are in port in Jrustela for the ceremonies there. Worship of Kogag is usually held weekly on active ships.

## INITIATE MEMBERSHIP

There are no lay members of Kogag's cult; all worship is by initiates. In addition to the formal cult worshiped by sailors, Kogag is revered as part of Kyger Litor's cult by the trolls of Jrustela (see "The Cult of Kyger Litor," insert pg ix).

Initiates are the leading hands and petty officers of a ship's company. The Captain will fill his ship's complement with whatever crew is necessary, but the officers must be initiates of the cult. Even trollkin can be accepted as initiates, if they have proven their worth as sailors. Trollkin officers are never put in positions of command, except over other trollkin, and generally serve as assistants to the Captain, or are put in charge of such areas as the ship's galley or cargo.

Requirements for initiates are standard; the skills tested are Ceremony or World Lore, Climb, Swim, any Weapon Attack, and either Boat or Shiphandling. Trolls must succeed in any two skill rolls to be accepted, although the captain has final say over whether he will accept a crewmember as an initiate. Trollkin must normally succeed in three of the rolls; in the unlikely event the captain would accept a non-troll, four rolls must be made successfully.

A captain must recognize an initiate from another ship as such, but he does not have to treat them as equal to his own officers, and certainly does not need to put them in a position of authority. Such "foreign" initiates are often relegated to rower status if they take passage on his ship.

All crew members are expected to work and to obey the orders of superiors. All crewmen are normally given a few days of liberty while in port, and the officers/initiates will often take a number of crewmen along as support in case of a fight. All *crewmen* gain training as sailors (as a **Troll Fisher**, but no Shiphandling, and replace Sing with Play Drums), but *initiates* also gain training in Shiphandling and Speak Other Language (the exact language determined by what the Captain knows and the usual ports of call) at the rate of 5% each per year; language gains might be split among more than one language. Additional skills may be available from other initiates.

Initiates may sacrifice for cult Divine spells on a one-use basis (though only Float is easily available), and will be taught Spirit Magic by the Captain and Mates at the usual rate.

**Spirit Magic available:** Bludgeon, Darkwall, Extinguish, Heal, Repair, Strength

## MATES (ACOLYTES)

Mates are the First Officers of the ship, and act as the Captain's right-hand men. There is usually only one aboard any ship at a time, but the Captain may promote additional initiates if they meet the requirements. Such additional mates are designated as Second Mate, Third Mate, etc., since the First Mate is regarded as the Captain's nominee for his future replacement. This is not a guarantee, but by tradition the ship's owner (usually a family or wealthy troll of Jrustela) must consider the Captain's choice when they choose his replacement when he dies or retires.

Mates are responsible for discipline and punishment on board ship. They also routinely deal with port authorities in administrative matters and any cases involving crew members.

A candidate for Mate must have Shiphandling, Craft Wood (or other appropriate Craft), any Weapon Attack, and either

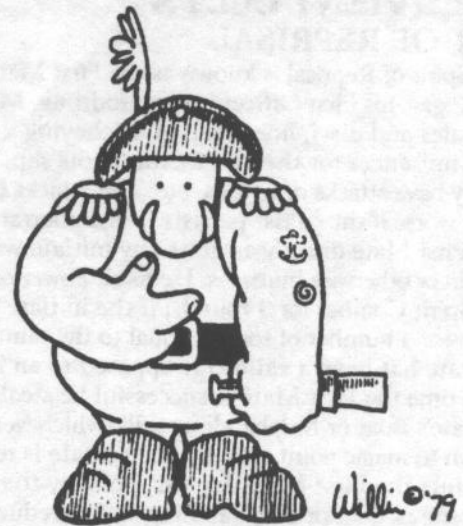
World Lore or Ceremony at 50% each. He must know Bludgeon 2 and Repair 2, and have sacrificed for at least one point of Float. There must be a need for a new Mate; the Captain will choose the troll whom he feels is most capable or loyal, so there is no testing requirement. Mates have all the standard benefits of acolytes, including reusable Divine Magic.

If the Captain dies or retires, the First Mate takes over as temporary captain. The next time the ship docks in Jrustela (a trip which must not be delayed) he must present himself to the ship's owner and the Harbormaster, who will confirm him as Captain if he meets their approval. If he is not confirmed, he might be allowed to remain as First Mate, but this is entirely up to the new Captain. If a Mate is not allowed to keep his position, his Divine spells become one-use until he can find another ship or is again promoted.

Mutiny has occurred when the First Mate was neither liked nor hated enough to guarantee discipline, so the First Mate must earn the respect or fear of the crew during their "apprenticeship." This is especially important if a Second Mate has been appointed, since he or she may well command the respect and fear that the First does not.

## CAPTAINS (PRIESTS)

Captains serve as the priests of the cult. They must Speak Other Language and know Shiphandling at 90% each in addition to other requirements. If these are not met, the Captain will not be recognized by the Temple in Jrustela. Ship captains in such a position are treated as acolytes, and have all the benefits listed above under Mates, except that no spells can be regained at the inactive Shrine aboard the ship. This is not necessarily a problem, since the Open Seas ceremony (see **Subservient Cults**, below) does not require an active shrine. However, many trolls will not sail on a ship commanded by an acolyte, and the ship's owner will usually find someone to replace an unqualified First Mate unless they are too poor to afford a real Captain.



AN ADMIRABLE  
DARK TROLL

Captains have all standard benefits and restrictions. They are the supreme authority on their ship. The cult does not prohibit any activity as long as 10% of the profits are donated to the temple. Because of this, Kogag's Captains are often slavers, smugglers, or pirates, though some "honest" Captains are known.

Captains gain reusable Divine Magic. Float and Worship Kogag can be renewed at the ship-shrines, but all other spells must be regained at the temple in Jrustela.

**Common Divine spells:** Armoring Enchantment, Binding Enchantment, Divination, Excommunicate, Mindlink, Sanctify, Spellteaching, Strengthening Enchantment, Summon Shade, Worship Kogag

**Special Divine spells:** Command Shade, Drum Strength, Float

### CULT SPECIAL DIVINE SPELL

**Drum Strength** 3 points

*ritual Play Drums spell, nonstackable, reusable*

This spell requires an hour-long ritual involving the entire crew. It takes effect upon a drummer, and affects all rowers aboard the ship who can hear him drum. Rather than being based upon Ceremony, however, success is determined by the recipient's **Play Drums** skill rolls.

All recipients of the spell are immune to fatigue effects as long as they continue rowing at normal speed. If a sailor stops rowing the spell ceases to affect him, though it continues for other trolls. Increased rowing speed causes fatigue loss as normal; if a rower's fatigue reaches his negative threshold, the spell's effects also end for him.

The spell lasts until the drumming stops or at sunrise, whichever comes first. A fumbled Play Drums roll ends the spell for all recipients. This should be rolled once per hour or whenever special circumstance (ship is damaged, weather, etc.) occurs.

### SUBSERVIENT CULTS

#### SPIRIT OF REPRISAL

The cult Spirit of Reprisal is known as the First Mate. He was a child of Kogag, his First Officer in the Godtime. Minor infractions of rules and discipline (such as disobeying a Mate) lead to minor nuisances for the malefactor: knots slip, waves soak them, they have attacks of nausea, etc. The attacks become progressively worse if the cultist persists in the aberrant behavior.

The First Mate directly assaults any initiate who turns on his Captain or otherwise mutinies. He has a Power of 25 and attacks in Spirit Combat for 3 rounds; if the initiate is apostate, he attacks for a number of rounds equal to the number of years the apostate has been a **sailor** (as opposed to an initiate).

Each time the First Mate is successful he steals 1d10% of the apostate's Boat or Shiphandling skill (whichever is greater), in addition to magic point loss. If the apostate is reduced to 0 magic points the First Mate departs, possibly to return later. If the apostate's Boat or Shiphandling skill is reduced to 0 the First Mate departs for the Underworld with the former initiate's soul. If the First Mate himself is reduced to 0 MPs he departs, although renewed or continued infractions will cause additional attacks in the future.

### DASTALAK BOATEATER

The hero Dormal reopened the seas in the Third Age, and every sailor on Glorantha is dependent on his magics for their safety and livelihood. His **Open Seas** sorcery spell was stolen for Kogag's cult by one of Dormal's officers from the Holy Land, a troll named Dastalak Boateater. Dastalak thus became the first cult hero of the modern era.

Officers are taught the spell upon initiation, and generally gain 2% per year. Captains are expected to know the spell to at least to 50%, although this is not a requirement for ordination.

### ASSOCIATE CULTS

#### KYGER LITOR

Kogag's great ancestress provides to her farthest-travelled grandchild her **Darksee** spell. It is learned by many Captains, since sites to regain the spell are available in all troll lands.

#### SAPANA

Sapana is a darkness demon of the deep oceans. Her name means Robber, for she is the spirit who takes the souls of those lost at sea. Kogag and Robber aided each other in the Darkness at the Battle of Robber's Rain, where chaos was defeated. Some of Sapana's troll followers were changed by chaos in the battle, and now exceptional sea trolls sometimes worship her. Kogag does not accept her children as worshipers, since they are of no use on a vessel, but is friendly to them and her. She provides Captains only with her **Drown** spell (see *Troll Gods*, Troll Cults book, pg 83).

### MISCELLANEOUS NOTES

#### TROLL GALLEYS

The ships used by the trolls are made of a dark wood found only in Jrustela; the wood is sealed with special resins to give it its distinctive black color. Sails are always black, but are rarely used except for maneuvering in light winds. The vessels are fast but not especially strong, relying on their maneuverability and speed to preserve them in a fight.

TROLL GALLEYS	
<b>Hull Type:</b> Warship	<b>Seaworthiness max.:</b> 12
<b>Hull Quality:</b> 1d6 + 6	<b>Capacity:</b> 2 tons
<b>Structure Points:</b> 36	<b>Beam:</b> 6m
<b>Length:</b> 30m	<b>Draft:</b> 1m
<b>Freeboard:</b> 2m	
<b>Crew:</b> 60 troll rowers & 12 officers and sailors OR 120 trollkin rowers & 20 troll officers and sailors	
If the rowers are trollkin (usually slaves), rowing speed is reduced by 20%. Captains rarely mix troll and trollkin rowers, since the chance of the former eating the latter when rations are low is too great. Great trolls are preferred since they are so strong, and less likely to mutiny.	
In Jrustela, three <b>War Galleys</b> exist, controlled by the Harbor-master. They are manned by Kogag initiates and Zorak Zoran "marines." They take 40 structural points, but their capacity is only ½ ton. They are 20% slower than the galleys.	

# NORAG

## *The Cold Queen*

### MYTHOS AND HISTORY

When the Death Heat invaded Wonderhome, the cold gods there fled to the Surface, bringing the first winter. Himile, Source of Cold, was the leader, but other powerful gods aided him: Valind, the icy North Wind; Thryk, the Winter Giant; and many others. The armies of Cold overcame the weak warmth that remained, and ice storms raged across Genertela, conquering all before them. When all of their foes were defeated, an endless cloak of peaceful snow covered the world; this was Norag, daughter of Himile. For a timeless age they ruled, and Norag was Queen of the World. Many came to court her in her Ice Palace at the center of the world. Some tried to force her, but like the glacier she could not be moved. Some tried to flatter her, but like the north wind her piercing gaze saw through all deceptions. Some tried to bribe her, but she took their offerings and left them frozen.

Then chaos came from even farther to the north. Chaos broke glaciers without force, melted ice without heat, and deadened wind without calm. Himile fled back to the Underworld, and the other gods of winter scattered, their hold on the world broken.

One part of Himile stayed behind, high in the mountains, defending the last remnant of the Winter Kingdom. It had already fought against the gods of darkness, storm, and light, and had taken powers from each. When chaos came it resisted in strength, and so proved its right to survive in the world of Time which was created when the Death Heat rose again as the Sun. This was Norag, the Cold Queen, who traded life for death, weakness for strength, barrenness for life.

Norag is depicted as a long and thin troll woman, carved from rocks gathered from the mountaintops or from stalagmites and stalactites naturally formed like the goddess. She

usually has long, sharp nails and teeth (never tusks), and sometimes wears a crown as well, or sits upon a throne. Great ice sculptures of the goddess are said to ring Norag's home, carved by her worshipers. Norag is a capricious goddess, and many trolls propitiate more than worship her. Sacrifices are normally buried in ice or trapped inside a cave high upon her mountaintops.

Norag is associated with the runes of Cold and Stasis.

### CULT ECOLOGY

Norag is Goddess of the Mountain Snow, the persistent winter of the high Rockwoods. She is worshiped by a few troll families that live in the Rockwoods (near both Dagori Inkarth and Hali-kiv), and by a tiny number of non-trolls (mostly giants) who live or hunt in the mountains. It is believed that some of the trolls of the Blue Moon Plateau worship her, and it is likely that many snow trolls of the Winter Wastes do as well, but no attempt has been made to estimate the number of worshipers she may have in those areas. Norag was once worshiped by the Yalp trolls, but the tribe who revered her was exterminated in the First Age, and she no longer has a following there. The trolls of lower Dagori Inkarth generally prefer to worship Himile over his daughter, for he is simpler and more predictable. However, any who travel or hunt in the mountains are careful to sacrifice to her, especially in winter. Norag is known to many cultures and races, by many names: Inora to the Orlanthi, Ivas to the Dara Happans (for her body is the Valind Glacier), and the White Princess in Prax and Pent.

For the trolls of the mountains, Norag provides a climate in which the trolls enjoy a great advantage over their rivals. The mountains are a dangerous home, but one safe from tradition-

### HOW NORAG CHOSE HER HUSBAND

#### *A Troll Myth*

Norag of the Glacier, daughter of Himile and the Mountain Giant, is the White Queen, and during the Great Winter she sat at the top of Ice Mountain. Snow demons followed her as she danced across the mountains and the valleys, covering the world with her cloak of calm beauty. The uz rejoiced in her freezing embrace, and dominated the lesser species, who were as food to them.

During that era, the greatest gods of the world came to Ice Mountain. Some came to be Norag's husband, for they knew that they would share in her power and rule the world with her. But others sought to master Norag to make themselves stronger, and some only thought to steal her powers to use against their enemies. Many gods fought for the right to approach her, and finally three climbed Ice Mountain to woo Norag: haughty Yelmali, who sought to deny her powers to the children of Cold and Darkness; cruel Zorak Zoran, who sought to keep Norag from giving her powers to his enemies; and blustery Orlanth, who sought to spread his freezing winds across the whole world. Each said that they came to be Norag's husband. Norag was wise, so she set the three gods against each other to see who was the mightiest. That way, she knew, she

would get the best husband to serve her and provide for her children.

Each of the gods said they came to be Norag's husband, but she knew that each actually thought they were superior, and that they should rule and she should serve them. However, Norag is clever, her mind is as sharp as an icicle, and she set each of the gods against the other, so they would be weakened. That way, she knew, when she finally did choose one of them to be her husband he would be easily thrashed, and would learn his proper place in the world.

The first night, Norag set Orlanth and Yelmali against each other. She said to each that the other had claimed to be King of the Gods, and would defeat any who sought to take Norag's Crown. Each was stung by her icy barb, and their honor foolishly demanded they take these words as a personal challenge. Sparks flew and lightning flashed as sword and spear struck shield, lighting up the northern sky.

While the two battled, brutal Zorak Zoran came to Norag in secret and offered her a gift, hoping to win her favor. He boasted of his conquests, and gave to her a tribe of humans that he had

al enemies and free from the tyranny of heat. No elf can survive long on the frozen slopes, no dwarven army progress far through the frozen rock and deep snow, and she slows and traps prey animals for them. Norag is thus revered for her blessings. However, her worshipers fear her, for she is also the source of avalanches, snow-covered pits, ice storms, and other dangers of the mountains which can kill trolls as easily as their enemies.

Although she does not possess the Fertility Rune, it is important to remember that Norag is a goddess of life. This is proven by her victory at the Hill of Gold over Yelmatio, the Little Sun (and thus also "the Little Death"). This is another reason that her cult persists despite the continued worship of her father Himile by the trolls.

Norag's holy nights fall on Freezeday of Harmony Week. The high holy nights are on Fireday/Harmony Week/Fire Season (the Summer Solstice) and Fireday/Illusion Week/Dark Season (the Winter Solstice). The first is the time of her defiance of the Death Heat, the second the time of her greatest strength in the world.

## THE CULT IN THE WORLD

Norag reigns on her mountain tops in defiance of the Burning Heat. Depending on the location of the troll, her abode differs: in Halikiv, worshipers say she resides on Top of the World Mountain (also called Ice Top), while in Dagori Inkarth her home is on a small glacier in the eastern Rockwoods. Norag rules the high ranges, which stay snow-capped year-round. Each winter, she seeks to expand her domain into the foothills of the mountains, and her worshipers venture into the valleys and lowlands to aid her in this struggle, trying to extend her realm farther down into the world. In the summer, Norag begins once again to defend her realm, and her worshipers aid in these struggles as well.

Norag's worship sites chiefly consist of shrines; worshipers may congregate on high holy days to form a minor temple. There are rumors of one or more permanent minor temples among the mountain-dwelling clans. Shrines teach Frost

killed with his hunting tool. He had thought it enough to feed Norag and her children for a season, and so he had kept another tribe to eat himself. But Zorak Zoran was stupid, to think that Norag would not see this. Norag reached out her hand and stuffed the entire tribe into her mouth, and swallowed it without even bothering to chew. Norag mocked the Silent Stalker, saying that he must be a poor hunter if he could not use his tool to satisfy her appetite for even a single night. Angry and frustrated, Zorak Zoran howled with rage; Norag was pleased, and gnashed her teeth in a cold smile.

After Zorak Zoran had left the mountain, Norag climbed up to see what had become of Orlanth and Yelmatio. She saw that Orlanth had beaten Yelmatio and taken his weapons to prove his victory, but she was intrigued that the Little Sun had managed to escape before he could be killed. Satisfied, Norag told Orlanth that she would come again the next night, and then she went into her cave to rest for the day.

The next night, Norag set Yelmatio and Zorak Zoran against each other. She said to each that the other had claimed to be the greatest warrior in the world, and would defeat any who tried to fight for Norag. Each was stung by her icy barb, and their pride foolishly demanded that they take these words as a personal challenge. Snow melted and ice shattered as Light and Darkness battled,

## INITIATE MEMBERSHIP

Any troll may join the cult by sacrificing a point of POW and surviving one week in Norag's domain without aid (including protective clothing), a feat most trolls are easily capable of. Trollkin and humans who seek to join the cult face a greater challenge, and some priests may require them to survive a week buried in snow to prove they can live in her harsh domain. Any candidate who uses fire-based magic during the week is rejected, and becomes subject to Norag's wrath. Candidates who fail the test are considered to be favored sacrifices to the goddess.

Each holy night, initiates must give Norag a gift. This is usually food (such as sacrifice of a large game animal, or a number of small ones), but sometimes a piece of plunder (especially lead, silver, or gold) or coins are tendered.

Initiates may never use a heat or fire-based spell of any kind, and must forget all such spells upon initiation. Because Norag stole the power of light from the Yelmatio, her initiates may use light-based spells unless forbidden by other cult restrictions (e.g., Kyger Litor worship). Initiates must give 10% of their time and income to the cult; usually, their priest will demand this tithing during winter, but more experienced worshipers, especially those who have sacrificed for Divine Magic, may be required to aid in Norag's attempts to conquer the lowlands during the summer.

**Spirit Magic available:** Cool, Disrupt, Extinguish, Light, Shimmer

## ICE MAIDEN (PRIESTESS) MEMBERSHIP

A prospective Ice Maiden must have been an initiate for two full winters and must know the cult special spell of Cool. All normal requirements must be met as well. The candidate must pass the test of spending a season in Norag's snowy grasp without material aid (including protective clothing or any use of magic), which effectively excludes humans. At the end of this

shaking the heavens.

While the two battled, boastful Orlanth came to Norag in secret and offered her a gift, hoping to win her favor. He sang her a flattering poem, and offered her the polished shield of his foe Yelmatio, which reflected her blinding white beauty. He had thought she would be pleased, for indeed she was the most beautiful goddess in the world. But Orlanth was so vain, he did not think Norag would know he was just trying to woo her. Norag breathed hoar frost on the shield and scratched it with her long, thin nails, so that her reflection in it was shadowed and scarred. Norag scorned the Thunderer, saying that he must be a poor raider, to give her this broken treasure when it was the long spear that she really wanted. Angry and frustrated, Orlanth roared with rage; Norag was pleased, and gnashed her teeth in a cold smile.

After Orlanth had left the mountain, Norag climbed up to see what had become of Yelmatio and Zorak Zoran. She saw that Zorak Zoran had overcome Yelmatio, and torn out his heart to feed his mindless hunger, but she was impressed that the Little Sun had again managed to escape before he could be killed. Satisfied, she told Zorak Zoran that she would come again the next night, and then she went into her cave to rest for the day.

The third night, Norag set Zorak Zoran and Orlanth against each other. She said to each that the other had claimed to be the

time, a great sacrifice must be made to Norag to ensure her favor. The normal Test of Holiness (POWx3 or less on d100) can be used to determine acceptance of the gift, modified by the game-master as he or she sees fit based upon the nature of the sacrifice. For example, causing an avalanche which buries a human village, killing 20 humans, would be an excellent sacrifice, and might merit a roll of POWx7 or less, which would practically guarantee the candidate's acceptance.

Females are preferred for the priesthood. Males may attempt to become Ice Maidens, but if successful they must participate in the ritual of Norag's Wooing on the Winter Solstice, in the female role. After the first such performance of the ritual, the male priestess will be treated by the cult as female; he must dress accordingly, may take husbands (but not wives), etc.

Ice Maidens must donate 90% of their time and income to the cult. However, since they represent the cult, they are largely free to spend this time and income as they desire. They must spend the entire week of the Winter Solstice in the open, with nothing between them and Norag.

Once ordained, Ice Maidens may not have children. They may remain married and even marry later, and children born before they became priestesses are unaffected, though one infamous worshiper sacrificed her children as her ordination gift.

**Common Divine Magic:** Command Cult Spirit, Divination, Excommunication, Extension, Sanctify, Spellteaching, Worship Norag

**Special Divine Magic:** Decrease Temperature, Frost, Snow

### NORAG SPECIAL SPIRIT SPELL

**Cool** variable touch, duration 4 hours, variable

This spell must be cast on a point, like Light. It causes the point to radiate an area of coolness within 3 meters. Each point of spell cast causes the temperature within the radius to be 5° Celsius cooler than the surrounding air. This spell will never reduce

the temperature to or below the freezing point (0° Celsius).

This spell primarily provides initiates with comfort during the uncomfortably warm days of summer.

### NORAG SPECIAL DIVINE SPELL

**Frost** 1 point  
*ranged, instant, nonstackable, reusable*

This spell must be stacked with one or more magic points. It is cast upon an area of land geometrically proportional to the number of magic points expended. One magic point affects one square meter, two magic points affects four square meters, and so on.

The area affected by the spell is covered in a heavy frost until the ground or air temperature rises above 10° C. Depending on the temperature, time of year, and type of vegetation, this frost may kill some or all of the plants in the affected area.

### SUBSERVIENT CULTS SPIRIT OF REPRISAL

Norag has two spirits which act as Spirits of Reprisal. Snow Pixies (also known as Frost Frights) are small entities that plague those who travel in Norag's mountains without her permission. They also afflict worshipers who break cult restrictions in minor ways. They can plague offenders with chills and cold spells, hail, frostbite, snowblindness, slippery ice, etc. More serious offenders, or those who travel on her mountaintops when she is actively opposed, might be subjected to avalanches, deadly frosts, or ice breaking on frozen rivers or streams. Most trolls and Orlanthi offer small sacrifices to Norag and her Frost Frights when they travel in her lands (anywhere above the snow line) to avoid these problems.

Norag's second special spirit is the Mountain Wind. It was stolen from her kin among the Air Gods, and serves as her specific avenger. It travels throughout her lands, constantly bringing her news of those who trespass in her domain. It can be sent to attack any worshiper who has betrayed her, or any out-

greatest killer of chaos in the world, and would slay any who said otherwise. Each was stung by her icy barb, and their rage foolishly demanded that they take these words as a personal challenge. The crash of Mace and Sword made the earth crack and the thunder howl, casting stones down from the mountaintops in their violence.

While the two battled, bright Yelmario came to Norag in secret and offered her an impassioned gift, hoping to win her favor. He did not boast or sing, but showed her his magnificent white stallion, which reared and pranced for her. Norag was once again impressed with Yelmario, and was pleased with this gift, for it was what she had desired all along. But when she took Yelmario's gift into her cave, she was disappointed: she was too strong for him, and broke his thigh in her efforts to tame him.

Norag belittled the impotent god, saying that he would be a poor husband if his gift could not fulfill her desire. Since the gift he had given her was no longer of any use, Norag tore the bright cloak off his shoulders instead, and took it as her own. She spit in the Cold Sun's eye, and drank some of his blood to show her scorn for him. Angry and frustrated, and frozen to the bone, Yelmario moaned in pain and slowly crawled away from Ice Mountain. But Norag was pleased, and gnashed her teeth in a cold smile.

After Yelmario had left the mountain, Norag climbed up to

see what had become of Zorak Zoran and Orlanth. She saw that Orlanth had overcome Zorak Zoran, and blown him off a cliff with a cold mountain wind. He claimed as his prize from Zorak Zoran the prey that the Silent Stalker had taken for himself, and offered it and his long spear to Norag if she would make him her husband.

Zorak Zoran had been too greedy to provide for Norag and her children, preferring to keep his treasures and potency to himself rather than sharing them with her. Yelmario had been too weak to stand up to Norag, and so could do nothing for her that she could not do for herself. But although Orlanth had failed to impress her with flattery, he had proven his worth by defeating the other two gods. He could help her to spread her dominion across the whole world. Satisfied, Norag gnashed her teeth and told Orlanth that she would come again the next night, and then she went into her cave to rest for the day.

The next night, Norag took Orlanth into her cave, and she thrashed him so that he would know his place in the world. And ever afterwards, Orlanth was a good husband for Norag.

*"How Norag Chose Her Husband" is a myth about the Hill of Gold. For more information on the Hill of Gold myth cycles, see Enclosure II and Tales of the Reaching Moon #18.*

sider who defiles a temple, holy place, or priestess.

The Mountain Wind has a POW of 27 and an INT of 9. It attacks in Spirit Combat, but manifests as a freezing wind that can be felt in the soul of the target. In Spirit Combat, it loses magic points normally, but a successful attack causes the victim to lose 1 general Hit Point instead of 1d3 magic points. It attacks for 2d6 rounds, then departs. If it is defeated by its victim it will not bother them again, but otherwise attack any time the offender enters her realm.

## THE DREPNIR

Many myths associate Norag with a white horse, which sometimes has eight legs. The horse is rarely said to be controlled by the goddess, though it was tamed. In many stories Norag is said to pursue this horse, though she always succeeds in capturing it. Usually it becomes her steed, but in some stories it is killed, and occasionally eaten. There are some indications that she took the horse from Yelmadio at the Hill of Gold. No spells are provided by this subcult, but it is a common feature of her heroquest.

## ASSOCIATE CULTS

### HIMILE

Norag's father is the Source of Cold, and so of Winter, Snow, and Ice. He provides his favorite daughter with his **Chill** spell.

#### NOTES ON THE CULT OF HIMILE

##### INITIATE MEMBERSHIP

No creature tied to one of the Sky Runes (either by nature or by being an initiate of a cult) may join Himile's cult. If they try, they automatically fail, freezing to death.

**Spirit Magic Available:** Cool, Detect (Hollri, Ice), Disrupt, Extinguish, Slow

**Common Divine Spells:** Himile provides **Command Cult Spirit**; cult spirits include hollri, intellect spirits, magic spirits, and spell spirits. Himile does not provide allied spirits to his priests.

**Additional Special Divine Spell:** Enchant Ice

##### Enchant Ice

1 point

*ritual Enchant spell, stackable, reusable*

This spell must be cast upon a distinct piece of ice, no more than 1/8 cubic foot per point of spell stacked. The caster must expend one point of POW to the enchantment.

The ice so enchanted will not melt for as long as the enchantment is in effect, regardless of the temperature of any surrounding air or water. The runes for the enchantment must be carved into the ice, and any spell which causes damage may destroy these runes, thus ending the enchantment. Normal fire, no matter how intense, will not melt or damage the enchanted ice.

##### ASSOCIATE CULTS

**Dehore:** From his ancient brother Himile received **Fear**, which he retained after the dispersion of Dehore into the Dehori.

**Norag:** From his daughter, he receives the spell of **Frost**.

**Subere:** Subere provides **Command Shade**.

**Valind:** Valind provides **Snow** to his ally among the uz.

## VALIND

Norag's husband provides her with his spell to **Increase Wind** (see *Gods of Glorantha*, Cults Book, pg 74).

## MISCELLANEOUS NOTES

### THE HILL OF GOLD

In Orlanthi and troll myths, Norag (or Inora, as she is known to humans) is one of the contestants at the Hill of Gold. Her reasons for participating are unclear, although there are indications (especially in troll tales) that she was the Queen of the World during the Great Winter, and that the Hill of Gold was her throne. Thus, Orlanth, Yelmadio, and Zorak Zoran are seen as invaders or suitors. In many tales they are both, seeking to marry her so that they can control her powers.

On the first night, Zorak Zoran attacked his cousin with all of the fury and hate of Hell. His fearsome attack broke against her frozen fortress, and he was forced to retreat, though each wrested some powers from the other, so that Zorak Zoran knows no more of Cold, and Norag no longer casts a **Shadow**.

On the second night, Orlanth tried to sneak past his half-sister's defenses using his own (stolen) darkness powers. He was detected, and fought the Ice Queen with his newly-gained **Lightning Spear**. Norag proved that **Lightning** was not **Fire**, and so was able to force the Mountain Wind to give her use of one of his servants. But she was not unscathed in the battle, and since then cannot bring the clouds needed to make it **Snow**, relying upon the gods of Winter or Storm to do this for her.

On the third night Yelmadio came, shining brightly. Though he had already lost his powers of **Fire** and **Heat** to Zorak Zoran, he came to bring the light of the Sun to the mountaintops, and thus break Norag's hold on the world. The battle was long and fierce, and his defeat by Zorak Zoran had cost him greatly. Norag was able to freeze Yelmadio, and at the end of the battle he was close to death, and since then his light has been cold and distant. But he survived, and by his perseverance proved that the Sun would always shine, even in the dead of Winter.

With her victory over the Gods of Light, Norag proved her right to remain in the world forever, even after the Fiery Sun returned. This is why the highest mountaintops are covered by snow all year, even in the hottest summer.

## FROST DEMONS

When Himile retreated north, some hollri [ice demons] from his Frozen Legions were left behind with Norag. A few have survived to the present day, though the comparatively warm southern weather has reduced their once icy bodies to packed snow and ice crystals. As their bodies are just soft, packed snow rather than ice, damage is deducted directly from them rather than from their ice points. Most are humanoid, but many are monstrous.

The Frost Demons of the Rockwoods worship Norag, who helps them to survive in this climate. Despite this, they are not particularly friendly to her other worshipers, and are known to ambush trolls and humans who venture into the mountains. Clans living near the mountains may erect snow statues of these monsters to warn of recent sightings, which of themselves often frighten away intruders into their lands.

For more information on ice demons, see *Troll Gods*, Troll Cults Book pg 41.

# THE TWIN SHADOWS

## Notes on the Cults of Xiola Umbar and Zorak Zoran

### THE MISTRESS OF COMPASSION

The first Xiola Umbar draft (written before *Cults of Prax*), has many features that are absent from the published cult. She had more healing powers, and Priestesses could not carry weapons. While I understand the changes that were made, I think Xiola Umbar **should** have **more** healing powers than she does.

Thus, I suggest that Chief Priestesses (at least) have access to **Restore Health**, and that Xiola Umbar should know **Comfort Song**, given her role as Goddess of Solace. Indeed, many uz myths would say that Chalana Arroy learned this spell from Xiola Umbar in Hell. Also, inspired by the Errissa subcult of Yelm and Chalana Arroy, I have added **Restore Hearing**. Gamemasters may make each of these additions specific to the cult only in some troll lands (though **Comfort Song** should be universal). "Heroes of the Night" (pg 79) provides the hero cult of Charmilla; these additions could be assigned to cult heroes as well.

**Initiate Membership:** The skill of **Craft/Midwifery** may be used as one of the skills tested, in place of any except **Ceremony**, at the candidate's option. It is taught to initiates at normal prices.

Although it is obvious, **Solace** is available to initiates, despite its omission from the initiate spell list.

**Priestess Membership:** Candidates for the rank of priestess must know **Heal 6** and one of the following skills at 90% or more: **Craft/Midwifery**, **First Aid**, **Treat Disease**, **Treat Poison**.

**Special Divine Spells:** **Attract Attention**, **Comfort Song**, **Command Shade**, **Couvade**, **Group Defense**, **Healing Trance**, **Regrow Limb**, **Restore Health to CON**, **Turn Blow**

**Chief and High Priestesses:** special Divine spells as priestesses, plus **Restore Health to STR**, **Restore Hearing**, **Shield of Darkness**

### Restore Hearing

1 point

*touch, instant, nonstackable, one-use*

This spell restores normal hearing to the target, whether lost permanently, or through the use of a spell or other temporary measure. If the ears were damaged, **Heal Wound** must be cast on each ear, or **Heal Body** on the individual.

### THE LORD OF DEATH SUBSERVIENT CULTS

#### Hell Roar

The Hell Roar is the Spirit of Reprisal of the cult, but little is known to outsiders of its nature. It is a dark wind from the Raging Hell, and certainly it is the same as the Below Wind of the Orlanthi. Some myths tell of Zorak Zoran stealing a wind from Orlanth at Challenge Peak (the troll version of the Hill of Gold myth), and this is likely to be the Hell Roar. Other tales relate this spirit to the Zolan Zubar, a war deity worshiped in the First Age by the human Kitori of Kethaela, but unknown since the end of the Gbaji Wars.

The Hell Roar is occasionally worshiped by Zorak Zorani in addition to its role in punishing apostates. Sometimes it is treated as one of the many Demons of Darkness commanded by the War God, in which case it is offered sacrifices by the Death Lords in return for its powers. In other lands it is no different than other subcults.

The Hell Roar is associated with the runes of Darkness and Storm. It is usually worshiped as part of the regular Zorak Zoran ceremonies on the Storm Season holy night. Its manifestation is accompanied by impossibly strong winds, high-pitched screams, and low booming starts, like thunder. It provides the Divine spell **Hell Roarer**.

### THE ONLY OLD ONE SPEAKS



#### ON XIOLA UMBAR

Some humans find it difficult to comprehend why an uz would ever worship Xiola Umbar. There are many reasons, and most Xiola Umbar uz are motivated by one or more of the reasons I mention here.

1. *The uz is a coward.* The traditional troll deference towards Xiola Umbar (based on practical motivations) ensures relative safety for weaklings in her cult. You can hide inside Xiola Umbar's shadow.

2. *The uz is powerless.* Xiola Umbari are closer to each other than the worshipers of the other Darkness Gods. Worshipers thus have a new "family" to guard and protect them. If an uz is warlike and has weak family connections, he tends to join Zorak Zoran. If the uz is not warlike, Xiola Umbar is the obvious choice.

3. *The uz seeks power.* Xiola Umbar priestesses tend to have many

allies. Some are Zorak Zorani, who make better friends than enemies. Others are uz who have benefited from the healing or protection provided by the cult.

4. *The uz seeks to aid her family.* Xiola Umbar priestesses have many powerful magics to aid their allies. Every family is the stronger for having a Xiola Umbar priestess as a member, and as a consequence they are greatly honored and respected.

Do not make the mistake of thinking that uz are cynical when it comes to their religion. While an uz might recognize instinctively that she feels more at home with Xiola Umbar, she does not commit herself to the Goddess solely out of cold self-interest, any more than an uz mother loves and cares for her children so they will give her more power in the tribal council. Uz that join Xiola Umbar tend to be milder and more "humanitarian," and genuinely care for their enlo. But this does not mean they do not get many benefits as well.



## Hell Roarer

*self, temporal, stackable, reusable*

This spell must be cast on a specially-made lead slingstone, which is swung over the recipient's head for the spell's duration; if the Hellroarer ceases swinging for any reason, the spell ends. The spell may be stacked with magic points to get through defensive magic. It can also be stacked with Extension.

While the Hellroarer is swung, a howling noise fills the air, audible within 100 meters per spell stacked. Enemies of the caster within range are Demoralized (as the Spirit Magic spell) if their MPs are overcome by the caster's, while all friends of the caster within the same area are affected by Fanaticism.

The caster must roll 1d100 and compare the result on the Resistance Table to his own magic points. All targets whose magic points would be overcome are affected. For example, if a Death Lord with 12 magic points rolled a 52, all potential targets with 11 or fewer magic points would be affected.

## Zorak Zoran the Devourer

Zorak Zoran is the greatest war god of the uz, and he has proven this many times. He defeated all foes who came against them. His greatest victories are relived by his followers at special holy day ceremonies. The most famous enemies are the god sometimes called Yelmadio, who was defeated at Challenge Peak (which is called the Hill of Gold by humans); Flamal, who was eaten in Ralios at Hrelar Amali; and Humakt the Sword, who alone was able to escape to fight (and be defeated) another day.

When Zorak Zoran defeated his enemies, he devoured their best parts to take their power into himself. In addition to the spells available from the Amanstan subcult (taken from Yelmadio; see *Troll Gods*, pg 77), a number of spells are available to Death Lords who can prove that they are worthy. Each involves completion of a heroquest, failure of which means death. If the quests are completed successfully, the Death Lord may sacrifice for a special spell.



2 points

Three quests are most common, commemorating Zorak Zoran's victories over his greatest foes. In each quest, the Death Lord must travel to an appropriate battle ground, fight and defeat an appropriate foe: a Sword of Humakt to learn **Devour Iron**, a Light Captain of Yelmadio (or an equivalent Little Sun deity) to learn **Devour Fire**, or a priest of Flamal to learn **Devour Plant**. Once the foe is defeated, his entire body must be devoured in ritual fashion. Upon completion, the Death Lord will be able to sacrifice for a single use of the appropriate spell. Other quests are possible, though rare, and would provide similar spells to a victorious Death Lord.

## Devour <Substance>

1 point

*self, temporal, stackable, reusable*

The caster of this spell may eat any amount of the indicated substance without harm. Thus, a Death Lord who casts **Devour Iron** could eat an iron sword, and would take damage neither from the blade nor from the burning normally caused by iron; **Devour Plant** protects against thorns and plant-based poisons; etc. This spell also ensures that all of the ingested substance is fully digested and out of the caster's system by the time the spell expires.

The Death Lord may gain magic points from devouring appropriate substances. Each 2 APs of iron or 3d6 intensity of a fire give the Death Lord 1 magic point, up to a maximum of 1 magic point per point of spell cast. In the case of **Devour Plant**, only magical plants (such as a **Tanglethicket** or **Plant Spy**) provide magic points, at the rate of 1 magic point per point of Divine Magic (with the limit stated above).

## THE SUBCULT OF THE TWINS

Few humans are aware that Kyger Litor is not the only source of resurrection to trolls. Xiola Umbar and Zorak Zoran share this power as well, although not all temples are aware of the secrets involved in this mystery cult. Where the power is known its worshipers form the Subcult of the Twins, and celebrate the most primal aspects of the two deities.

Worshipers say the cult was founded by Garazaf Hyloric and Kwaratch Kang, who rediscovered a power that had always existed. In the Primal Darkness Zorak Zoran and Xiola Umbar were known only as He and She; they shared all things and all knowledge, as brother and sister. When Zorak Zoran took Death he discovered his name, and Xiola Umbar was given hers as well. The bond between the Twins weakened, and many shared powers were lost, though they kept ties of kinship and affection, and remained together throughout the darkness.

Resurrection is a reflection of one of the powers so lost. After Death came, everything in the world was different than it had been before. When Zorak Zoran tried to use the power he shared with his sister, it raised the body of the dead troll so that it could fight again, but the spirit was mindless with pain and terror. When Xiola Umbar tried to use the power she shared with her brother, it eased the transition of the spirit, but did not allow it to live again. The Two had forgotten how to be One. Each used to the skills for other purposes, and the secret was lost.

Arkat was the first beneficiary of its rediscovery. Arkat's poisoned wound was such as to bring death, and it was Garazaf and Kang who used the ancient secret to cure him. They took him to Wonderhome, passing through the Fiery Hells and defeating the guardians each way. When they returned, Arkat re-

turned with them. In this way the two uz showed both their power and Arkat's true uz soul.

The Subcult of the Twins was favored by Arkat, and enjoyed a prominent place in his Dark Empire. But the knowledge was eventually lost, first in Ralios when the Dark Empire splintered, then later on the Shadow Plateau when Belintar suppressed the Predator Temples of Zorak Zoran. In Guhan, the Zorak Zorani abused the power, and the Xiola Umbar cult has refused for centuries to cooperate. In Halikiv, the Xiola Umbari held on to the secret until great Charmilla left in the early Third Age, after which only the Death Lords remembered that the secret had ever existed. The correct rituals never spread to such small enclaves as the Elder Wilds, Yolp, or the Blue Moon Plateau.

The subcult remains only in Dagori Inkarth. There, its adherents are torn between the Xiola Umbar priestesses (who wish to share its secrets with all trolls) and the Zorak Zorani (who refuse, hoping to dominate foreign Death Lords by withholding the secret). Thus, the ritual is rarely performed.

The ritual Garazaf and Kang recreated is lengthy. The troll is armed and armored; body parts which have been mutilated or severed must be fully healed. The body must not have been eaten or destroyed, to ensure the spirit retains its link to Komor.

The ritual begins with a male and a female troll chanting a low growling song of Xiola Umbar and Zorak Zoran's deeds. The song must be begun as soon as possible, and continues for the full several days of the ritual. (If the ritual succeeds, characteristic losses are figured from the ritual's beginning, not its end.) During the ritual, Xiola Umbar initiates offer solace and comfort to the lifeless body, while Zorak Zoran initiates guard against any intrusion.

The Death Lord and priestess must travel to Wonderhome to rescue the troll's spirit. This dangerous journey includes traveling to Yelm's False Hell; defeating the Burning Guardians and even Bright Death himself; finding the spirit and bringing her back, overcoming the spirits of Darkness that bar the secret path; and again defeating the Burning Guardians of the False Hell. It can take anywhere from a few hours to a few days.

Upon their return, each of the Twins uses their half of the shared power to return the uztagor to life. The Death Lord casts **Create Zorak Zoran Zombie** (see below) to animate the dead troll's corpse. For her part, the priestess must attempt to ease the pain of the spirit, persuading it to voluntarily take up the pain and burden of life; this she does by casting **Comfort Song** upon the animated corpse. The resurrected troll takes characteristic loss as normal (see the Kyger Litor insert to this issue, pg xii). Both spells are lost after casting, even if the ritual fails, and additional POW must be sacrificed to relearn them.

The ritual is not without dangers for the dead troll. If the Death Lord fails in his part of the ritual, the corpse does not animate, and the spirit is trapped within the husk. **Free Ghost** is usually used if this occurs, and even then there is no guarantee the troll will be free to go to Wonderhome or even the Raging Hells. If the Xiola Umbar priestess fails, the corpse animates but has no spirit at all. Unlike a normal zombie it cannot be controlled, and begins a berserk rampage, with the Death Lord and priestess as its first targets. It must be destroyed, and the spirit again has a chance of being lost forever.

The ritual carries a heavy debt for the priestess and Death Lord, who took the spirit from Wonderhome and returned it

to Komor. Only initiates or higher of Xiola Umbar and Zorak Zoran could hope to be the object of this ritual, and then only if both cults agree the uz is worthy of the dangers and cost. Typically, the cults will only trouble themselves for Death Lords and priestesses, troll leaders, or heroes, and then only if they are crucial to the tribe or cult. It is very doubtful that a human could be reborn in such a fashion. (The two cults maintain that such a reborn human would have to have a troll soul in the first place for the ritual to succeed. In such a case, the object of the ritual would of course be reborn as a human, not a troll.)

## RAISING THE UNDEAD

Among the troll gods described in *Troll Gods*, Zorak Zoran is an anomaly. Rather than representing typical troll religious beliefs, his cult openly flouts them, suggesting that the strife between Karg's Sons and Death Lords has deep religious roots. Notably, Zorak Zorani have little concern for normal troll funeral rites. Instead of eating the dead and releasing the soul, Death Lords bind them into zombies. Instead of an afterlife in the Grey Plain of the Underworld, Zorak Zorani leave the cycle of rebirth to muster in the Legions of Death in Zorak Zoran's Raging Hell.

Worse, the cult undermines the Kyger Litor hierarchy. It is a haven for male trolls who reject the family matriarchs. Those females who join are likely to die in meaningless raids, reducing the number of fertile uz. Zorak Zorani who go on to the Raging Hell usually are not summonable as ancestral spirits, weakening their ancestor-worshiping families. Humans and other non-trolls are admitted into the cult, bringing outsiders and intruders into the sheltered societies of Darkness.

Orthodox worshippers of Kyger Litor (i.e., almost all trolls) are likely to regard the cult with a mixture of disapproval, awe, and unease – not unlike the typical Orlanthei reaction to Uroxi.



Where the Kyger Litor hierarchy is secure in its power, it is unlikely to permit the cult of Zorak Zorani much power, and certainly will not allow them to flaunt troll attitudes towards things such as chaos. In such areas, the widespread creation of undead will be forbidden, and the Kyger Litor priestesses will demand that Zorak Zorani participate in Kyger Litor funeral rites.

### ZORAK ZORAN ZOMBIES

*When the warriors of Zorak Zoran fell and died in the Darkness Ages, he instilled in them his own rage and hatred, and they rose up again to do battle as mindless creatures of pure anger.*

The **Create Zombie** ritual of Zorak Zoran is the funeral ritual, and a Zorak Zorani initiate or greater may expect it to be performed as their due after death. Zorak Zorani will go to great lengths to recover the bodies of slain worshipers, even if it has been weeks or months since their death: the ritual works as long as corruption and decay has not stripped too much of the flesh from the uztagor.

But the rules do not allow for this use, at least not on a common basis. As it stands in 3rd edition *RuneQuest*, a Death Lord must use 3 points of permanent POW and a 2 point spell to create a zombie – rather a lot for a spell that serves as the standard funeral rite. We suggest that the spell provided in *Gods of Glorantha* and *Troll Gods* be replaced with the spell provided below. It can be learned and cast only by full Death Lords.

#### Create Zorak Zoran Zombie

2 points

*ritual Summon spell, nonstackable, reusable*

This ritual binds the summoned spirit of a Zorak Zoran worshiper into the corpse of a slain initiate or Death Lord. It cannot be used on a non-worshiper, and Zorak Zorani who wish to create lesser zombies of non-worshipers should use the ritual mentioned in the *RuneQuest* Creatures Book (if it is known; it might be heroquested for or obtained from a shaman). Some powerful Death Lords have the knowledge to summon a spirit from Zorak Zoran's Raging Hells to inhabit the corpse, but normally it is the body's original spirit which is called.

Although the spirit is bound into the corpse, the zombie has an INT of 0. It has become a mindless horror, its intellect sacrificed for a return to "life." The zombie lives only to cause pain, death, and destruction, but it is generally incapable of action unless commanded by a living Zorak Zorani.

When the ritual is completed, the zombie has the POW and Attack skills it had in life. It may not Parry or Dodge, and can use only Attack skills, nor can it benefit from experience. The zombie does not heal from damage, and Repair must be used to eliminate damage, rather than Heal or similar spells. If the body of the zombie is destroyed, the spirit leaves for the Raging

Hells to muster in the Legions of Death.

The caster must sacrifice 1 or more magic points during the ritual. These are used by the zombie to resist magic cast at it, as its own POW does not protect it. The zombie cannot cast spells or regenerate lost magic points.

If the ritual success roll is a fumble the ritual fails, and the body is rendered unsuitable for zombification. If the roll is a failure the ritual fails, but the Death Lord may perform the ritual again over the same body by casting the spell again. Unlike Resurrect, the spirit summoned by the Death Lord to create a zombie does not lose 1d3 POW per day, nor can it resist the spell, because it is called directly from Zorak Zoran.

### THE DEMONS OF DEATH

The various demons which are subservient to Zorak Zoran are occasionally worshiped at shrines in his temples. The specific demons worshiped vary in different troll lands and even different temples, but some of the most common and interesting are provided in "Demons of Darkness," pp 98-99

The ritual is normally gained through a heroquest which re-enacts the conquest of the demon by Zorak Zoran. The difficulty, nature, and length of each quest varies (of course, more powerful demons require longer and more dangerous rituals); it is left to the gamemaster to develop the details. If the Death Lord succeeds in the quest, he can force the demon to teach him the appropriate **Contact <Demon>** spell to summon it.

#### Contact <Demon>

3 points

*ritual Summon spell, nonstackable, reusable*

This spell may only be learned by a full Death Lord, and can be dangerous even for them, for the entities it contacts are not tamed, merely conquered. Each version of the spell is different: weapons, drums, and ritual garb vary; howling is common, but some demons prefer silence; some require sacrifices or gifts when they are Contacted, etc.

When the spell is cast, the demon is released from its bonds just enough to communicate with the Death Lord. The Death Lord can then negotiate with the demon to learn the special magics it commands. Some demons do not offer spells, but might provide demonic entities to serve the Death Lord for a time; Sunbiter Deathhound is one such spirit, which sends hell wolves in exchange for a POW sacrifice, rather than providing a Divine spell.

If the Summon roll fails, the demon does not appear. If the roll is a fumble the demon is fully manifests, and destroys, devours, or otherwise eliminates the Death Lord. Some demons require sacrifices or gifts when they are Contacted, and some require regular worship ceremonies between such sacrifices.

### SOME TROLL MYSTERY CULTS

**Adzurana, the River Styx:** there is evidence that the trolls view this goddess in the same way that Orlanthi view Arachne Solara, binding the worlds together with her streams and tendrils.

**Orani Mor, Mother of Spiders:** some worshipers claim access to higher powers through this goddess, in part based on "The Spider's Promise" given to Kyger Litor at the end of the Darkness.

**Mother of Demons and Father of Space:** almost nothing is known about these entities, though they seem to have always been worshiped by mystics. A connection to Subere and Dehore in the past, and to Zorak Zoran and Xiola Umbar in the modern era, is likely.

**I Fought We Won:** Worshipers celebrate Kyger Litor's victory at the Grey Hills of Dread, when chaos was defeated.

# ZUGORTEG

## *Goddess of the Dark Earths*



### MYTHOS AND HISTORY

When the world was unborn Nakala was, the Primal Darkness before anything else existed. After the Darkness became aware that it existed, it became many deities. The first of those to arise was Subere. She is called Hell Darkness, for even in the later ages she was never touched by light.

Eventually, one of the darkness deities came to contain something other than darkness. This was Styx. She is called the Mother of Waters, because she was the first entity to flow.

When waters had filled all of the world, from within Subere came Zugorteg. Zugorteg was the first entity to have a solid body, and so is called the Goddess of Earth in Darkness.

Zugorteg was solid, but was not fixed in place. She wandered far from Wonderhome; at first she was alone in the world, but soon more entities were born to fill the Darkness. Many sought to rob her of her treasures, and some were successful. Zugorteg grew bitter and resentful over these losses, and hid her wealth away from the greedy races and gods of the surface.

When the Dark Fire began burning in the Underworld, the coming of the Gods of Light could no longer be denied. The light of the Sun exposed many of Zugorteg's treasures, and so she lost more of her wealth. It was at this time that she withdrew from active participation in the surface world.

From the safety of the underworld, Zugorteg created three servants to reclaim her lost treasures. Belorkal the Great Bat was the first. She flew far and wide, but she was too timid, and afraid of the light, and she reclaimed little. But Zugorteg has allowed Belorkal and her children to live in her caves ever since; they fly forth each night at dusk, searching for Zugorteg's plundered wealth.

Korarkakur the First Raven was next. He was bolder than his sister, but was careless in bringing back Zugorteg's treasures, and lost much of what he found. Zugorteg still turned him black to show her favor, and his children still steal bright treasures to return to their great grandmother.

Sharokakoowur the Mother Rat was the last, and was the most successful of Zugorteg's animals. She was bold and crafty, and returned much of what had been stolen. Her children spread across Glorantha, and are the favored familiars for the cult.

The worst offender against Zugorteg was Lodril, an avaricious and lustful god of heat who sought to strip Zugorteg of her wealth, powers, and even her life. Lodril ripped great rents in the earth in his attempts to possess Zugorteg, gaping wounds that fester and bubble to this day, but he was unable to find her. As he raged through her realm, the gods of darkness – fleeing Yelm's invasion of Wonderhome – happened upon the struggle, and aided Zugorteg against the volcano god. Bound and weakened, Lodril was forced to serve as a slave for the uz.

Although she claims all of the earth as her descendant, Zugorteg has few known, named, children, for she was never a fertile goddess, miserly hoarding the gift of life for herself. But the Crone of the Deep Earth is the source of wealth, and attracted many suitors. Argan Argar was one such, and he won

her hand when he proved that he, alone among all her suitors, could match her wealth, and even increase it.

Funeral rites for initiates are similar to the Kyger Litor rituals, but worshipers are never eaten. Instead, the cult celebrates the journey of their sisters by burying them beneath the earth. Mythically, this makes their trip to the afterlife shorter; in practical terms, it allows their spirits to be summoned by the cult, to share their hoarded wisdom and experience. Priestesses are buried within caves or especially deep pits, to give them even more quickly into the care of Zugorteg.

Zugorteg is pictured by trolls as an ancient female dark troll with shriveled breasts. Her arms are crossed over her swollen belly (which sometimes has a hole carved or chewed into it), and her face stares impassively. Trolls prefer to carve her image from coal, her dried blood which is found deep in the earth, but lead is used in lands where coal is rare. Gems or other treasures of the dark earth may be inset. Among the Kitori Tribe of Heortland she is occasionally depicted in paintings or statuary; in such cases, she wears jewelry and fine clothing. Her form sometimes varies from place to place; among the Blue Moon trolls, for example, she is often pictured with bat ears, while in Laca she bears handfuls of plants or mushrooms.

Zugorteg's runes are Shadow, Earth, and Dark (Malign) Earth; many trolls associate Hunger with her as well, though her cult does not.

### CULT ECOLOGY

In Kethaela, the troll cult of Zugorteg has strong ties to the human cults of Asrelia and Ty Kora Tek, and at least one major temple serves as a worship site for all three cults. In troll lands, the cult is always associated with Argan Argar and Subere. Zugorteg is suspicious of most other deities, even other darkness spirits, though she is friendly to Gore and Gash for their aid in the Darkness. The cult has a particular enmity for Mostal and Krasht, whose children are invaders of the dark earth, and seek to rob or harm Zugorteg.

Zukozor is hated, for he was the son of Zugorteg and yet betrayed her. Not only did he allow the treasure he guarded (Death) to be stolen, but he then tried to take it for himself as well. He was cursed by his mother when she learned of his betrayal, stripped of his name and denied the solace which can be found in the dark earth. He can never die, for any earth in which he or his creations try to rest is tainted, refusing to accept their spirits, and so they wander the earth preying upon all of the children of Zugorteg.

Wealth of any kind is closely guarded by worshipers. It may be loaned out, often for years at a time, but the individual or cult who owns it will always seek its return at some time.

### CULT DISTRIBUTION

Zugorteg's cult accepts only dark trolls as worshipers, for the Mistress Race disdains her, and trollkin are not accepted. No non-trolls may join, even troll friends, but in Kethaela will be

referred to the human cults of Asrelia or Ty Kora Tek.

Any place deep underground is sacred to Zugorteg, especially if precious metals or stones are found there. In particular, the caverns of the Styx Grotto (in the Holy Country) house a Major Temple. The Hell Crack (in Pent) is the most sacred place of the cult. It is called the Womb of Zugorteg, but because of its distance from troll lands only a shrine is found there.

In most troll lands, Zugorteg has no formal cult, and so only shrines are available, often in the temples of Argan Argar. In Dagori Inkarth and the Tarmo Mountains of Pamaltela her cult is small, and Minor Temples are known only among certain tribes, where it historically has worshipers. Shrines are more common in these lands. Only in Kethaela is the cult of enough size and importance to support a Major Temple. Shrines teach either **Hide Wealth** or **Summon Uztagor**, but never both.

### INITIATE MEMBERSHIP

The cult prefers female dark trolls as members. If a female troll's mother is an initiate she need only sacrifice a point of POW to join, though a gift of metal or gems worth at least 250 L is customary, and rarely neglected. If her mother is not an initiate, the applicant must also donate 1000 L worth of metal or other precious substances and pass the normal test. Skills tested are Ceremony, Conceal, Evaluate, Mineral Lore, and Read/Write Darktongue. In theory, a male may join by offering the donation and passing the same examination, but the initiating priestess may well require greater sacrifice and tests if she desires, to discourage males from joining the cult.

Initiates must give 25% of their income to their Crone, rather than the customary 10%. However, most can expect some manner of support (such as food or shelter) from their Crone if needed, though this will cost them additional time spent in her service.

**Spirit Magic available:** Awareness, Concealment, Demoralize, Detect Magic, Detect <all precious metals and gems>, Second Sight, Shimmer

### CRONE (PRIESTESS) MEMBERSHIP

Only female dark trolls may become Cronesses of Zugorteg. They must have been initiates for at least three years, and must have donated a gift worth at least 1000 L each year to the earth, by means of the Appease Zugorteg ritual. Because of this great cost, many applicants have been initiates for longer than three years before being accepted. Other requirements are standard (including the need for an additional Crone), and the troll must also R/W Darktongue at 50% or better.

Crones conduct ceremonies to the earth, and fill important roles in the ceremonies of their associate cults. They are often rare, and so a Crone in a smaller troll land is usually the wealthiest individual of her family, clan, or tribe. As such, the cult often wields a disproportionately large amount of power in its society.

**Common Divine Spells:** all

**Special Divine Spells:** Appease Zugorteg, Command Ghost, Command Gnome, Create Charm, Destroy Cavern, Fear, Hide Wealth, Summon Uztagor

## CULT SPECIAL DIVINE SPELLS

### Appease Zugorteg

This spell is identical to **Appease Earth**, except live captives are only sacrificed in special circumstances (see **Summon Uztagor**, below). See *Elder Secrets*, Elder Races Book, pg 102.

### Destroy Cavern

3 points

*ranged, stackable, reusable*

This spell damages or destroys all stone within a two meter radius sphere, centering about the point of casting. The specific mechanism of destruction may vary, from a cave-in, accelerated growth (and destruction) of stalactites or stalagmites, or a subterranean spring. This is a gradual process, requiring 1 hour to take full effect for each use of the spell stacked, giving the caster plenty of time to escape. Living creatures are not directly affected by the spell, nor are substances such as wood, cloth, or even metal.

Each additional use of this spell increases the radius of destruction by two meters.

Typically, the spell is used to close subterranean passages, create barriers against enemies, or destroy caves desecrated by invaders. The slow pace of the spell precludes an active use against enemies, though an immobilized creature could be sacrificed to Zugorteg by means of the spell.

### Summon Uztagor

2 points

*ritual Summon spell, nonstackable, reusable*

This ritual can only be cast by a full Crone of Zugorteg. It allows the caster to find the spirit of an uz who died without proper burial rites, for Zugorteg gathers such spirits. The name of the troll must be known. The ritual is normally performed over the corpse, grave, or other remains of the troll being summoned. If such is not available the ritual can still be performed, but a close relative (sister, mother, aunt, child, sister's child, etc.) of the spirit must assist the Crone. In either case, if the troll was devoured using the rituals of Kyger Litor, or received funeral rituals as an initiate of another cult, this spell will not summon her spirit.

If the ritual is successful, and the troll being contacted presently resides within Zugorteg's vast Caverns of the Dead, her ghost rises from the earth at the end of the summoning. The spell acts in all other ways as a normal Summon spell. The spirit is treated as a ghost for most purposes, though it is not able to attack unless Commanded to do so.

Such lost ancestors cannot ordinarily be summoned by uz shamans, or any of the ancestors before them. If the spirit is freed by this ritual, these restrictions are lifted and the shaman can attempt to expand her genealogy farther back in time. Zugorteg prizes these souls, however, and is loathe to relinquish them without receiving a greater gift of life in exchange.

If Zugorteg can be persuaded, she may release the spirit, so that the proper rites can be conducted; this allows the spirit to travel to Wonderhome and return to Kyger Litor's cycle of rebirth. The ritual participants must offer Zugorteg several lives for the spirit; usually five or six human or other non-troll captives are sacrificed using the Appease Zugorteg ritual, but sometimes more are required if Zugorteg values the spirit greatly. Captives are typically stoned to death, but sometimes are buried alive, or forced to eat dirt until their stomachs explode.

## SUBSERVIENT CULTS

### SPIRIT OF REPRISAL

Minor infractions are punished by the earth itself, which will take and hide small items (tools, weapons, money, gems) if they are left unattended. Additionally, sinkholes may open beneath the apostate's feet, stalactites may fall from the roofs of caverns, landslides may begin above them, etc.

Theft is the greatest crime imaginable. This and other major crimes cause an attack by the Crone's Devourer. This spirit pursues even those who have stolen small or inexpensive items, and attacks whenever the apostate treads beneath the earth (even if just under a ledge of rock). The Crone's Devourer has a POW of 30, and attacks in spirit combat. If it reduces the offender to 0 Magic Points it will take 1d6 CON and depart. It can only attack once per offense (although stealing seven coins counts as seven offenses), but at the gamemaster's option may have a higher POW when it appears if the theft performed was of an especially valuable object.

## ASSOCIATED CULTS

### ARGAN ARGAR

Zugorteg's husband provides her with his spell of **Safe**. In return, Zugorteg allows his priests to use her **Hide Wealth** spell. The two spells are incompatible with each other; whichever is cast first will take effect until it ends or is dispelled.

### SUBERE

The Guardian of Secrets gives Zugorteg the use of **Absorption**, and in return her priestesses may cast **Summon Uztagor** (though they may not summon a spirit if they do not have access to the corpse or grave, even with assistance).

### SWEMS

In areas where worship of the Mother of Worms is strong, the two cults are usually associated. Swems provides Crones of Zugorteg preferred access to her spell of **Worms Head**.

## MISCELLANEOUS NOTES

### ASRELIA AND TY KORA TEK

Those few human scholars who have been able to study the cult of Zugorteg have noted many similarities between it and the Orlanthi cults of Asrelia and Ty Kora Tek. In many ways, Zugorteg appears to be an amalgamated goddess, combining many aspects of the human goddesses. This has led such scholars to theorize that the troll cult evolved during the Great Darkness after contact the trolls had with the human culture of Esrolia.

The trolls hold to a different view. They claim the humans are the ones who learned of Zugorteg from the trolls, and that the division of the cult was either due to the limited understanding of the humans, or was a deliberate act of the trolls to weaken the cult among humans. Given the superior position of the trolls in Kethaela historically, the importance of Zugorteg to the trolls in a cosmological sense, and the possible origin of two Esrolian deities among the aldryami (Voria, Babeester Gor), it seems likely that the troll view of events is the more correct one.

Regardless of the origins of the cults, however, all three are

closely associated with each other in Esrolia, though not in other lands where humans and trolls live in close proximity. Although Zugorteg is apparently a jealous goddess, and does not accept worship from humans, worshipers of Asrelia and Ty Kora Tek are viewed as friendly by her cult; cooperation (especially on holy days, which are shared by the cults) is the norm, but her secrets are kept for her favored children.

Trolls cannot understand why humans have a hard time seeing that the two goddesses they worship are merely different aspects of the same entity, the Goddess of Darkness Within Earth. However, the strength of the human cults is obvious when one considers that they have access to spells which the trolls do not, notably the powerful but expensive **Asrelia's Cavern, Bless Grave** (useless to most trolls, but not to Zugorteg's worshipers), and the spells available from associate deities. The occasional troll has even joined these cults as an associate priest, gaining access to the wider array of spells which they have developed. No human has ever been accepted in this manner by Zugorteg, however.

## CAVES AND CAVERNS

Caves and caverns are an important resource for trolls, providing secure and snug homes, refuges from the surface races, and deep tunnels linking the isolated troll lands. The Crone of the Deep Earth is revered as the Cavemother, and trolls who live underground are careful to sacrifice to her, to avoid her anger. Enemies of the trolls who violate these subterranean sanctums are sure to invoke her wrath; while not a combat-orientated cult, worshipers of Zugorteg can call on the mercenary spearmen of Argan Argar and the hags of Subere to protect that which is the Goddess', and the cult commands powerful magics. Especially in Kethaela, these magics are at least partly responsible for the fact that the caverns of the Shadow Plateau have never been successfully entered by humans, even during the years-long siege conducted by Palangio the Iron Vrok in the First Age.

Worshipers of Zugorteg will offer a small sacrifice before venturing into any cave they are unfamiliar with, and even non-worshipers sometimes offer a gift, especially if they are seeking precious metals or gems in the caves. This offering may be a small gift of food, lead or copper, a pretty stone or other such minor gifts, which are buried inside the mouth of the cave, or sometimes tossed into a deep pit within the caves.

## OWNERSHIP OF WEALTH

Worshipers of Zugorteg know that all wealth stems from the goddess. Many worshipers argue that, accordingly, only females can own wealth; while it may pass through the hands of males or be loaned to them, only females can actually own objects. Such theology is hardly popular with male trolls, especially powerful ones, but in areas where Zugorteg worship is strong, male trolls may not be allowed to own property: their property is owned by their wives, mothers, or sisters (depending on local custom and the particular circumstances), who are considered to be loaning it to the male in question. Foreign males may be harassed in such regions, as they lack a formal female protector; as long as they are powerful they are in little danger, but less able males may find themselves victimized, all of their possessions taken from them.

## DEMONS OF DARKNESS

Zorak Zoran is called Lord Master of the Demons of Death, without explanation. I like to think Zorak Zoran commands a number of barely-controlled entities which he conquered in the Darkness.

Although any troll shaman can contact these "demons," for those who deal with them other than the children of Zorak Zoran there is a price. When one of these entities is first contacted by a shaman it requires a sacrifice in addition to the normal Spirit Cult procedure, sometimes of POW, often of characteristics, attributes, or body parts. Most require this sacrifice only once, but a lapse in worship may cause the demon to require the sacrifice when contacted again, at the gamemaster's option.

Death Lords may worship these demons without having to pay the price through use of **Contact <Demon>** (see pg 94). It

is recommended that a Death Lord be required to undertake a journey to the individual demon itself (i.e., a heroquest) to obtain the right to sacrifice for its spell, or that he provide a sacrifice for the demon to feed on in his place. Possibly both.

A number of demons are provided as examples. Some, like Gadoz, are universal. Others, such as Agados, are known only in a few troll lands. Gamemasters should create others as the need arises. Chaosium's *Elric!* rules are an excellent source of ideas for demon cults, with many demonic abilities available as models for Divine spells. Simon Hibbs has modified the *Elric!* rules for use in Glorantha; information on the Argrath! rules can be found at:

[www.pensee.com/dunham/glorantha/elric](http://www.pensee.com/dunham/glorantha/elric)

### AGADOS

Agados was one of the shadows that slithered from Hell after the Enemy ruined Wonderhome. It came upon a minor goddess of light, and quickly slew her. When Agados killed the godling it ate her eyes, so that her soul would not travel to the Underworld and strengthen the Dead Sun, and eyeless corpses soon became common sights in its wake. It tried to kill Zorak Zoran after he stole Amanstan's fire powers, and was itself blinded by the God of Hate's new mastery of the Enemy's power. Agados submitted to the Death God to save itself, and agreed to serve the Lord of Demons. It appears as a formless shadow within a cloak, with visibly darker pits where its eyes should be.

Agados is associated with Shadow and Death, and is worshipped near lands where light worshipers are strong, such as the Blue Moon Plateau, the Elder Wilds, and southwestern Dagori Inkarth. Heroquestors tell of a dark cave in the Underworld decorated with the thousands of eyes Agados has taken. Agados can only be contacted during the day, and provides **Blinding**.

**Sacrifice:** Agados requires that any who learn his spell give him one of their eyes. In game terms, this reduces all sight-based skills (including Attack and Parry) by 30% if the shaman is dependent on sight. Agados is greedy, and must be propitiated (with magic points) each season. A shaman who ceases to worship him must sacrifice an eye again before he can renew his spell.

### DURIK GOL

The origin of this demon is unknown, but she takes part in some of the tales of the Godtime. She taught Jakaboom how to dance in Wonderhome, and was present at the Ritual of the Net. Because she takes the form of a woman with four arms, she is sometimes said by trolls to be an aspect of Arachne Solara. Zorak Zoran stories claim her as the God of Hate's daughter, and she is sometimes said to be a daughter of Edzaroun [called *Adzurana by trolls*], the goddess of the River Styx.

Durik Gol has established holy days, for her worship among trolls is ancient. Her holy day is the Wildday of Motion Week in Dark Season, but any Wildday of Motion Week is suitable to establish a shrine. The runes usually associated with her are Darkness and Motion, and her worship is common in all lands where Zorak Zoran is strong. She provides **Shadowstrength**.

**Sacrifice:** A shaman who contacts Durik Gol must impress her by rolling under ½ his Dance skill; this applies to Death Lords as well. To learn her spell, an independent troll shaman must sacrifice 1 point of STR per spell sacrificed for.

### Shadowstrength

1 point

*ranged, temporal, nonstackable, reusable*

This spell may only be cast upon an initiate or greater of Zorak Zoran, who must be completely within darkness or shadow. It doubles his or her STR, with no upper limit. If the recipient leaves the shadows or darkness, the spell ends immediately.

### GADOZ

Gadoz is the source of all the pain and misery of the world. A common myth tells how he metand defeated Xiola Umbar before the destruction of Wonderhome, thus ensuring that birth will always be painful, for both mother and child. His image is carved by trolls from lava, shaped as a troll with six X's arranged in a triangle on his back.

Few trolls contact Gadoz, but some fanatic Zorak Zorani do, especially in lands where they are in direct competition with the Karrg's Sons. His worship involves the gruesome torture of captives, who are sometimes eaten a piece at a time while still alive.

Gadoz is associated with Death and Disorder, and is known to humans by the name Ikadz. He is generally easiest to contact in Dark Season, and provides **Crushing Pain**.

**Sacrifice:** Gadoz requires that anyone learning his spell give him one general Hit Point, which is lost permanently (though general HPs will still increase if CON is raised). He only requires this once, but the pain from the psychic wound is always present, a reminder of the troll's debt. If a Death Lord can provide a volunteer to give this sacrifice to Gadoz, he is himself exempt from the requirement.

### Crushing Pain

2 points

*ranged, temporal, nonstackable, reusable*

This spell must be cast upon a blunt weapon. It causes any hit that penetrates armor to incapacitate the location struck, in addition to damage. The victim can try to recover from this incapacitation each round by rolling under his CONx2 on d100. If

a target has been injured in more than one location, he need only roll under his CONx2 once to be freed from incapacitation.

This spell is incompatible with both **Crush** and **Seal Wound**.

## KORLUM

The Worm of Destruction was just another of the monsters of the Darkness until its encounter with Zorak Zoran. It made the mistake of trying to devour the God of Battle and so was killed, its body left to rot in the land later called Dagori Inkarth. Although its body can still be seen there as the line of hills called the Windworm Ridges, its shadow remains on the Spirit Plane to devour the souls of those unprotected by the Lord of Demons. It is pictured as an eyeless black worm, with hundreds of rasping teeth in a mouth surrounded by suckered tentacles, poisoned spines on its body, acid oozing from its skin, and a stinging tail.

Korlum is only worshiped in Dagori Inkarth, and even there is uncommon. It can only be contacted by Death Lords of Zorak Zoran, for it will devour the soul of any other who tries to deal with it. Korlum is associated with the runes of Air, Darkness, and Death, and provides the spell of **Coils** to its worshipers.

**Sacrifice:** Only those who can survive the embrace of this deity will be allowed to worship it, and this includes worshipers of Zorak Zoran. After the shaman or Death Lord sacrifices POW to learn its spell, they will be attacked in Spirit Combat by a spirit with a POW of 25. Each success it makes in Spirit Combat causes 1 point of general Hit Point damage to a Death Lord or 1d6 damage to an independent shaman (damage heals normally). If the spirit is reduced to 0 magic points it will teach its spell and then depart. If the worshiper breaks off Spirit Combat, he or she loses the POW sacrificed before the combat began.

## Coils

*ritual Summon spell, ranged, stackable, one-use*

The target of this spell is engulfed in the Coils of Korlum, which gain 1d6 STR per round to their maximum of 1d6 per point of spell. Each round they do 1d6 damage to a random hit location (magic protects, but worn or natural armor does not), plus a damage bonus from STR alone. When the target is dead, the coils withdraw. The only way to end the spell earlier is to Dismiss the coils. If the victim is still alive after 15 minutes, the Coils also withdraw.

This ritual takes 5 minutes to cast per point. It has no maximum range if the caster knows the name and location of the victim, or if the victim is in sight upon its completion.

## TORAB

When Night entered the sky, she found that this dark monster had preceded her, and had already devoured some of the stars. When she greeted it as a sister it resisted her, and tried to eat her as well. In terror she called upon Argan Argat to save her, but he could not master the demon, for it was from deep within the Underworld, very near to chaos. Then Zorak Zoran came. He wrestled the shapeless monster, and threw it out of the sky amidst much destruction. He reduced it to its weakest essence, and still commands its fearful powers.

Torab is associated with the runes of Death and Fire. It can only be worshiped by Zorak Zorani, and is rarely contacted because of its fearful nature, for it often burns Death Lords who try to learn its spell of **Hate Sky** (see *Lords of Terror*, pg 86).

## XIXITIC

In the Chaos Age, Zorak Zoran fought a chaos monster which called itself Xixitic. He killed the demon, ate its flesh, scattered its bones, and sent the rest to Hell. But Xixitic was a powerful son of the Devil, and it put its bones back together and climbed up to the surface. Zorak Zoran killed it again, broke its bones and sucked the marrow out of them. In the process he stole the power that had held them together, and a part of the demon can still be found within the God of Hate. Soon after, skeletons were seen among the armies of the God of Death.

Xixitic is mostly unknown to humans, who see only that some Zorak Zorani take captives, even women and children, who are never seen again. However, it was well-known to the humans of the Pavis Rubble during the Troll Occupation, for many captured victims were sacrificed on its black altars, and the remains sent to kill other humans.

Any temple of Zorak Zoran which possesses one of Xixitic's bones offers the spell **Create Skeleton**, described below. There are probably about thirty such temples in Genertela, including at least four in Dagori Inkarth. Soon after the opening of the Pavis Rubble, a heroic expedition entered the great Zorak Zoran temple of the Rubble, stole the bone, and destroyed it. This made travel through the Rubble safer for humans. The great number of deaths of non-Zorak Zorani trolls caused the ruling Great Mothers of the Rubble to outlaw the cult there. Still, it is the subject of much rumour in the city among fearful humans. And the black altars still stand, testimony to a time, not long ago, when trolls ruled the Rubble with terror.

Xixitic is associated with Darkness and Undead. Sacrifices of human victims were always performed on Freezeday nights during Harmony Week, usually in Dark Season. It is always pictured by one of its bones. Some of these bones are almost recognizable, but most could come only from a chaos horror.

Skeletons are greatly underpowered in *RuneQuest*, requiring a 2 point spell and (to create a "human-level" skeleton) 6 points of sacrificed POW. Nor are they true undead, and animation sorcery does not fit the image of a frothing Death Lord. The following spell variant is provided to solve both problems.

## Create Skeleton

*ritual Enchant spell, stackable, reusable*

This spell binds a spirit into a skeleton, animating it. The usual Zorak Zorani practice is to sacrifice a victim and bind it into its own flayed and stripped corpse. The resulting undead creature can be given simple commands, such as "wait and attack any non-troll that comes near" or "attack those foes." The spell is usually used to defend Zorak Zoran temples or troll strongholds, but Death Lords may use it on the eve of a battle to create undead auxiliaries.

STR, SIZ, and DEX are retained by the skeleton, which also possesses the victim's former melee attacks and parries, up to a maximum of DEX x 5%.

Normally, skeletons are only animated for one day, then fall apart. The Death Lord may, at the time of casting, choose to cast the spell non-reusably, in which case the skeleton will last until destroyed by damage or age.

The ritual takes several hours to perform. The caster wails a guttural song and pounds on the ground with bones, as the victim's bones twitch and reconnect, clicking and rattling.



# MORE SPIRITS OF DARKNESS

*Troll Gods* provides 16 Spirit Cults for trolls, yet mentions that there are literally thousands in Glorantha. The following spirit cults are intended to supplement those given before. Most have no set location of worship; the gamemaster may place them wherever is most convenient. Many would be appropriate in any troll land, or all troll lands. Two Spirit Cults worshiped by non-trolls in troll lands are also provided.

## BELORKAL

### Source of Bats

The god of bats is of uncertain parentage, but he has a scattered following among trolls. His worship is known throughout the world, including hsunchen cults in Laskal and Teshnos; his Spirit Cult is especially popular among the hot trolls. Belorkal is associated with the runes of Beast and Shadow.

When worshiped in a Spirit Cult, Belorkal provides **Speak With Bats**. The hsunchen of Laskal and Teshnos worship him in a full hsunchen religion, and so have the ability to transform themselves into giant bats.

Belorkal's holy times begin at Dusk on the Freezeday of Disorder Weeks. Troll worship is usually conducted in bat-filled caves. Trolls who worship Belorkal are cautious with their Dark-sense when in such caves, and their worship is devoid of the normal drumming and other loud noises.

Belorkal is pictured as whatever species of bat is important in an area. Trolls often **Command** insects into the caves when they worship, to feed the bats.

### Speak With Bats

2 points

*voice range, temporal, nonstackable, reusable*

This spell allows the caster to converse with all bat species for the duration of the spell. Fast Talk and Orate can be used if the target needs convincing. This spell does not instill any intelligence in the bats, which can speak only from their own awareness.

## BORUKUG

### Source of Crabs

This child of Kropa is the father of crabs. He is known mostly on islands and beneath the waves, but is worshiped in the Sky-Fall Lake area, as well as by some trolls of Koromandol. No crab hsunchen tribes are known, though some Sea Trolls and Triolini are believed to worship him, and may have access to more spells than given here. He is associated with the runes of Beast and Water, and has a minor connection with the Stasis Rune.

Borukug's holy days are the Waterday of each Stasis Week. The holy day in Dark Season is the best time to establish a shrine. He provides **Speak With Crabs** to his worshipers, and has been known to provide **Crab Shell** as well. He is represented by trolls and sea trolls as an empty crab shell. In Crabtown, the Major Temple to Skyriver Titan is made out of a single huge crab shell, hence the town's name.

Trolls usually end their worship ceremonies by feasting on the many crabs the service has attracted. The shells are never cracked, and are always returned to the sea so that Borukug can replace his children.

### Speak With Crabs

2 points

*voice range, temporal, nonstackable, reusable*

This allows the caster to converse with all crabs for the duration of the spell. Fast Talk and Orate can be used if the target needs convincing. This spell does not instill any intelligence in the crabs, which can speak only from their own awareness.

### Crab Shell

2 points

*touch, temporal, nonstackable, reusable*

This spell may only be cast on one of Borukug's worshipers. It covers the target's body with a crab-like shell. Chest and Abdomen locations (only) gain 12 Armor Points. Arms and legs may be withdrawn into the shell at will, although any items carried must be put down first. The target's Move is reduced by 1, and all Agility skills are reduced by 25%, for the duration of the spell.

## GADBLAD

### Smith

Gadblad was a great uz magician, but he rejected the shamanic ways of his people and delved into forbidden powers. He became the troll patron of smiths by befriending a spirit of heat which had been nearly destroyed by Gore and Gash. Gadblad is now found in many troll lands, but he is never trusted because he follows strange and dangerous ways. Smiths are often portrayed as villains and magicians in troll tales.

Gadblad's holy days are a secret kept by his worshipers; since they work on those days like any other, no troll has ever discovered the secret. Gadblad is carved or chewed from lead, and is pictured as a thin, evil-looking troll holding a hammer in one hand and making a magical gesture in the other. He is associated with the runes of Darkness, Heat, and Stasis. He teaches spells like **Enchant Lead**, and his worshipers all learn the **Heat Metal Spirit Magic** spell.

Gadblad is famed for his ability to control spirits and demons. When the uz first came to Dagori Inkarth, it was Gadblad who created the Castle of Lead to house his grandmother, and the songs of power he sang to control the dark hell spirits can still be heard in its lower reaches. **Song of Power** is one of the most powerful and secret spells known to his worshipers. See page 79 for more information on Gadblad.

### Song of Power

2 points

*ritual Sing spell, nonstackable, reusable*

This ritual must be stacked with a **Control <Species>** or **Command <Species>** spell; the stacked spell lasts as long as the **Song of Power**. The caster can change commands during the **Song**, although this requires a Concentration roll. Unlike normal rituals, this spell requires that a successful Sing roll be made (instead of Ceremony, Enchant, or Summon).

A caster can sing for a base of 15 minutes plus his unadjusted fatigue level (in minutes); modifiers may apply. If the caster stops for any reason (he is attacked, unsuccessfully tries to change a command, etc.), the ritual ends. The **Command** or **Control** spell thus ends immediately, and the creature is free to do as it wishes, though usually it will simply leave.

## HOMBOBOBOM THE SPELL-DRUMMER

Hombobobom the Great Drummer created the first drum. She keeps the cosmos in order with her sacred drumming. She is beloved by the trolls, for she taught them how to drum, and all troll shamans are drummers in honor of her teaching.

Hombobobom teaches many special ritual spells for use by trolls. Two have been published previously, *Tambour* (in *Troll Gods*, pg 81) and *Skin Broo* (in *Lords of Terror*, pg 85). A more common spell is known in almost all troll lands, **<Spell> Drum**, whereby a troll shaman can enhance the casting of certain Spirit Magic spells by anyone who can hear his or her drum.

### <Spell> Drum

1 point

*ritual Play Drums spell, stackable, one-use*

This spell is actually a class of rituals, one each for a number of Spirit Magic spells. There are (theoretically) as many variants as there are Spirit Magic spells affected (see below), although trolls will only know those useful for trollish magic (Bludgeon Drum, Darkwall Drum, etc.).

The ceremony is performed with the aid of a specially-created drum. The materials and method of creation differ for each ritual, so a different drum is needed for each variant of the spell. Many drums are complex in construction, or composed of rare materials. For example, a Darkwall Drum requires a one-sided drum; the frame must be carved from the bones of animals which have never seen light, and the head must be made of the tanned skin of a single bat. The drum must be dedicated to Xiola Umbar in the open air at night, at a time when the light of dawn is beginning to show on the eastern horizon.

In addition to the special materials and circumstances, enchanting a **<Spell> Drum** costs the enchanter as many points of POW as the minimum use of the spell. Thus, any variable spell costs 1 POW to enchant, while Darkwall costs 2 POW. Additional POW can be spent on creating a Drum for a variable spell, allowing more points of the spell to be affected -- if a Bludgeon Drum is created with 2 POW, no more than 2 points of the Bludgeon spell can be cast at a time using that drum.

The player of the ritual drum must be the one who performs the magic. Unlike normal rituals, the caster must succeed with a *Play Drums* skill roll, rather than Ceremony, Enchant, or Summon. If the roll succeeds, all effects of that particular spell are doubled for anyone within range for as long as the caster continues to play. Note that all who cast the particular spell are effected, whether or not they are trolls. Of course, each individual to be affected must cast the spell himself, or they cannot take advantage of the magic..

The caster can only double as many points of the Spirit Magic spell as they have cast points of the appropriate **<Spell> Drum** ritual. Thus, a troll who played a Bludgeon Drum and stacked 3 points of the spell in the casting would double any Bludgeon spell up to 3 points, so a Bludgeon 1 would become a Bludgeon 2, etc. More powerful spells are not affected, so a troll who cast Bludgeon 4 would gain no benefit from the ritual, even if he was within the spell's area of effect.

The spell affects any living being within 100 meters who can clearly hear the Drum. Once the affected individual has cast the Spirit Magic spell they may leave this area, though they must be able to hear the drumming for the magic to continue. Once the drumming can no longer be heard, or when the spell ends,

the magic no longer works for that individual; they may not cast the spell again. If the drumming ceases, all spells affected by the ritual immediately end. A drummer can play for a base of 1 hour plus his unadjusted fatigue level (in minutes).

Most Spirit Magic spells have a corresponding **<Spell> Drum** ritual, but certain ones do not. No such ritual is known for any spell which must overcome the Magic Points of a target, such as Demoralize or Disrupt. In addition, it is extremely unlikely that rituals corresponding to spells such as Fireblade or Light are known to any trolls in Glorantha.

Many of the variants of this spell have been lost since the Dawning, and each clan or even family of trolls is likely to only know or be able to perform one or two variants, if they know any at all. The drums themselves are a valued trade item for Argan Argar merchants, since they are costly to make in terms of both materials and sacrificed POW, and a shaman who knows the correct **<Spell> Drum** ritual can use another's drum.

## JAKABOOM THE SPIRIT-EATER

While wading through the Slime of Chaos, Kyger Litor came upon foul Thed and slew her. She skinned the demon, and used the hide to make a magic drum. The broos were frightened of the grisly goddess, as they should have been, but they captured parts of their foul mother's soul and sent chaotic spirits to destroy the children of their enemy.

Jakaboom hated to see her children die without any means to fight, and so she traveled to the Great Mother for aid. She returned with a secret that Kyger Litor had stolen from Thed, and so learned how to devour spirits, gaining a portion of their power for herself.

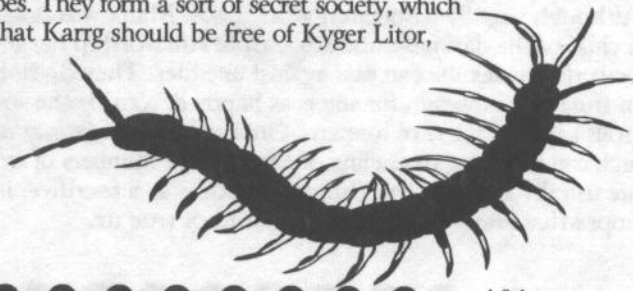
Jakaboom teaches **Devour Spirit** (see *Lords of Terror*, pg 52) to Great Mothers of Kyger Litor, and rarely to other shamans. Trolls may only cast it on spirits of chaos or other troll enemies, never on a troll, darkness, or other friendly spirit. The Great Mother may sacrifice for one use of this spell each time she defeats a chaos creature in **unassisted**, personal combat.

## KARRG

*Master of Weapons, First Male Troll*

Karrg was the first male uz, and was also the first uz warrior. When the trolls left Wonderhome he was among those who scouted the way in dangerous Hurtplace. When chaos came he was one of the first to face it, and one of the first to defeat it. At the great battle to defend the first Castle of Lead, Karrg neutralized the waves of gorp which came to devour the uz, turning them into a lump of clay which his sister Vaneekara hurled out of the universe.

Another popular aspect of the ancestor is Karrg Unfettered. This subcult is found only in Dagori Inkarth, centered at Sentry Mountain. Adherents are few and scattered, but found in almost all tribes. They form a sort of secret society, which says that Karrg should be free of Kyger Litor,



not to challenge her, but to better serve her. They are "masculinists," seeking full rights for male trolls. The cult is difficult for the Great Mothers to suppress, because Karrg's Sons in Dagori Inkarth are obligated to visit the statue of Karrg on the mountain (said to be the god himself) on a regular basis.

Some shrines dedicated to Karrg's aspect as a chaos foe are known, and they teach **Neutralize Gorp**. Shrines to Karrg Unfettered teach **Crush**.

### Neutralize Gorp

1 point

*touch, instant, stackable, reusable*

The caster of the spell must touch a gorp with his bare skin for this spell to work; this exposes him to the gorp's attack.

The caster must overcome the gorp's magic points with his own. If he does, 1d6 Hit Points per point of spell are turned back into earth, untainted by chaos. This may partially or completely destroy the gorp, depending on its size.

### LITAKA THE BLACK

Litaka the Black was a daughter of Moorgarki. When the uz came to Pamaltela, they were beset on all sides by foes. First came Chaos, and Moorgarki triumphed, though it cost her greatly. Then came Pamalt the Burner, and he again wounded the Mother, severing her forever from her cold kin. Litaka saw this, and she determined to get revenge. She tracked the Burner back to his home, and waited for her chance. Soon one of the Burner's sons came out to hunt, and Litaka trapped him in her net and stole a part of him, as the Burner had taken away part of her mother. She taught other trolls her secret of stealing the knowledge of her foes, and so Moorgarki had time to recover from her great wound.

Throughout history, the muri of the Pamaltelan jungles have fought the Doraddi of the plains. So great is the hatred of the muri that they have allied on occasion with the elves of the jungle to fight the humans. Litaka is the hero of choice when the foes are the Doraddi. She is associated with the runes of Shadow and Man, and can be worshiped at any time. She provides the spell **Devour Pamalt**.

### Devour Pamalt

1 point

*touch, temporal, stackable, one-use*

The target of this spell loses 5% from all Knowledge skills for each point of spell stacked. If the caster overcomes the target's Magic Points with his own the losses are permanent, otherwise they last for the duration of the spell.

Every 2 points of **Comprehension** (see *Gods of Glorantha*, pg 62, or *Tales of the Reaching Moon* 11, pg 17) in use blocks 1 point of this spell.

### MALIA

*Mother of Plague*

Although usually associated with chaos, Malia was originally a child of the darkness, and some trolls still worship her for the powerful curses she can cast against enemies. They do not love or trust her, however, for she is as happy devouring the souls of trolls as she is those of humans. Only the clan or family matriarch can authorize the calling of Malia; large numbers of trollkin are usually given to the Hungry Goddess as a sacrifice, in the hopes that she will take them instead of true uz.

Many troll shamans associate Malia with Mee Vorala, and it is possible that they share a common origin. Many of the infections caused by exotic fungi are as bad as or worse than the curses of Malia; corpses of the victims of both deities are very dangerous to eat, and are usually tossed into deep, dark pits.

Malia provides **Cause <Disease>** when worshiped by trolls (see *Lords of Terror*, pg 31).

### MOLAKKA

*Source of Mollusks*

The mother of mollusks is viewed as mostly useless, and so is rarely contacted. However, in areas where her children are found (especially Giant Snails), she is occasionally worshiped. She is associated with the runes of Darkness and Beast, and her holy day is the same as Gorakiki's: the Freezeday of Fertility Week in Dark Season. She provides her worshipers with her spell to **Speak With Molluscs**.

### Speak With Molluscs

2 points

*voice range, temporal, nonstackable, reusable*

This spell allows the caster to converse with all kinds of mollusks (snails, slugs, etc.) for the duration of the spell. Fast Talk and Orate can be used if the target needs convincing, but are rarely useful. This spell does not instill any intelligence in the creatures, which can speak only from their own awareness.

### NAKALA

*First Darkness, Personification of Darkness*

Nakala is often called Black Lady, and is associated by humans with the member of the Gloranthan Court called Dame Darkness.

The Primal Darkness is not accessible to even the greatest shamans, but she is still present in each of the shadows she divided from herself. She is worshiped by many darkness creatures during the night after Freezeday of Fertility Week in Dark Season, as the source of all the darkness in the world. Trolls still speak of the Order and Pattern of Darkness, and do not mention they were ever broken.

### POCHARNGO

*The Mutator, Zorak Zoran's Foe*

Pocharngo is not worshiped by trolls, even renegades, for he is the most vile chaos foe known to the uz. He mutated an army of trolls in the Great Darkness, forming the pitiful race now known as romal [*cave trolls*].

Occasional chaos creatures worship this entity, and can learn a variety of spells from it. One of the most feared powers Pocharngo grants his worshipers, however, is the ability to create the Spawn of Pocharngo through a number of special spells. Although no troll is aware of it, one such spell is particularly devastating when used in troll lands, **Spawn Cave Troll**.

Additional **Spawn <Creature>** spells are available in *River of Cradles*, pg 139, *Lords of Terror*, pg 68, and *The Book of Drastic Resolutions*, Volume Chaos, pg 28.

### Spawn Cave Troll

1 point

*ritual Enchant spell, nonstackable, one-use*

This ritual must be performed upon a living dark troll. If the troll's magic points are overcome by the caster's, it is trans-

formed into a cave troll (as described in *RuneQuest*). INT and POW are reduced by ½ each; ½ of the POW lost is added to the victim's SIZ. The new cave troll will have no memory of its previous existence, and its body is generally warped enough by the chaos forces at play that it is not recognizable to its former family or friends.

## ROKOTOR

### *The Great Imp*

Rokotor is the most common of many names trolls use for the trickster figure. Although similar in some ways to human concepts of the trickster, Rokotor is more monstrous than Eurmäl, for example, and much more likely to use violence and death to accomplish his deeds. He also more grotesquely epitomizes those traits of Trickster which are appropriate to trolls, especially his hunger and cruelty.

There are many myths of Rokotor doing things in imitation of the gods, always failing, of course. He saw Dehore divide itself into the many spirits of darkness, and decided to try this as well. The result was a multiplicity of beings, each embodying a different bad habit or behavior, and each named differently, though always starting with Roko – Rokonag is the favorite story figure of the Ergnabs clan, for example, while Rokolokono features in a story wherein he sees the creation of the uz, and decides to make his own men. The result is a race of weak, thin, Darksense-less, fire-using, male-dominated beings – humans.

Trickster is noted for his sexual deviance, but in the Third Age, at least, his deviance is in disguising himself as a troll and fathering aberrant young. Thus, trolls who are undergoing the **Purification Ritual** because they birthed trollkin have to watch out for Rokokunda, who will try to seduce them before the year is up and use his **Give Birth to Enlo** spell on them. Similarly, trolls who **Invoke Karrg** must be careful that they do not summon Rokopendik, or they will give birth to a cave troll instead!

As is normal, each shrine provides a different spell. In troll lands, common aspects include Destroyer, Firebringer, Glutton, and Imp. Although outsiders identify hero cults like Jongale the Silent as embodiments of the Thief aspect, trolls do not treat their ancestors as such reviled figures.

**Ploomf** is provided as a sample Rokotor/Imp Divine spell, though one which makes him seem deceptively harmless. See *Questlines* (pp 11-16) and *Questlines II* (pp 61-63) for more information on trickster and his aspects.

## Ploomf

1 point

*ranged, temporal, nonstackable, reusable*

This spell must be cast upon a weapon, though the caster need not overcome the magic points of the wielder. For the duration of the spell, the weapon becomes soft and pliable. It does not lose its shape, but will flop and snake around unpredictably. Regardless of the strength or skill of any wielder, the weapon cannot inflict damage.

## THE TORCH

The Torch is an ancient magical tool dropped by some god in the Great Darkness which sits in the middle of the Redwood Forest of Dagori Inkarth. It periodically gives birth to spirits of light, which drive away the shadows of the land for a time. Al-

though it is dangerous, and ultimately leads to death, some of the elves of the forest worship the Torch for the powerful fire magic it can give, useful as the elves try to defend their ever-shrinking forest from the ravenous trolls of the land.

The elves who worship the Torch can sacrifice for the spell of **Enflame Soul**. Vronkali who seek to learn the spell commune for seven years with the Gardener, to ensure that they are fully prepared to pay the price.

## Enflame Soul

3 points

*ritual Enchant spell (self only), nonstackable, one-use*

If the ritual is successful, the caster himself is enchanted. Thereafter, any spear he wields immediately bursts into flame (this does not consume the spear). The spear's damage is replaced by the 3d6 flame damage; damage bonuses continue to apply, but other weapon-enhancing magic (such as **Bladesharp**) will not affect the weapon.

This is not without cost – each time the recipient damages a foe with an Enflamed spear, he takes 1 point of damage to his general HPs. This damage cannot be healed, even by Divine Magic.

## VALIND

### *God of Winter*

Valind is the most common air god worshiped among trolls, because of his connections with the gods of ice and cold. Except in the Yolp Mountains, Orlanth worship is unknown among the uz, but the troll **Valind** cult has some similarities. There are indications that trolls do not distinguish between these two gods in their myths and rituals.

Troll worship of Valind is very different from human worship of the god, and is only marginally more formal than Spirit Cult worship. Valind's holy days are the Windsday of Fertility Week in all seasons. The high holy day is the holy day of Dark Season, in the depth of winter. Valind is associated with the runes of Storm and Cold (some say Ice); the most common spells found among worshipers are **Command Sylph** and **Increase Wind**.

## XOLHOR OF THE ICE BLOOD

### *Spirit of Yolp Mountain*

Xolhor is a spirit which inhabits a volcano in the Yolp Mountains. The fire spirit which created the volcano was slain, and Xolhor took up residence in its corpse. The Ice Demon is a favored cult of the Yolp trolls, but is very unpredictable, and sends avalanches and ice flows against the trolls as often as their foes.

Xolhor's worship is conducted at need, either in a propitiatory manner, or when his powers are sought against foes. He provides **Shatter Stone** to his worshipers, which is often used to undermine key parts of the mountain face, sending tons of rock and ice down upon the hapless victims of the trolls.

## Shatter Stone

1 point

*ranged, instant, stackable, reusable*

This spell causes 1d3 points of damage to any stone per point of spell stacked. A single object, or a portion of a rock face no more than 1 meter square, is affected by a single casting. If more than twice the stone's armor points are destroyed by a single use of the spell, it is completely pulverized into dust and gravel. If the stone contains a bound spirit, it cannot resist the spell.

## NOTES ON OTHER TROLL GODS

## SUBERE

I think too much emphasis is given in *Troll Gods* to Subere as the Source of Monsters, and not enough to her aspect as holder of the Darkness Rune. I find her list of spells too short – she has a paucity of common spells, when compared with other troll gods. In short, I have a hard time believing **anyone**, troll or otherwise, would worship her.

Thus, I have made a few additions. The new rules for Passion Spirits provided in *Lords of Terror* let us give her **Cause <Passion>** rather than **Command <Passion Spirit>**. Two spells have been added, as well as one Associate Cult. **Contact <Demon>** is described in “The Twin Shadows” (pg 90), and gives priestesses access to some of the unique horrors of the Darkness. Most of Zorak Zoran’s demons are unavailable to Subere, but of course she has access to many that the Death Lords do not. Subere priestesses never have to pay a sacrifice to contact such entities, but the Contact spells are very rare. Added spells are marked in italics.

**Common Divine Spells:** Binding Enchantment, *Command <Species>*, *Dismiss Magic*, *Sanctify*, *Soul Sight*, *Spirit Block*, *Summon <Species>*, *Worship Subere*.

**Special Divine Spells:** Absorption, Attack Soul, *Cause <Passion>*, *Command <various types of underworld inhabitants>*, *Contact <Demon>*, *Hide Monster*.

Passion Spirits available include Amnesia, Confusion, Fear, Grief, Hate, Idiocy, Madness, and Pain Spirits.

## Associate Cults

**Himile:** Her brother provides **Decrease Temperature**.

**Kyger Litor:** Kyger Litor is sometimes called Subere’s hand-maid. As the Mother of the Trolls, she is the most important deity to worship Subere. She provides **Darksee**.

**Xentha:** Subere’s greatest daughter provides **Create Shadow**.

**Zugorteg:** This Goddess of the Underworld is known to worship Subere. She provides *Summon Uztagor* to the Mistress of the Dark.

## Hide Monster

1 point

*ranged, temporal, nonstackable, reusable*

One creature or spirit of darkness is made undetectable to magic (including magic skills, such as Sense Assassin) while in darkness or

shadow, as long as it does not attack. While protected, it is immune to spells such as Awareness, Find, or Detect. It is still affected by Warding and Spirit Resistance, if it crosses the protected area, and can be seen, heard, and darksensed normally.

## XENTHA

Given her role as the most powerful darkness deity to flee the Underworld, Xentha has one of the weakest cults around. Although it is likely that her worship was stronger in the past, especially the First Age, it seems unusual that this deity, who supposedly rules all of the Night, has few common Divine spells and only two associate cults. What good are **Summon <Species>** and **Command Cult Spirit** without **Binding Enchantment** to make use of the spirits? How do they teach Spirit Magic without **Spellteaching**? And if Xentha is the Goddess of Night, who sees everything which occurs beneath the stars, why can’t her priests use **Divination** to learn this information? I thus propose the following additions to the cult write-up provided in *Troll Gods*, to better reflect the power (as opposed to popularity) of this deity. New spells are in italics.

**Common Divine Spells:** *Binding Enchantment*, *Command Cult Spirit*, *Divination*, *Excommunication*, *Mindlink*, *Sanctify*, *Soul Sight*, *Spellteaching*, *Summon <Species>*, *Worship Xentha*.

**Special Divine Spells:** Absorption, Affix Darkness, *Command Shade*, *Create Shadow*.

## Associate Cults

**Annilla:** During the Darkness, Xentha graciously allowed the Blue Moon’s light to shine through her veil. She led the first uz to tend the broken goddess when she fell, and is still revered on the Blue Moon Plateau for this kindness. From this connection, she gains *Vision*. This spell is available to priests only, on a one-use basis.

**Argan Argar:** Her son provides **Dark Walk**.

**Kyger Litor:** The Troll Ancestress is Xentha’s greatest ally, for she controls the Surface World during the darkness, even as Xentha controls the skies. She provides *Blinding*.

**Subere:** Her mother provides *Cause <Passion>* [instead of *Command <Passion Spirit>*].

**Xiola Umbar:** The Goddess of Solace was the first to accept Xentha’s rulership. She provides *Healing Trance* to the Mistress of the Sky.

## TROLL GODS AS SPIRIT CULTS

*Troll Gods* says that all troll gods are little more than large spirits. Although the most powerful spirits are worshiped in full religions, many are also approachable by shamans on the Spirit Plane; though it might take a powerful shaman to reach them, it is possible.

Many of the gods detailed in *Troll Gods* cannot be reached in this fashion, including Arkat, the Black Sun, the Blue Moon, Kyger

Litor, Moorgarki, and Subere. The other are listed below with the spell(s) they provide, along with other cults from this book. Note that Aranea is called Orani by trolls, officially.

Of these spirits, Argan Argar, Xiola Umbar, and Zorak Zoran are great spirits. Thus, on a special success roll for the Worship ceremony, they provide additional spells as shown below. On a critical success, all of their common spells are available to the shaman as well.

**Aranea:** Provides **Speak With Spiders**. A small mystery cult claims greater powers.

**Argan Argar:** Provides **Dark Walk**. On a special success, also allows **Create Shadow**.

**Crolar:** Provides **Speak With Scorpions**.

**Gorakiki:** Provides **Speak With Insects**.

**Himile:** Provides **Chill**.

**Mee Vorala:** Provides **Moulder**.

**Norag:** Provides **Frost**.

**Xentha:** Provides **Affix Darkness**.

**Xiola Umbar:** Provides **Heal Wound**. On a special success, also teaches **Group Defense**

and **Healing Trance**.

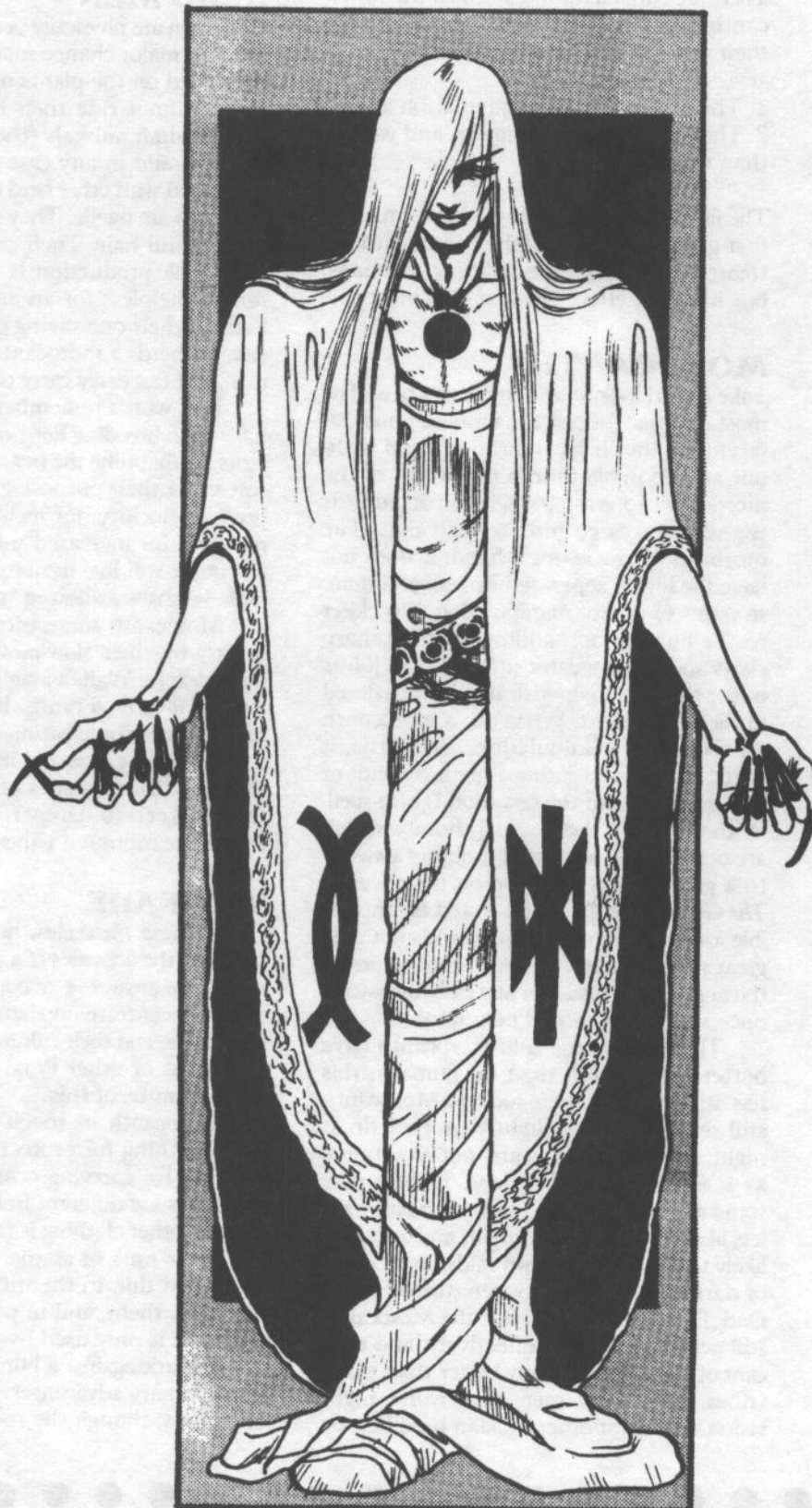
**Zong:** Provides **Sureshot**.

**Zorak Zoran:** Provides **Crush**. On a special success, also teaches **Fear** and **Seal Wound**.

**Zugorteg:** Gives **Hide Wealth** or **Summon Uztagor**, depending on the aspect worshiped.

# KAUHUN JA PIMEYDEN KULTIT

*(Cults of Terror and Darkness)*



# THE FIFTH TRIBE

## *The Culture of the Morocanth*

### Sandy Petersen on the Morocanth

Morocanth have a serious tactical problem. First off, they're dismounted. A morocanth vs. a Sable Rider is a pretty unequal battle. The Sable kicks and butts, while the rider throws javelins or uses a spear. High Llamas and Bisons are even more of a challenge. Additionally, it's pretty important to have some missile weapons within your tactical mix. Yet the Morocanth have none, because of their lack of thumbs. Finally, morocanth are slower than animal cavalry; beast riders can disengage almost at will. So why do the Morocanth survive? There are a number of reasons.

1. The Morocanth are less-raided than other tribes – few Praxians want their herds. Herd men are poor milk-givers and breed slowly. Not only that, but they're rather gruesome to eat, and most Praxians are picky enough to refrain from eating herd man unless faced with starvation. Even then, of course, you can't be sure you're eating a *real* herd man. *Everyone* knows the Morocanth use dark magics to transform people into animals.

So the main purpose in raiding morocanth is to harass and kill them (a praise-worthy endeavor, but hardly profitable) or to recapture herd beasts from other tribes that the Morocanth have captured in the past. They're the least economical tribe to raid, and this ecological edge should never be dismissed.

2. Morocanth have some advantages over other nomads, and one is that they are **not** mounted. Morocanth are experts at stealth and concealment, skills practically unus-

There are two main ways in which the Morocanth differ from the other tribes of Prax; their other differences derive from these.

1. They have limited manipulation ability
2. Their herd beasts are smaller and weaker than they are.

The fact that herd men resemble humans at first glance affects how the Morocanth are treated by others, especially non-Praxians, but has little effect on their own lifestyle.

### MOROCANTH

Take a good look at a morocanth's paw. The most obvious, indeed the most famous difference is that it has no thumb, and without an opposable thumb the ability of the morocanth to grasp tools is restricted. But the differences go further than that. The morocanth paw is not a hand: it does not have the highly separated fingers of a man. In terms of use for manipulation, it is closer to the human foot, adding only the sharp claws and much greater strength. The joints of the shoulder and wrist are also restricted in their movement. What can a morocanth do in terms of manipulation? Very little, it would seem; even lighting a fire is difficult or impossible without the common **Ignite** spell. Without one of the magical thumbs which are occasionally possessed, holding a sword to a grindstone (as shown on the cover of *The Gloranthan Bestiary*) would be impossible for a morocanth, as it demands not only great skill, but also fast reactions to correct the angle of the blade. In any case, the sword, once sharpened, would be unusable.

Though it is true that morocanth have better night vision than do humans, this has little effect on their society. Morocanth still see better in daylight than they do at night, the difference is just not as extreme as it is with other Praxians. It does play some small part in warfare: morocanth are less likely to be raided at night, and are more likely to conduct their own raids under cover of darkness, especially when worshipers of Dark Eater are involved. But the Morocanth still need light to fight effectively, and they cannot travel at night any better than other tribes, since herd men have worse night vision than most other Praxian herd beasts.

### HERD MEN

Herd men are physically very similar to humans: the only major change made by Waha is to let them feed on the plants of the Wastes. Morocanth cannot ride their herd beasts, nor use them as draft animals (the mechanics of harnessing would in any case make this difficult). Compared with other herd beasts of the Wastes, herd men are fragile. They produce no wool and little useful hair. Their breeding rate is slow, their milk production is limited, and infants remain helpless for an annoyingly long time. Perhaps their one saving grace is that they are easy to herd: a morocanth can outrun a herd man, and can easily carry or force one if needed.

It is worth remembering that morocanth have been breeding herd men for thousands of years. In that time the beasts have become more suited for their purpose and less like humans: bred for docility, for meat, for frequent children, and for increased milk production. Very few males will live to maturity, any more than male lambs are allowed to grow into rams.

Morocanth are restricted from traveling far or fast by their slow-moving herds, and herd men, despite Waha's magic, still require different food from most beasts. In particular, herd men have a harder time eating true grasses, but can and do catch grubs and insects to supplement their food supply. As a result, the Morocanth tend to keep to damper, even swampy areas, which the mounted tribes prefer to avoid.

### WARFARE

Given these obstacles, how can a morocanth carry out the activities of a typical human tribesman? The answer is, of course, that they don't. They concentrate on their strengths, not their weaknesses, and their culture differs in many ways from that of other Praxians. Warfare gives a good example of this.

Morocanth are tough. They do not need to wear clothing for protection. They may wear pouches for carrying possessions (though the fastenings are different from those of humans), but any other clothing is purely for decoration, a mark of rank or status. Armor is sometimes worn, but due to the difficulties in having it made for them, and in putting it on once obtained, it is only used by the very wealthy.

In battle against a human, a morocanth has three primary advantages: speed, strength, and toughness; though the speed is only available

to them when running on all fours. There are few weapons a morocanth can usefully grasp: it's all too easy for a human to disarm them. And such a weapon would have to be slung for the charge, losing more time than it would take for a human to bring it into position again once in combat. In general, therefore, morocanth do not use weapons against most foes: their own claws are weapon enough. Their combat training teaches them to deflect blows with their paws and to strike at vulnerable points of an enemy ("martial arts" is probably the wrong word for this skill, but it is the one the rules give us). Some morocanth trade with metal-working humans for claws made of metal, which they have slaves strap over their natural claws.

One important exception to this practice is that weapons are definitely used against chaos. Spears are favored in this respect, since they are simple weapons which a morocanth can learn to use adequately, and their long reach helps to avoid the contagion often carried by broo. Spears are also easy for the slaves to make, especially Praxian slaves, who hate chaos as much as the morocanth do, and so have an incentive to make weapons for them.

First Aid is difficult for morocanth, because it requires bandages and splints. They are injured less often than humans, however, but rely more heavily on natural or magical healing. Herd men, on the other hand, are more vulnerable than other herd beasts, and the Eiritha spell **Heal Herd Man** (see *The Book of Drastic Resolu-*

*tions*, Volume Prax, pg 40) is highly prized, since unlike **Heal** it does not require double magic points to cast. In addition, one of the unique tribal spirits of the morocanth is Rakeel Wound-Licker, a spirit with special healing powers. Little is known about Rakeel, though outlanders have often tried to justify her as a long lost daughter of Chalana Arroy.

## GENDER RELATIONS

The normal relation of a man to a woman in Prax is as Husband/Son, with the man dominant (as Waha is Eiritha's son and, at least originally, husband). Among morocanth the relationship is similar, with two exceptions. First, the relationship is stronger in many cases than kinship bonds. More importantly, however, it is the females who are dominant. There are a number of reasons for this, of course, but one of the primary ones has to do with the differences between human and morocanth reproduction.

Being pregnant for a morocanth is nothing like the disaster it is for a human. They stay mobile and able to fend for themselves until delivery, and have far less trouble with the birth than is normal for a human. Physically at least, infant morocanth mature faster than human young, and so require less care. All of this combines to make female morocanth more powerful than in most human societies.

Female warriors are more common among the Morocanth for this reason, but also because of the outlet provided by the Dark Eater cult. The presence within the tribe of this cult which is both specifically counter to the Praxian way of life, but is still fully accepted, gives an outlet for females unhappy with the role forced on them by Eiritha, without their having to leave the tribe. Although more males than females worship the spirit, women can belong, and thus "reject" Eiritha, without the stigma this implies in other Praxian tribes.

Another quirk of Morocanth society is the exclusive nature of the Waha and Eiritha worshippers to be the only leaders of society. Worshipers of other deities, especially Dark Eater, give up all chance at being leaders in Morocanth society. Rather than increasing membership in these two primary Praxian cults, however, this policy seems rather to increase the number of morocanth who worship "unusual" deities, such as Dark Eater and the Daka Fal. Society is stratified between the standard and non-standard cults. Thus, Waha braves will generally only associate with each other, not with the Foundchild hunters or Dark Eater fanatics. Eirithan women do not normally mix with those who worship foreign gods. Children are not so much the point of marriage, as they are a neces-

able by nomads. (In essence, where a nomad has a Ride skill of 90, a Morocanth has a Hide of 90.) A typical Morocanth attack consists of a leap from ambush, ham-stringing of steeds, and then slaughter of the dismounted riders. They are experts at concealment - lurking under a thin layer of sand, inside a hollowed-out bush, etc. Morocanth are detested for this "unfair" method of warfare, especially their tactics, which are aimed at taking out the mounts first. Other nomads rarely aim at a riding beast, if only because they want to capture it. But Morocanth have no problem with such tactics.

3. Herd men can go places hoofed ungulates cannot. Morocanth regularly set up shop deep within marshes that herd beasts would get bogged-down in, or atop steep plateaus that they (and herd men) can climb, but no plains animal could navigate. Herd men can negotiate bogs, and are small enough to live in caves. It is rare for a party of nomads to even find a Morocanth camp, let alone raid it. Even when Morocanth take over an oasis, their herd men are safer than a normal tribe's - the Morocanth simply put their "beasts" inside the adobe huts. Since most of the huts have only roof-entries, this option isn't available to other nomads, only the Morocanth, who can thus concentrate on fighting instead of defending their herds.

4. Herd men, while primarily vegetarian, can also eat grubs, rodents, dig up roots, climb trees to get the fruit or sleeping bats at the top, and so forth, and thus are more adaptable than other Praxian herd beasts. Also, herd men eat and drink a lot less than ungulates, so they can survive sieges or harsh environments. (When nomads set "siege" to a Morocanth base, usually their own beasts give out before the Morocanth's). In addition, herd men are smarter and more

## MOROCANTH AT MOONBROTH

Some people wonder why the Morocanth remained neutral when the Lunars invaded Prax, and did not aid the Bison and Impala Tribes at Moonbroth. One theory is that the Morocanth were willing to help, but left because of a dispute over methods. The Morocanth wanted to summon the Dark Eater against the Lunars, instead of Oakfed, since he is as powerful, but easier to negotiate with. Also, this would avoid giving political power to the Oakfed shamans, who after all are not associated with any tribe.

When they were "outvoted" by the other tribes, they withdrew from the fight, since they had no desire to face the prospect of an out of control Wildfire. And, it turns out that they were right, since it is unlikely the Lunars could have turned Dark Eater against the Praxians as they did Oakfed, since they have no deity to serve as the "father" of Dark Eater (as they used Lodril against the Oakfed shamans).



cooperative than other herd beasts. When herd men are attacked they respond by fighting back as a group – males and females wield sticks as clubs, throw rocks, use clubs, etc.

The main physiological disadvantage of herd men is their need for large a supply of water, whereas most Praxian ungulates can go without for a few days at a time.

Herd men thus suffer less from predators than other herd beasts. Herd men also live much longer than ungulates, and have a much longer breeding period. All these factors help to make up for their general inferiority. These advantages are generally useful only if they are kept in a large herd, and so do not apply to captured animals.

5. Morocanth are fearsome in melee. They are the best armored warriors of Prax, with 4 pt natural skin plus whatever armor they can get (comparable to other Praxians – a min. of 2 pt leather over vitals). In addition, they are large and strong, and know martial arts. In hand-to-hand combat, only an Agimor can match a morocanth.

Magic, of course, is designed to maximize their combat power (Clawsharp, Protection, Mobility). In melee, an experienced Morocanth that gets the drop on any Praxian beast (with the possible exception of a rhino) can cripple or kill it in one round, then kill or cripple the rider in another.

6. Morocanth are nocturnal. While they don't have Dark-sense, their night vision is far superior to any human's. Most fights with the Morocanth take place at night, when many of the nomads' advantages (such as missile weapons) are canceled or lessened.

**CONCLUSION:** If Morocanth behaved like other nomads, they'd be extinct by now. Their herds and biology render them unfit for such a life. This, of course, only adds to the differences between them and the other nomads.

ssary result of it. You marry to increase your social position – in this respect, males will usually be vying for the favors of the priestesses, and the khans will be seeking the favors of the highest priestess in the clan. The same is true of the Eiritha women – they vie for the khans, and the priestesses seek to marry the greatest khans.

## SLAVES

Most Praxian tribes use slaves for the heavy or dirty work of the tribe. For morocanth, this makes no sense; instead, (human) slaves are used almost exclusively for the manipulative skills that morocanth lack themselves. Some of it may be, to our minds, boring and repetitive work, but much requires more mental alertness and motivation than is usual in a slave. This does not mean that slaves are well treated: often quite the opposite is true. Morocanth are expert in motivating herd men, and many of the purely physical aspects apply to humans as well. Crippling and mutilating are common. It is difficult for a morocanth to tie up a slave, so they use other, more permanent, methods of restraining them.

Some slaves, of course, must be trusted: the body slave who laces up the Khan's armor, for instance, or a slave who has the skills to make weapons for the morocanth. Such trusted slaves, in comparison, may be well treated, both as a reward for their usefulness, and as an incentive to other slaves.

Morocanth seem to use more slaves than other Praxians, and a larger percentage of these slaves will be outlanders, since foreigners are more likely to have the specialized skills the Morocanth need. However, feeding large numbers of slaves is difficult, and certainly cannot be met solely through use of herd men. A solution to this problem is inherent in Morocanth lifestyle – they are more sedentary than other Praxians, more prone to stay weeks or even seasons in one place. Their favored herding ground is along the River of Cradles, where their slaves can hunt or fish (both for themselves and for the Morocanth), and perhaps a limited form of agriculture is even possible.

Perhaps the greatest shock for a non-Praxian slave is living in close quarters with herd men. They may have had romantic notions of herd men being really human; these are quickly dispelled by close contact. Herd men are not zombie-like: they are more like large apes. Dirty, smelly, and definitely not house-trained, and with a human resemblance, they are as revolting companions as

can be imagined. The initial revulsion at being fed almost exclusively on herd man quickly vanishes. Despite the rumours, morocanth rarely breed human slaves with herd men. Herd men have been bred to their task for over a thousand years: humans who do not have the "advantage" of this breeding program are unlikely to have qualities the Morocanth desire in their herds, since size or strength are not necessarily the most desired qualities in a herd man.

## CONCLUSION

What are the obvious trappings of a powerful, wealthy, morocanth? She may have thumbs, if she's managed the relevant heroquest. Whether or not that is the case, she most likely owns a large number of fine herd beasts, the same as in any Praxian tribe. And, of course, she can afford lots of expensive slaves. So, a wealthy morocanth can wear clothes: fine, embroidered clothes, since she has a slave to help her get into them. She can indulge in hobbies that require the assistance of a slave or trained herd man – that morocanth smoking a pipe on the cover of the *Gloranthen Bestiary* comes to mind here. In fact, a wealthy morocanth is often one who acts a great deal like a human – but remember, only on the surface!

For more information on morocanth, see *River of Cradles*, pp 34-36; *The Book of Drastic Resolutions*, Volume Prax, pg 17; and the "Cult of the Dark Eater" in this volume, pp 105-107.

## HYENA

When Dark Eater came to Prax, most creatures either fought (and died) or fled in fear. One which did neither was Hyena, for its nature did not allow it to act as other beasts. When Dark Eater came to devour him, Hyena offered to aid him instead. He said he would lead Dark Eater to a greater source of food than himself, and took him to the Morocanth Founder.

Hyena and the Morocanth Founder had aided each other already, and had discovered that together they were stronger than apart. They were still afraid of chaos, so they sought to convince Dark Eater to help them. Thus, when Hyena arrived with the dark monster the Morocanth Founder offered to lead him to a greater source of food than his children. Dark Eater agreed, and so for the first time the morocanth raided other tribes and carried away animals and people. Later, Hyena led Dark Eater to eat chaos. Since that time the morocanth have favored the hyenas of the Plains.

# DARK EATER

## *Lord of Shades and Slavery*



### MYTHOS AND HISTORY

When Night Woman led the forces of darkness to invade Prax, Dark Eater was her warlord. When the natives resisted he ate or conquered them, such as the time he fought the war spirit Bronze Treasure at Tournay Altar. Dark Eater later had an eating contest with Oakfed, to see who had the greater hunger. Though Oakfed could eat faster than Dark Eater, Dark Eater could eat anything, even the stone Oakfed could only blacken. At the end, Dark Eater took a burned piece of meat right out of Oakfed's mouth and ate it, uncaring of the flames.

The forces of chaos had invaded Prax before Dark Eater, and had devastated the land since the death of Genert. Dark Eater fought against them, to prove his might. He defeated Malia and devoured the chaos herds, but Wakboth tossed him aside like a rag. With other gods who had been defeated he aided the Storm Bull, and so Wakboth was trapped in the darkness beneath the Block.

Although there were other battles, not everyone in Prax resisted Dark Eater. He became the patron of a group of creatures who were trying to survive. This is the beginning of the Morocanth Tribe.

When Waha rose from the Paps in the Weeping Time, this tribe was divided over whether or not to join him. Many (especially the two-legs) wanted to learn the survival secrets the hero taught, while others remained loyal to their dark protector. When Waha came to offer the tribe a place in his Survival Covenant, they said that they did not wish to abandon their god, who had protected them from his dark kin for so long. Waha wanted the tribe to stop their constant sacrifice of captives and herds to Dark Eater, and he knew that if the two-legs won they would. So, he agreed the tribe could worship Dark Eater after they joined him, as long as they respected him and his mother's daughters, the Protectresses.

The tribe agreed. As they prepared to draw lots to see whether the two-legs or four-legs would become animals, Raven arrived from his travels through Waha's lands. He whispered his news to Dark Eater: nowhere in Prax had the four-legs won Waha's contest. Enraged at this deceit, Dark Eater would have summoned the night demons and attacked Waha. But Waha was stronger in this Grey Age, and Raven whispered that there was a better way. He flew to the Morocanth Founder, and told him of Waha's plans. The tribe had already agreed to join Waha, and they could not revoke that pledge. However, warned by Raven and defended by Dark Eater they were not tricked by Waha, and this time the four-legs won the contest. This is why the Morocanth alone herd men, when everywhere else the men herd their four-legged cousins.

Waha had told the Morocanth that they could always worship whichever deities they wanted, and he could not go back on his word. But when Waha saw that the Morocanth were using his skills to turn captive humans into food, he returned and told them that they must stop. He said it was wrong to turn people into food just to turn them into food. Dark Eater refused to give up any food, and so he attacked Waha to prove his might.

This was all that Waha needed, and he and his followers were able to fight at last. Dark Eater was defeated, and forced to flee to the north. Many of the creatures of darkness fled with him (for Waha had brought the Sun Daughter and other Star Captains as allies), and so a great shadow fell over the land to the north of Prax. The

Morocanth refused to abandon Dark Eater, however, and offered Waha a compromise – they would no longer treat all captives as food, but neither would they return them to their tribes. Thus was the practice of slavery first introduced to Prax.

Waha had already prevented Dark Eater's followers from ruling the tribe, but he could not prevent Dark Eater from returning to Prax. Instead, he found a new ally to keep him away as much as possible. When Bright Treasure first rose he was too strong for Dark Eater to harm him. He was even able to threaten Night Woman, who agreed to share her kingdom with the god in order to preserve her existence. Thus, Dark Eater was forced to accept him as well. Now he can return to Prax only when Bright Treasure is weak or absent, as Waha planned. He still comes every winter, when the Sun is often absent for long periods of time.

Dark Eater is pictured as a devouring troll, sometimes with a morocanth head. Although most Praxians picture him wielding troll weapons, morocanth always depict him as unarmed, and usually without thumbs.

The worshipers of Dark Eater practice the same funeral rituals as other Praxian, for Waha is still dominant. Worshipers believe they will be taken by Night Woman to a special place in Eiritha's Home, where Bright Waha does not rule. There, they practice warfare and guard the children of the Morocanth Protectress until it is their time to return to the world of Life.

Dark Eater is associated with the runes of Darkness, Disorder, and Hunger. He was said by the God Learners to be an aspect of the troll god Zorak Zoran.

### THE ROLE OF DARK EATER

Dark Eater is worshiped by the Morocanth of Prax, and occasionally by humans of other Praxian tribes, usually Bison or Rhino Riders. His acceptance by the Morocanth is one more reason they are distrusted by other Praxians, for he is a monstrous deity, hardly better than chaos. Most Praxians see him as an entity to call upon in times of great need, like all the spirits of the Plains, but no true follower of Waha would give him permanent worship.

Among the Morocanth, however, Dark Eater is an important war god. He is remembered as one of the gods who saved life in the Darkness, preserving the world until Waha came, and as such he will always be worshiped by the Morocanth, whose origins lie in the darkness. Over time, the warrior aspect of the god has become less prominent, and now Dark Eater is primarily the patron of many morocanth slavers. However, many worshipers are still warriors, and the best fighters in a Morocanth clan usually form a gang of Dark Eater worshipers, led by a shaman.

### DARK EATER IN PRAX

Dark Eater is worshiped only in Prax. There are initiates in some of the other tribes, and shamans of all tribes occasionally sacrifice to him, but most worshipers are morocanth. Every Morocanth clan has at least one shaman and a number of initiates (and their ranks often swell as winter approaches), and in a few his worshipers outnumber those of Waha.

Outside of the Morocanth tribe, worshipers of Dark Eater are feared. All Praxians "know" Dark Eater worshipers do not follow the

Way of Waha, so beasts they kill do not return to Eiritha. Thus, they diminish the world. Wounds and bruises received from battle with them often cannot be healed, even by the priestesses. Captives taken are sacrificed in gruesome ceremonies.

Most Dark Eater worshipers are not the evil monsters depicted in stories. Most follow the Way of Waha, using Peaceful Cut when they hunt or butcher herd beasts. Only the few actively anti-Waha members go out of their way to disrupt and destroy the Way of Waha. Most are exiled by their clans, occasionally forming bands of renegades who haunt the Wastes, preying upon anyone they meet.

Most worship sites are shrines; only among Morocanth are the equivalent of Minor Temples found, and then only in winter. Dark Eater's only permanent holy spot is a dark cave near the Pairing Stones, known to be the spot where he first entered Prax from the underworld. Shrines to Dark Eater provide **Create Shadow**.

## WAY OF THE DARK EATER

Worshippers of Dark Eater are generally of two types. More common are initiates who have a parent that is a member of the cult. Such initiates are generally more concerned with tribal matters, and are accorded the same respect as other morocanth, even those who worship Waha or Eiritha.

The second group consists of those who have forsaken Waha, and have left his religion to join Dark Eater. This normally occurs because of traumatic events in the morocanth's life, usually caused by the Waha way of life (constant raids for herds, etc.). Such initiates are often looked on as renegades, though other Dark Eater worshipers respect their fanaticism and devotion to the dark god, since they have survived attacks by Waha's dread spirit of reprisal. Such initiates are usually older than new ones, with more skills, and so rise quickly within the cult. Rarely, a female morocanth will reject Eiritha in the same way, often because she is barren, and thus incapable of fulfilling her role within the mother goddess.

Because the children of Dark Eater worshipers cannot join Waha or Eiritha, most become slavers or warriors like their parents. Many clans have semi-formal warrior societies, but worship is as often

the province of certain families.

Worshippers of Dark Eater view Waha as an enemy, but Eiritha is seen as a potential mate, the source of all Life. In many clans, Eirithan priestesses do not favor worshipers of either Waha or Dark Eater, so long as they do the work needed by the clan.

Dark Eater has a dislike of all gods of fire, in particular Yelorna the Sun Daughter, who often fought him in the Darkness. The Sun Daughter is hated because she brings light into the realm of Lady Night, where there was supposed to be only darkness. The Lunars are mistrusted by most morocanth, and hated by many, for the same reason.

## RITUALS AND HOLY DAYS

Dark Eater's holiest time is the night of Freezeday during Disorder Week in Dark Season. This is the start of winter, and is marked by the appearance of the constellation known to the Orlanthe as Ice Palace above the northern horizon. The preceding weeks are filled with greater than normal raids seeking captives and herds to sacrifice to the dark hunger of their god.

Other holy days are celebrated among the Morocanth on the Wilddays of Death and Disorder Weeks during the Praxian Winter. On these two holy days, worshipers perform raids against other tribes, seeking to steal herds in celebration of Dark Eater's capture and imprisonment of the Protectresses in the Darkness. There are no holy days during the long Praxian summer, when Waha and Bright Treasure ensure that no forces of darkness enter Prax.

Dark Eater is an ally of the Storm Bull against chaos, and so his worshipers occasionally fill roles in the Bull's rituals. In particular, any Storm Khan can call upon Dark Eater for aid against chaos, and his worshiper must give aid. Some Waha rituals also include Dark Eater, and captured morocanth are understandably preferred by the tribes to fill the role of this ritual foe.

## CULT MEMBERSHIP

If a morocanth has at least one parent who is an initiate of Dark Eater, he may join if he has one cult skill at 50% or better, by sacrificing a point of POW. Other morocanth must pass the usual test; skills tested are a Weapon Attack (usually a natural weapon), Ceremony, Dodge, Martial Arts, and either Bind Captive or a second Weapon Attack. A candidate must not be a shaman. Humans are never initiated by the Morocanth, and trolls never join this cult.

Dark Eater initiates may never become initiates of Waha; if they are already they must reject him, and can join Dark Eater if they survive Waha's Spirit of Reprisal. Initiates of Dark Eater are not required to forsake the Way of Waha and the Survival Covenant, though some do. More than other morocanth, worshipers of the Dark Eater are likely to actively train with weapons.

Initiates of Dark Eater may not marry initiates or greater of Eiritha or Waha. Their children can only do so if they worship an acceptable deity instead of Dark Eater, such as Storm Bull). These restrictions come not from the Dark Eater cult, but from the Waha and Eiritha hierarchies, and have no exceptions.

Initiates of Dark Eater are forbidden to learn Bladesharp or Light; if either is known it must be forgotten. Darkwall is often taught to initiates for free. Other favored spells are Beslave, Bludgeon, Demoralize, Fanaticism, Ironhand, and Silence; all common spells (except Bladesharp and Light) are available from shamans. Worshipers may not call for Divine Intervention.

A Praxian can give temporary worship to Dark Eater if allowed by a Waha shaman (only) who has contacted him. Such worship does not count as initiation. See **Miscellaneous Notes** for details.

### NEW COMMON SKILL

#### Bind Captive

*Manipulation skill* *base 10%*

This skill is used to bind a humanoid creature quickly (in 1 melee round) with a rope or thong so that the captive cannot escape. It only works against subdued, incapacitated, unresisting, or otherwise passive targets, including those affected by **Beslave**. It cannot be used to bind beasts or creatures with radically different body types.

On a normal success roll, the captive can only escape by rolling under his DEXx1 on 1d100 after two full turns of obvious struggle. On a special success the captive cannot escape without aid. If the Bind Captive roll fails, the captive can escape by rolling under DEX x5 on 1d100 after each full turn of (inobvious) struggle, while a fumble indicates the captive is not held at all (and this may not be known to the captor, at the gamemaster's option).

The skill is common to cults or cultures which deal with slaves, and to many merchant cults. In Prax, it is the specialty of the morocanth slavers who worship Dark Eater, although the version they learn is different than that learned by humans (because of their lack of thumbs). The morocanth version has a base success chance of 0% + Manipulation Bonus, but can begin with a positive score.

## SHAMAN MEMBERSHIP

Although they normally take any tribesman as a student, shamans of Dark Eater prefer initiates of the cult as assistants. When an initiate becomes an assistant, he or she must give up even casual membership in the cult of Waha or Eiritha (as appropriate).

Assistants follow the standard procedures to become shamans. In addition to the normal skill requirements, they must know two of the following skills at 50% or greater: Bind Captive, Martial Arts, any natural Weapon Attack. The spirit faced is Bright Waha, which is identical to the Bad Man in most respects.

In addition to the normal benefits of their status, Dark Eater shamans have access to reusable Divine spells. They may not bind Fire or Light spirits to their fetch or into any binding object. Fire and Light spirits and spirits of Praxian herd animals (except herd men) are always hostile, while spirits of cold and darkness are often friendly. Other spirits (including herd man spirits) are usually neutral.

**Divine Spells available:** Command Shade, Create Shadow, Darksee, Divination, Fear, Sanctify, Seal Wound, Summon Shade, Worship Dark Eater

## SPECIAL DARK EATER SPIRIT MAGIC

### Beslave

3 points

*ranged, temporal*

This spell is similar to **Befuddle**, but may only be cast on a sentient creature. If the caster overcomes the target's magic points with his own, the target loses any ability to think consciously, effectively reduced to Fixed INT for the duration of the spell. During this time, the target may run, fight, eat, etc., but can only react to information he gains from his senses.

To the casual observer, even other Praxians, this spell's effects are more or less indistinguishable from **Fix Intelligence**. This is one of the sources of the common Praxian belief that the Morocanth routinely turn captives into herd men, a practice which is actually quite rare because of the high cost in magic of that Waha ritual.

## SUBSERVIENT CULTS

### SPIRIT OF REPRISAL

Those who betray Dark Eater are visited in their sleep by the Dark Nightmare. It has a POW of 4d6, and attacks in Spirit Combat. However, the victim loses 1d3 POW per successful attack in addition to magic point loss. It stays for two rounds of combat, then disappears, though it might reappear again in the future depending on the nature of the apostate's crimes.

Shamans who betray Dark Eater remain subject to attacks by Bright Waha, and are still unable to deal with spirits of fire or light. They are plagued by nightmares, and are attacked at least seven times by the Spirit of Reprisal as described above.

## ASSOCIATE CULTS

### STORM BULL

Dark Eater aided Storm Bull in his battle against the Devil, and so ensured his place in the new world of Time. For his aid, Storm Bull gives his **Face Chaos** spell to his ally.

### ZORAK ZORAN

Shamans and initiates of Dark Eater are considered to be initiates of Zorak Zoran when in troll lands, and the reverse is true of trolls among the Morocanth. However, they cannot sacrifice for the spe-

cial spells of the other religion. Thus, a morocanth cannot sacrifice for **Crush** at a Zorak Zoran shrine, nor can a Zorak Zoran troll sacrifice for **Create Shadow**, though a Dark Eater shaman could renew **Fear** (a shared spell) at an appropriate Zorak Zoran site.

Worshippers of Dark Eater admire trolls, and a Zorak Zorani among morocanth can generally do as he or she pleases, though the morocanth will of course defend themselves and their families. If the troll eats any of the morocanth's food (especially living herd beasts), he can be required to aid the morocanth in return. For their part, trolls view worshippers of Dark Eater as no better or worse than human worshippers of Zorak Zoran.

## MISCELLANEOUS NOTES

### SPIRIT CULT WORSHIP

Dark Eater is one of the Great Spirits of Prax, and so is sometimes worshiped by Waha shamans. Such worship is rare, as all Praxians dislike and fear the dark god of the trolls.

Dark Eater can only be contacted by Waha shamans at his altar near the Pairing Stones. The ceremony must be held at night on one of his holy days (but not his high holy day). Warriors dedicated to Pole Star, Sun Daughter, or other fiery spirits are stationed around the perimeter of the site to guard against the spirits and creatures of darkness that often come to disrupt such worship. Trolls are common foes on these nights, and even morocanth can be found trying to keep their god's secrets for themselves.

For the summons to be successful, Dark Eater's great hunger must be satiated. Although about 10 human captives will satisfy him, most tribes forbid human sacrifice, and drive a small herd (about 20 bison, 50 impala, or 80-100 herd men) into his gaping maw.

Once Dark Eater has been contacted, the shaman must hold a worship service for him again on each of his holy days, though such worship can be held anywhere in Prax. At these times he must again be fed, though he is usually satisfied with a smaller meal. Since Dark Eater has holy days only in winter, worship of this spirit invariably ends with the coming of summer.

Dark Eater provides **Create Shadow**. As a Great Spirit, he also provides **Command Shade** and **Darksee** if the worship ceremony is marked by a special success roll.



# STYGIAN SORCERY

## *New Spells for Trolls and other Things That Love Night*

### Call <Species>

*ritual Summon spell, ranged*

This ritual sends out a silent summons. All members of the specified race within range whose magic points are less than the spell's intensity will feel a compulsion to move towards the caster at their normal movement rate; no resistance roll is necessary. This compulsion persists for as long as the ritual continues; if the ritual ends, the compulsion ceases. Intelligent members of the species will feel the Call, but are **not** under the compulsion (although nothing prevents them from investigating the Call on their own)

The species affected must be specified when the spell is learned. It must be physical, complete except for Fixed INT. No versions of this spell exist which Call species that are normally sentient. This spell could be learned to Call a specific, unique being (such as the Crimson Bat, for example), as long as it was of Fixed INT. Such a spell would have to be developed by an individual sorcerer, and thus would be extremely rare.

Among troll sorcerers, all sorts of **Call <Insect>** spells are common, as is **Call Spider**. Other spells are extremely rare among trolls, even for other darkness-related creatures, such as scorpions or bats.

### DARK EATER'S HUNGER

Like all of the Great Spirits of Prax, Dark Eater is called upon by the beast riders for divine aid. However, most Praxians would agree that Dark Eater is the worst of the lot (excepting only Malia, of course).

First, Dark Eater was defeated by Waha, but never tamed (as were the Wildfire and the Wild Hunter, and even the Wild Waters). He maintains his rights and place in the land, and is not subservient to the Founder. This is true of Malia as well.

Also, and perhaps because of this, Dark Eater and Malia are not considered natural creatures. When a human kills a herd beast, he must use the Peaceful Cut ritual to return the animal's spirit to Eiritha's Womb. This is because the death he deals is not natural; it is a new thing taught by Waha and Foundchild during the Weeping Time. When a herd beast dies a more natural death, such as to a leaping bear, or if consumed by Oakfed or Zola Fel, its death is part of the natural order, and its spirit returns to Eiritha. When a herd beast is eaten by Dark Eater, however, its death is not natural, and the spirit never returns. The hunger of Dark Eater diminishes all life.

Similarly, the devastation brought by Dark Eater has the sole purpose of Death. When the Wildfire rages across the chaparral, new life sprouts in its wake. When Dark Eater rages, nothing is left. Dark Eater's hunger is endless. When the Wildfire burns, its hunger increases until it runs out of fuel, then stops. When Dark Eater has eaten everything around him, his hunger continues, so that the ground, the sky, even the stones and spirits are taken to try to fill his hunger. Left unchecked, Dark Eater would devour all the world.

Thus, in Prax, all of the Great Spirits are feared. But, though Oakfed and the Wild Hunter are more common, Dark Eater is feared more, because he is more horrible.

### Create <Wraith>

*ritual Enchant spell*

There are three versions of this spell, each creating one of the types of wraiths described in *RuneQuest*; the type of wraith created must be specified when the spell is learned (i.e., to see if it attacks INT, STR, or CON). Enough levels of intensity must be used to equal the victim's POW, or the ritual will fail. The caster must also sacrifice a single point of POW.

Create Wraith must be performed over a newly-slain corpse. It forces the creature's soul to appear as a spirit and attack the caster in Spirit Combat. If the spirit is able to reduce the caster to 0 magic points it is free to go on to its normal afterlife. If it is reduced to 0 MPs, however, the caster may bind it to the spot where its body lies. The caster gains no command over the wraith, though he may cast **Dominate Wraith** if he knows it.

The wraith retains its INT, and has magic points equal to its former POW. Its CON stays the same, and can be increased by 1 for each additional point of POW sacrificed by the caster.

### Deaden Sound

*ranged, passive, temporal*

This spell creates an immobile area within which sound will not carry; spellcasting makes no noise, but works normally unless the spell requires sound to work (such as Truetune).

The area affected is 1 meter in radius per level of intensity used. Creatures using sonar or Darksense within this area are "blinded," taking a -75% to all hearing-based skills (including combat and Dodge).

Spells which cause a specific sound effect (such as Phantom Sound or Illusory Sound) must match their intensity or magic points against the spell, with the losing spell being Neutralized. This spell is a specialty of sorcerers in Ralios near Guhan and Halikiv, and of the Sedalpists of northern Pamaltela. It is not known by trolls.

### Enhance <Sense>

*ranged, passive, temporal*

The sense enhanced must be specified when the spell is learned. Each level of intensity adds 5% to all skills for the affected sense: Scan, Search, and Track for vision; Listen and Darksense for hearing; Scent, Track, and Krarshtkid Hunger Sense for smell; etc. If applicable, the effective distance will be divided by the levels of intensity of the spell (with effects similar to Farsee).

Among troll sorcerers, **Enhance Darksense** is most prevalent, of course, but **Enhance Hearing** is nearly as widespread, and **Enhance Smell** and **Enhance Taste** are also common. **Enhance Sight** and **Enhance Touch** are completely unknown to the uz.

### Project Shadow

*range special, active, temporal*

This spell fashions the caster's shadow into a duplicate of the caster, and sends it as the caster directs. The spell may be ended

at any time, returning the shadow to the caster's body; in any case, it ends once the Duration has expired. The caster may only use this spell on himself.

The spell's Range determines how far the shadow can be sent from the caster's body. The shadow moves at a speed of 1 per level of intensity of the spell, and is visible as a dark, shadowy figure, dim in very bright light, and completely invisible (but not undetectable) in deep shadow or darkness.

The sorcerer may use his senses and cast spells through the shadow, but has no awareness of his body until the spell ends. Spells cast **against** the shadow affect the caster; spells which do physical damage do not harm him, but end the spell if the damage inflicted overcomes his magic points. The shadow is not subject to Spirit Combat or spells which affect spirits only. Spells which block magic (such as **Spell Resistance**) affect the shadow, usually preventing passage if strong enough.

If the shadow is captured or destroyed (both of which are difficult), the caster will have no shadow; in the case of destruction, this is permanent. While this has little effect in game terms, it will usually have severe social consequences.

### Resist Detection

*ranged, passive, temporal*

The recipient of this spell will be protected from detection by any kind of magical spell or sense; normal senses are unaffected. The magic points of the detecting spell (or of the creature in the case of a skill such as **Sense Assassin**) must be matched against the level of intensity of the Resist Detection. If unsuccessful, the recipient is not detected. Even **Detect Magic** must succeed in this roll, although spells such as **Second Sight**, **Soul Sight**, **Mystic Vision**, **Analyze Magic**, and **Divination**, which do not actually detect the **presence** of the item or creature, are unaffected by this spell.

Resist Detection may be stacked with **Protective Circle**.

### Shadow

*ranged, passive, temporal*

This spell creates an area of darkness anywhere within range. The darkness covers an area 1 meter in radius, and is equivalent to night under a full moon. Each level of Intensity increases the radius by 1m or increase the effect of the darkness: 6 levels is the equivalent of a moonless night, 9 levels of a starless night, and 10 levels is absolute, pitch darkness (and so blocks **Catseye** and similar spells). In game terms, each level of intensity **after the first** reduces sight-based skills (including combat) by 10%, **with no maximum**. This includes the caster's skills. Creatures which can normally see in the dark, or which have equivalent skills (such as troll **Darksense**) do not suffer these penalties.

Once the spell is cast the area may not be moved (unlike **Glow**). If **Glow** is cast on an area covered by **Shadow**, or vice versa, the two spells match their intensities on the resistance table; the losing spell is **Neutralized**. **Spirit Magic**, **Light** and **Lantern** cannot be cast within an area covered by **Shadow** unless the total magic points exceed the intensity of the sorcery spell; this does not **Neutralize** the

**Shadow**. Divine spells which cause light (such as **Sunbright**) can be cast, and will **Neutralize** the **Shadow** if the total magic points exceed the **Shadow's** intensity.

### <Snare>

*ranged, passive, temporal*

This spell sends out a magical snare to entrap one target. The snare has 1d6 Armor Points per level of intensity. No Attack roll is needed, but the caster must overcome the target's magic points with his own for the spell to take effect.

If the caster is successful, the target is entangled by the snare. The snare's APs are used as its STR and as its HPs. One Hit Location of the target will be entangled for each level of intensity used, rolled randomly; free locations may be used to try to escape or attack the snare. See **Troll Gods**, pp 14-15, for rules on nets and other entangling weapons..

The nature of the Snare must be determined when the spell is learned: webbing (the only form common to trolls), ice block, grasping hands from the earth, etc. When the spell's Duration ends, the snare dissolves, melts, crumbles, or otherwise become useless. This also occurs if the Snare is **Neutralized**.

### Walk Unseen

*touch, active, temporal*

Each level of intensity renders 1 SIZ of a single object invisible; the entire object must be covered or the spell will fail. If the target is unwilling, its magic points must be overcome by the caster's; spirits bound into inanimate objects generally cannot resist. Anything made invisible is invisible to itself as well; if unfamiliar with this state, all skills (except Communication and Knowledge) are halved for 10 minutes. If the recipient attacks or casts a spell it becomes visible; the caster must make a Concentration roll to continue to maintain the invisibility after the object ceases the activity; if the roll is failed, the spell ends immediately.



DARK TROLL TELLING A WIZARD HE DOESN'T BELIEVE IN MAGIC!

# BY ALL THE GODS OF HELL

## *Excerpts from the Gloranthan Encyclopedia, a Work in Progress*

Entries were selected based on a search for the word "underworld."

**Alkoth.** A large city of Dara Happa located at the confluence of the Oslir and Erinflarth Rivers, and surrounded by the land of Henjarl. Alkoth is most significant as part of the ancient Dara Happan Tripolis, wherein it was the City of Below, ruled by Shargash. Alkoth is surrounded by a huge green wall which is a single piece of stone. Entries go under the wall. Inside Alkoth is a piece of the Underworld, which all mortals naturally fear. From it, in the modern age, come frightening battalions which each wield some special form of terrible death. Alkoth is surrounded by wide lands which were once marsh, but are now rice fields and boat canals.

**Antirius.** God of Justice and Righteousness, worshiped by many Dara Happan soldiers, and the Emperor. He is also God of the Sun-spear, a powerful battlefield weapon. Antirius was originally worshiped as "He Reaches Down," the life force of Yelm Above descending to the earth. He is one of the Portions of Yelm, the power of divine justice. When Yelm was slain, this power remained behind as Antirius. This god protected the Anaxial dynasty until, at last, he too was extinguished. Antirius then resided in the Underworld with his Emperor until he returned to the sky world to prepare the way for Yelm. For years Antirius was the Sun until true Emperor Sun rose into the sky. Since then Antirius served Yelm and humankind as intermediary between them, bearing the divine solar power to earth to serve the righteous, and bringing the prayers of the righteous to the attention of Yelm. During the draconic rule of the Empire Age the vast hordes of Dara Happan commoners rejected his worship, leaving active worship to the army and emperor.

**Argan Argar.** God of Uz Above, worshiped by all uz who live above the surface. Priests of Argan Argar are the merchants, spokespeople, and explorers for the normally subterranean race. He is the son of Xentha and Ukorgo. Argan Argar courted the goddess Esrola and for her raised the great castle called Akez Loradak, which was in Kethalela. He left it to his great son, Ezkankekkko, when he departed to live in the sky, to oversee the house of his mother.

**Bijiif.** God of the Dead, recognized wherever Yelm is worshiped. This god is one of the Portions of Yelm, being the ghost of the Emperor which limped to the Underworld, and was later reconnected with the other parts in the Underworld. It is also sometimes used as a title of Shargash, the god of destruction, when he is seen in his role as Lord of the Dead.

**Chermata.** One of the Pamaltelan Three Sky Witches, and Pamaltelan name for Derdo [*the Storm Age name of Lokarnos*]. They call it the Fat God, who was slowly sapped by others in the Darkness, making him get skinny and slow before disappearing altogether.

**Darkness.** One of the Five Elements, and the first from which all others rose. It is perceived in several ways. 1. *Empty Space*, within which the other materials were formed. This is basically the uz view, wherein Dehore is the Moving Emptiness. It develops form and is finally Kyger Litor. 2. *Prima Materia*, out of which all inferior mat-

erials developed, being most often said to be successively Water, Earth, and Fire. 3. *Spirit or Ghost*, being the unseen part of oneself, usually portrayed as a part which goes to the underworld, or world of darkness, after death. 4. *Emotions*, since Desire is the origin of all feeling, yet can never be truly understood.

**Dendara.** Good Goddess, wife of Yelm, worshiped in Dara Happa by women of the upper class. She is a daughter of Jernotia, and sister of Gorgorma and Oria. Yelm chose to marry Dendara because she was the perfect wife. After their marriage her palace of Entekos was built, lower than the Eight Original Planets, but up in the sky realm. She is the mother of Murharzarm and the gods of the Eight Original Planets, of whom Buserian and Shargash still live. When her husband was slain Dendara followed him into the Underworld, although Entekos continued to care for the crumbling edifice of her planetary palace. Dendara now lives in the Sun Palace, and visits Entekos on occasions.

**Derdromus.** Pelandan god of the Underworld who was defeated by Turos. Derdromus had imprisoned Oria and her sisters, but Turos overcame him. The Dara Happans call him Deshlotralas.

**Deshkorgos.** Monster God of the Dara Happans. When Lodril conquered the Underworld he overcame Deshkorgos and imprisoned him in Ershkintu, the deepest part of the Underworld. Deshkorgos and his demons of hunger, madness, fear, and disease can be freed only by Lodril. He is Keeper of the Fourth Underworld.

**Deshlotralas.** God of the Third Underworld. He was defeated by Lodril and placed in command of the servants of Lodril's Underworld house. Identified with Pelandan Derdromus.

**Edzaroun.** The Black River of the Underworld which separates life from death. It is called by surface dwellers the River Styx.

**Enjata Mo.** One of the Pamaltelan Three Sky Witches, and Pamaltelan name for KataMoripi. She rose into the sky after Cronisper fell, being his wife in a widow's veil and robe. She hobbled across the sky and underworld in the Storm Era, taking morsels of meat which she found to her husband. She got darker and darker, and one day simply was no longer visible.

**Entekos.** Goddess of the Middle Air, and Planetary Goddess. Entekos was the Palace Keeper for Dendara, elevated to her position when Dendara was wed. When Dendara went to the Underworld so did Entekos, but Entekos rose again in the Storm Age, called at that time KataMoripi. She is the mother of Lokarnos and Vendara. She ascended again during the predawn Planet Rise. Her current altitude marks the boundary between the lower and middle air. Entekos is her Modern Age name. She is on the Gods Wall.

**Enverinus.** God of Fire throughout all Dara Happa, and one of the Portions of Yelm. Before Yelm was killed all fire in the Golden Era was perfect and pure, combining all of the essences of fire. When Yelm was slain the different fires separated, and Enverinus was the

flame that burns, warms, and lights. He took to wife Hulo, and they made many burning torches, which they distributed to all the good people to help them. Enverinus and Hulo were inseparable, and when Hulo was taken away by demons in the Darkness, Enverinus died too. They were finally reunited in the Underworld, and when they found each other flames burst out and lit the Darkness. This was the start of the reassembly of Yelm.

**Eurmial.** God of theft, deceit, and unfaithfulness, worshiped in Orlanthi lands by misfits and troublemakers. Eurmial is responsible for many of the woes of the world, including death and illness, loneliness and hunger. But Eurmial swore loyalty to Orlanth, and he also showed the way to the Underworld. He is a shape changer, a rule breaker, a sex changer, and a glutton.

**Ganesatarus.** God of Evil, recognized by the Cammanians and Lunars. Ganesatarus was spontaneously created as an insect when Idovanus, the Creator, looked away from the place of his creation. Ganesatarus was one of many small deities at first, and grew to great power only when Idovanus withdrew to the Above World. Since then, Ganesatarus has sent many powerful manifestations and creations to plague Glorantha. He was worshiped by some evil sorcerers in the Darkness, and afterwards by malcontents and chaos things. The Cammanian Magi alone claim the right to worship this god, and then only by command of their Shah. Though acknowledged by the Lunar Goddess, he is not worshiped actively in the Lunar Empire.

**Gorgorma.** Protective Goddess of women, worshiped in Dara Happa by most women. She is a hideous monster to whomever would harm women, covered with mouths, wearing skulls and penises as trophies, and pleased only when destroying something. However, to whomever would not harm women, she looks a lot like her sister Dendara, but instead of being white she is black. She appears on the Gods Wall among the Underworld Deities.

**Hell.** Another name for the Underworld, generally the parts which are terrible or unpleasant to the speaker. Thus, a paradise for the uz is a hell for the sun worshipers who find themselves there.

**Ivinareshesh.** The deep, dark unmoving sea of the Underworld. A refinement of Zaramaka that became Edzaroun, the Black River, and finally Dreneelo, the Deep Pool where wisdom is kept.

**Jeset the Ferryman.** One of Seven Sacred Uz Ancestors. He is the first child of Korasting. When the uz were departing their original home he invented the first boat to ferry them across the River Styx. He also ferried Yelm and Grandfather Mortal across, as well as Orlanth and the Lifebringers, and he still performs that task for all who cross the river into the Underworld. His son is Kogag the Boatman.

**Korasting.** One of Seven Sacred Uz Ancestors. Daughter of Kyger Litor, Korasting is the mother of three Sacred Ancestors, Jeset, Hombobom, and Boztakang. She had over a thousand other children during her time in the Underworld. As the Mother of Many, she is favored by Kyger Litor. Some say Korasting was slain when Nysalor wounded Kyger Litor so that the uz bore trollkin afterwards.

**Kyger Litor.** The Devourer, Goddess of the Underworld, and Ancestress of the uz. She is worshiped by nearly all uz. Kyger Litor formed from the hungry darkness, and shaped the underworld around her. She claims to have made all the underworld deities,

and to be the eventual recipient of them as well. Kyger Litor is actively worshiped by the uz, usually through one of the Seven Sacred Ancestors. In troll mythology she is undefeated, and even in Orlanthi and Yelmic myths she is rarely defeated by her foes.

**Lifebringers.** The Lifebringer Myth is the Dawn Age version of Orlanth's great quest to return life to the world. Motivated because Ernaldia is absent, Orlanth musters his companions and sets off to the Western Gate, through the Underworld to Asrelia's Den, which is ruled by dead murderers. Orlanth performs sacrifice, and they awaken enough to help spread the Net of Being so that when Wakboth appears he is bound, killed again, and devoured by Arachne Solara.

**Shargash.** God of Destruction and the Underworld, worshiped in Dara Happa by inhabitants of Alkoth and some soldiers. Shargash was one of the Eight Original Planets, and the only one who still survives, as a great red planet. After Yelm was killed Shargash avenged his death by slaying everyone and everything Shargash for it. Then he destroyed the world and collected all the pieces in the Underworld so that Yelm could reassemble it in a better way. Shargash is still the Guardian of Yelm, whom he obeys perfectly. His city, Alkoth, is a gateway to the Underworld.

**Sramak.** God of the Primeval Ocean, worshiped by all Sea Beings. Sramak is the Body of Zaramaka, the One Water from which all other waters have sprung. Sramak separated the Underworld from the Earth, and thus he is sometimes called the Waters Beneath the Earth. In partnership with Framanthe, Sramak begat the various bodies of water which are around, upon, and within the earth.

**Underworld(s).** The space beneath the earth and sea. The Underworld exists primarily in relation to the Upper and Surface Worlds. It is a non-material realm, as shown by the fact that its roof is the material world far overhead. It is not neatly organized, and successfully defies logic and fairness in understanding it. Each religion has its favorite or condemned places in the Underworld, and deities who rule in those regions often do so with absolute local power. Yet some deities hold more sway than others, and some principles hold true more often than not, thereby providing this rough structure.

The underworld has several layers, ruled in descending order by Turos (within the earth), Bifif (being generally the Lands of the Dead), Kyger Litor (the darkness deities' own realm), Subere (beneath which no waters lie), Nakala, and then various mystical entities. Within each of these are often layers and subdivisions.

**Vaneekara.** One of Seven Sacred Uz Ancestors. A daughter of Kyger Litor, Vaneekara is called the Hurler. In the Underworld she would take the enemies of her mother and throw them wherever Kyger Litor instructed her, thereby creating many of the greatest landmarks of that dark world.

**Zorak Zoran.** God of destruction and vengeance who is worshiped by uz everywhere. He rose from the horde of nameless darkness entities to become one of the greatest. He resisted the dead Yelm and was burned, but cut the invader god so he was crippled, then fled upward to guard the rear of Kyger Litor. On the Surface World he led many uz and cleared the land of the humans who resisted. Zorak Zoran went with the legions of night and knocked stars from the sky. He robbed the fire gods of their fire. He fought against chaos, and at the Great Victory he killed Krijalk, and stripped Wakboth and Kajaboor of their followers. He never leaves any wrong unavenged.



# THE SEVEN HELLS

## *Jonstown Compendium, #39,652*

The First Hell is that of the Dark Waters, ruled by Adzurana, Daughter of Darkness and Mother of Oceans, whom humans call Styx. Adzurana is invoked as upholder of oaths, and is the mother of many types of Furies. Near this Black Pool the Twin Shadows were born, for its inky depths contain both the Waters of Solace and the Acid Baths of Hate. Upon this Black River the Ferryman of Death plies his trade, and over it the several Bridges of Death cross, whether the width of a blade, made of bones, or paved with good intentions. Across this Dark Ocean Kogag's Black Fleet sails, eternally warring with chaos and the ghostly Waertagi. This is a common place for uz heroquests to begin, for Jeset the Ferryman is one of the Seven Sacred Ancestors of the trolls. All trolls cross this body of water at least twice in their life: once when they are born, and once when they die.

The Second Hell is the realm of Mother Night, ruled by her son Argan Argar. Here can be found the many demons of darkness called Dehori. Here too live Xiola Umbar and the Blue Moon Goddess, who was a child of Night and Adzurana. Many paths through the Underworld begin here as well, even

for uz, for the realm of Lady Night spills out into Komor every night, and returns each morning when the Enemy's Eye once again shines upon the world.

The Third Hell is called the Waiting Ground or Grey Hell by humans, and Outer Womb by the uz. It is drab and dreary, even by troll standards, a place where the souls of the dead are better off if they drink from the Well of Forgetfulness upon their arrival, for they have no chance of a return to Life until they do. Nothing makes noise, acts, or moves unless an outsider forces a change to their mindless, gibbering existence. This does not happen often, but very powerful uzuz sometimes come to this realm from the Inner Womb, to hunt souls. The Outer Womb is ruled by Zugorteg, the Darkness within Earth, whose servants also populate the realm. Anyone who travels deeply enough into the body of the earth will find themselves here.

The Fourth Hell is the Troll Paradise, called Inner Womb by the uz. It is ruled by Kyger Litor, though it is not her original home, and so is not called Wonderhome. This land, filled with quiet shadows, still pools, and plentiful food, is where the uz go after death to await their rebirth. It is as close to a paradise as can now be found in the world. The ancestors which we summon from here are mighty, for all the Great Ones that have died are there. All good uz go here when they die, to live with blessed Korasting until she sends them back to Life.

The Fifth Hell is called the Burning Prison, but is better known as Bright Hell, for it is the place where the Enemy Bright Eye goes each night, sailing upon his golden barge across the blissful realm, attended by his minions and worshipers. During the day, his Burning Prison travels through the sky, eternally torturing the uz. In his wake lie eternal light and happiness, held hostage for his return. These are the source of bliss for many human dead, bound in Hell by the net of Arachne Solara and the promises of their Lord. Kyger Litor ruled here before the Darkness, but was driven to the Surface World when Yelm first died.

The Sixth Hell is the War Hell, ruled by Zorak Zoran. Here dwell the worshipers of that deity, whether they were troll or human. They practice eternally for raids or defense against the chaos which lies beyond the Boggle Range. This realm is marked by the Forest of Lights, where dead fire spirits happily aid Darkness against Chaos. Also in this realm stands a great truestone statue of Kargan Tor, war god of the Celestial Court, and this relic is called by worshipers the Foundation of the Universe.

The Seventh Hell is known by many names: Ratslaff's Rocks, Boggle Range, Rokotor's Dungheap, Disorder Deep, and the Uncertain Realm. A few defenders of all types reside here, but most of the realm is mutable and frightening, capable of any act of change. No god can rule or keep order here, where chaos is but a step away. In the lowest part of this land is a gateway called Arrquong, which has only been breached twice, once by mighty Boztakang looking out, and once by foul Wakboth coming in.

Beyond the Seventh Hell is only chaos.



# THE BOOK OF DRASTIC RESOLUTIONS

## *The Cult of Kyger Litor*

### ON KYGER LITOR

Welcome to *The Book of Drastic Resolutions*! There was really never any doubt in my mind that I would publish a new version of the Cult of Kyger Litor in Volume Darkness. I imagine I'll be blasted by some people for including it. Still, I understand the possibility was greeted at *Convulsions Goes Fourth* with much enthusiasm. And what the fans want, they get!

Discounting the outline which appeared in *Gods of Glorantha*, this is the sixth distinct version of Kyger Litor written, and the eighth published (in English, anyway). For those few who might be interested, I include a brief history of the cult below.

I had a number of reasons for wanting to publish a new version of the cult. First of all, a book about trolls simply would not be complete without it! However, as the rabid fan reaction to the multiple printings of Kyger Litor for 3rd edition *RuneQuest* shows, this reason certainly is not enough. More importantly, I saw an opportunity to correct what I saw to be problems with the existing cult write-up.

As presented, the cult is too standard, too *human*, for my tastes. It does not take into account the many differences between trolls and humans, nor the nature of troll religion. It ignores the Seven Sacred Ancestresses completely, yet as an Ancestor Worship cult these entities should be integral to the religion. I also saw little purpose in the acolytes of the cult. Finally, I felt the need for there to be variations in the cult structure and spells between troll lands, for each has had different historical and mythical events which have shaped their interpretation and worship of the Greatest Mother.

In the end, I was able to correct all of these problems with a single change to the cult structure. Rather than just print a four-page "Notes on the Cult of Kyger Litor" however, I decided that a full write-up would be most appropriate; it allowed me to integrate the changes I had made more fully into the cult. Besides, Volume Darkness was already 112 pages!

### A HISTORY OF THE CULT OF KYGER LITOR

#### 1st Edition RuneQuest

- v. 1.0 (shortened), *RuneQuest* (1st edition)
- v. 1.1 (full length), *Cults of Prax*

#### 2nd Edition RuneQuest

- v. 2.0 (shortened), *RuneQuest* (2nd edition)
- v. 2.1 (full length), *Trollpak*

#### 3rd edition RuneQuest

- v. 3.0 (cult outline only), *Gods of Glorantha*
- v. 3.1 (full length), *Trollpak*, *Troll Gods*, *Elder Secrets*
- v. 3.2 (full length), *The Book of Drastic Resolutions*, Volume Darkness

#### Additional Material

- "The Ritual of Kyger Litor," *Jonstown Compendium* #270,173 (*Troll Gods*)
- "The Birth of Arkat Kingtroll," *Jonstown Compendium* #270,173 (*Troll Gods*)
- Skin Broo (ritual spell), *Lords of Terror*

I very much enjoyed the non-standard approach which the Seattle Farmers Collective took with their Shargash write-up in *Enclosure I*. Because of this, I have made some changes to the structure of the Kyger Litor cult, as compared with most *RuneQuest* publications. The Cult in the World has been divided into *Cult Distribution* and *Cult Organization*. Similarly, *Cult Ecology* has been split into *Cult Beliefs* and *Rituals and Holy Days*. The greatest change, however, is in the cult levels. Acolytes and Priestesses are redefined (greatly changing the available Divine spells). Karrg's Sons have some minor changes also, as do some of the spell descriptions.

I thought about soliciting Greg Stafford to declare this version of the cult as "official." He and I have discussed the subject a few times, and he seemed generally in agreement on the changes I suggested. However, the hoped-for publication of *Hero Wars*, the new Gloranthan role-playing game, made me decide not to ask, since I understand he has plans to publish another version when the troll supplements come out.

### ON SUPPLEMENTAL MATERIAL

This insert contains a number of other articles, intended to expand or supplement the cult write-up. Paul Heinz wrote a very insightful article on the role of male trolls in relation to the Karrg's Sons of the Kyger Litor cult and the worshipers of Zorak Zoran. It appeared on the *RuneQuest Digest* in 1994 or so, and I include it here little changed.

James Frusetta has been invaluable in the preparation and writing of this book. He co-wrote many of the articles, and provided comments on most of the others. He also took a large number of email messages on various subjects (mostly between Joerg Baumgartner and myself), and distilled them into a number of excellent articles. Most of these appear in Volume Darkness, but a number of notes and thoughts about the nature of Death to trolls are included on the last page of this insert.

#### Cult of Kyger Litor

*Stephen Martin, Steve Perrin, Sandy Petersen, Greg Stafford*

#### Report of a spirit journey by a shaman of Whalebone Island, A curse of the Aranea cult

*Chaosium, Inc.*

#### The Good Son

*Paul Heinz*

#### Uz and Death

*James Frusetta and Stephen Martin*

#### Illustrations

*Makoto Hokura: pg ii; Dan Barker: pg vi; Simon Bray: pg xi*

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# KYGER LITOR

## *Mother of the Uz*



### MYTHOS AND HISTORY

Kyger Litor is one of the old Darkness spirits, but one who was not important until the creation of the Man Rune. From the vague and unknown spirits of the Old Dark, she stepped forth to mate with the Man Rune for her mistress, Subere. There, in the lightless world, the Men of Darkness were made, and so was spawned the race of uz, called trolls by humans.

The uz first lived within the bowels of the Underworld, and it was a satisfying, though primitive, life for them. Kyger Litor gave birth first to Korasting, the Mother of Many, and then together they bore the other Sacred Ancestresses of the Uz. The Ancestress walked freely among her children, and she founded many houses of noble uz to rule over the lesser breeds. These ancient beings are the Uzuz, the Mistress Race.

When Yelm came to the Underworld after his death, Kyger Litor was among those Darkness deities who fought against him. Like the others, she was defeated, and so Yelm earned his place as a god of the Underworld. The Bright Death was too much for the dark races to bear, and they fled in fear and anger from their birthplace. Kyger Litor led them by secret ways to Komor, the Hurtpiece where Night already hid, but blessed Korasting was lost, trapped in Hell, and so began the Lesser Darkness.

The uz ruled much of the surface world during the Great Darkness, and they bore the brunt of the fighting against the things of chaos which swarmed upon the world with the Devil. Islands of life clung precariously to their existence through the wars against chaos, and were often led by uz and their gods. Of those gods, Kyger Litor was the most popular.

Kyger Litor built several of the legendary Castles of Lead as bulwarks against the chaos armies, and a few of these yet stand. They attracted the greatest enemies from chaos, and aided all nearby centers of population by doing so. Kyger Litor aided Waha once, and she was once saved by Arroin the Healer. Uz from the Dagori Inkarth Castle of Lead participated in the I Fought We Won battle where chaos was defeated.

Kyger Litor was one of the more important deities at the Dawning. She had to be consulted in the Great Compromise which made Time, and she agreed to it, as did all the gods. Many of her minions were frightened again by the orb in the sky, but it was much weaker this time, so many could withstand it.

In the Dawn Ages, the uz were active and often took part in the political affairs of the times. In Dragon Pass, one of the members of the Dawn Council was an uz.

Near the end of the Dawn Ages, the uz were the first to quit the Second Council which was performing a massive ritual in an attempt to create a god. The dragonewts eventually agreed and were the second to withdraw. The Council continued its experiment and eventually spawned Gbaji, who deluded and seduced the world and was responsible for the Chaos Wars, which destroyed the Dawn Ages.

At that time, the Broken Council (those who remained of the Second Council) cursed the uz, and despite the best defenses of Kyger Litor and her followers, the curse was effective. The uz

call this the Great Woe or Curse of Kin.

Rather than destroying the uz, the Great Woe stunted their offspring. Some uz always bred true, but most births after the curse were of stunted things called enlo [*trollkin*]. It was almost obscene that these things lived, but they did, though at first many were slain by their horrified mothers. Soon these deformed runts represented the bulk of uz population. Their inferior status was always accepted by uz; enlo rarely have the mental, spiritual, or physical abilities to think otherwise.

Several unsuccessful attempts to break the curse have been made. One attempt resulted in litters of enlo being born, rather than singletons. Another produced the sterile uzdo [*great trolls*]. Breaking this curse is the primary interest of Kyger Litor, who wishes to cleanse her race.

The Great Woe affected uz fates during the Second Age, when the Old Races of uz, elf, and dwarf set upon each other to leave only mankind as the winner. In the end, the uz won the dark and foreboding places of the world as their haunts, and there they have lived through the rest of history.

Uz all know that their Goddess lives in a secret place in the Underworld and that they will be sent to her after death by the judges of the dead. Life there is bliss for uz, consisting of an empty gray plain populated by giant insects which are food for the dead, and occasional springs where the dead may drink and (depending on which pool they drink from) determine what uz race they will be reborn into for their next life. Cursed uz are condemned to be reborn as humans, dwarfs, elves, enlo, or other food creatures.

Funeral rites for the cult are simple. The uz chant a prayer (the full impact of the prayer is only possible in Darktongue):

*Friend, go; don't be slow  
To find the home all life must know;  
The goddess will help you go.*

*From the lands that see,  
I am bound and you are free;  
No longer bound must you be.*

*Of Darkness you learned  
For Darkness you yearned  
To Darkness you are returned.*

The soul is sent off and the living sit down and return the body to Darkness by devouring it. Uz are always happy to perform these rites over any other race, animal, or plant. Kyger Litor forbids killing other uz for food, but uz will so kill enlo.

Kyger Litor is shown as an Uzuz, accoutered with crude regalia of power. Her statue can be chewed from any kind of rock, and is always the largest statue in any group. In many temples, the statues come alive during worship services, for the Goddess is incarnate within them.

Kyger Litor has two Runes: Man and Darkness. She is also associated with the Spirit Rune.

## CULT DISTRIBUTION

All uz are part of Kyger Litor at birth, and the great majority become initiated into her secrets at adolescence. Kyger Litor is strong even among uz societies such as those of the Shadow Plateau or Kingdom of Ignorance, which now favor more sophisticated cults. She is equally important in uz areas which have less standard social and religious organizations, such as among the uz of the Blue Moon Plateau and the muri [jungle trolls] of Pamaltela.

Kyger Litor is found wherever uz are. Her cult includes worship of the Seven Sacred Ancestresses, the progenitors of the race. Worship of the Sacred Ancestresses is integral to the cult, and nowhere is it found without this feature. These Ancestors are usually given as Boztakang, Hombobobom, Jakaboom, Jeset, Karrg, Korasting, and Vaneekara, the ancestresses of the most powerful, famous uz area, Dagori Inkarth. Taken with Kyger Litor, they are called the Circle of Eight.

In many lands the same Ancestors are not revered, with one (or two) replaced by a more local (and thus important) ancestor. In the Elder Wilds, for example, Karrg is known as a great warrior spirit, but he has been eclipsed by Yurr, who tamed the dinosaurs. Thus, Yurr is counted as one of the Sacred Ancestresses there, in place of his father.

The size of a Kyger Litor temple depends directly on the size of the family which maintains it. Essentially, all adult uz are initiates. Even uz belonging to other cults usually retain their ties to Kyger Litor. Additionally, because the cult includes ancestor worship, even small uz groups can usually muster enough initiates (including summoned ancestors) to qualify as a shrine. Shrines teach **Darksee** in most lands.

## CULT ORGANIZATION

Among uz, Kyger Litor forms the very fabric of society, and it permeates everything they do. Cult positions are identical to social positions. The goddess, through the Great Mothers, is extremely important in determining uz behavior.

Uz tribes are run by religious hierarchies which form the social superstructure. They are matriarchal, with Great Mothers (shamanesses) and Mothers (acolytes) as leaders. Uz do not differentiate between religious and governmental control, and the more powerful Mothers and Great Mothers are generally the most important uz in the group: they will have the most and/or best husbands, more favor with the Ancestress, etc. Uz are never ones to disavow simple strength, however, and even a mere male initiate can be important because of his deeds and prowess. This is even more true of a faithful Karrg's Son, one who has been obedient to his Great Mother and Ancestress, and successful in the performance of his duties.

If there is an Uzuz present, she will always head the hierarchy. When, as usual, one of these dominant creatures is absent, the strongest Great Mother (or priestess of another major cult, such as Gorakiki or Xiola Umbar) becomes the Ancestress, and thus the "high priestess." Strength is counted in many ways: by number of followers, personal power (magical and physical), the importance of one's ancestors, and the number of children (especially healthy uzko) one has birthed. Worship of Kyger Litor counts more than an equivalent level in another cult; an inexperienced Mother with many followers may out-

rank an expert Gorakiki shaman with few initiates. If she can trace her ancestry directly to Gore and Gash, for example, she might outrank a stronger Mother who cannot trace her genealogy directly to one of the Seven Sacred Ancestresses.

Depending on the size of the group, any number of Mothers and Great Mothers may report to the Ancestress. In large tribes, some Great Mothers will often be "chief priestesses" (and Family Ancestresses), with their own hierarchy of Mothers and initiates. The ruling factor is personal loyalty of the followers, which is often determined by family relationship.

All Karrg's Sons in a group are primarily loyal to the Ancestress. In large groups, however, a Karrg's Son may swear himself directly to a Great Mother of his own family. Karrg's Sons generally outrank Mothers, always outrank male priests and shamans of other cults (except where Zorak Zoran is dominant), and often outrank priestesses and shamanesses as well.

## CULT BELIEFS

Kyger Litor is the Ancestress of all uz, and forms the root of their being. She is thus very popular with her children. She is also one of the primary fighters against chaos. This fact is begrudged by humans and uz-foes, but it is undeniable. In fact, her importance is enough that at least two human tribes in the Dragon Pass area have worshiped a form of the goddess (called the Dark Woman), though this is uncommon in the Third Age.

Kyger Litor has a working relationship with all Darkness cults as neutral parties or potential friends. In Dagori Inkarth, however, disputes from the Dawn Age have caused friction between the Argan Argar and Kyger Litor cults, and neither will go out of their way to help the other. The same situation does not apply in Kethaela itself, and the Kyger Litor hierarchy there is friendly with the Argan Argar priests.

Kyger Litor dislikes all gods of light and fire. She also dislikes the Lightbringers, for they were among the deities Kyger Litor fought when she first led her children to the Surface. They also deserted the defense of the cosmos when they left on their quest. Even though their quest saved the world, Kyger Litor knows she did well without them, and she is resentful that they brought back the Light of the Enemy.

Uz detest both dwarfs and elves, except as food, especially the dwarfs, who invented iron (which is a poison metal to uz). Both feuds started in Godtime, and have harried all three races like a plague in Time. In the Second Age there were great wars throughout Genertela, in which the uz lost territory and thousands of lives to their foes.

## RITUALS AND HOLY DAYS WORSHIP CEREMONIES

Seasonal holy nights are held each Freezeday of Harmony week. The ceremony begins at dusk, and often lasts until the Enemy returns the next morning. At these times, the uz place all their faith in the high magics of their Goddess and abandon themselves to her protection and control. A description of the common form of Kyger Litor worship, as described by a human scholar, can be found in *Troll Gods* (Troll Facts book, pg vii-viii).

Winter (Dark Season) is a special time for uz, as their most sacred night is in that season. Unusually for uz ceremonies, it starts at daybreak on the Godsdays of Disorder week. It reaches

its peak that night, and comes to a smashing climax at dusk on Freezeday (of Harmony week). The most common form of this ritual reenacts the wading of Kyger Litor through formless chaos until she found vile Thed and skinned her, using the hide to make a magical drum. The ceremony often continues (at a slower pace) until shortly before Dawn. The night ends in harmony and the uz rest, knowing they have done a good job.

**OTHER RITUALS**

Uz have many rituals which are performed at specific times, to worship certain ancestors, or to create unique magic items. Many of these rituals are anti-chaos in nature, helping to explain why uz are such effective fighters against chaos without a large number of spells commonly available to them. These ceremonies usually take a form similar to that of the primary worship ceremony, and involve the incarnation of the invoked ancestor into the object, caster, or recipient of the spell. A good example is provided by **Skin Broo** (see *Lords of Terror*, pg 85), which is always cast during a worship ceremony.

Fertility rituals are known which help the uz to combat the Curse of Kin. One is available from Karrg (and other ancestors) which uses the divine potency of the progenitors to **Induce Uzko**, allowing an uz mother to give birth to a uzdo instead of enlo. Korasting's **Purification Ritual** cleanses a mother of the taint of bearing enlo, giving her the *chance* to birth a healthy uzko [*dark troll*] when next she is pregnant.

**INITIATE MEMBERSHIP**

All full uz (dark, great, hot, ice and mistress race) who reach age 14 are granted initiation, after the usual sacrifice of a point of POW. Candidates must take a *pro forma* examination by a Great Mother and other clan officials, but acceptance is automatic unless the member has performed hostile or questionable acts. Those few uz which refuse initiation remain children officially, and especially cruel uz may even treat them as enlo.

An uz-related creature, such as an enlo or tusk rider, can be initiated if he has a POW of 10 or more, speaks Darktongue with a skill of 30% or more, and has both a weapon attack and parry of 40% or more. In addition, he must have proven himself a great friend to uz in the recent past and must give the Ancestress a mighty gift of some sort (such as a good magic item, a season's supply of special food, or the head of an important enemy). The candidate undergoes a ritual rebirth in which he must roll his POWx5 or less on 1d100 and sacrifice a point of POW. Failure means rejection, and that individual cannot try to join Kyger Litor's religion again for a year.

A creature completely unrelated to uz, such as a human, can only be initiated through a difficult adoption ceremony, symbolized by rolling POWx3 or less on 1d100 and sacrificing a point of POW. Failure means the death of the candidate. In addition to the ceremony, the candidate must fulfill all requirements listed for part-uz candidates.

Only a great ally would be allowed to undertake this ritual. He or she must have a Great Mother as a sponsor, who will become the applicant's mother, literally and spiritually. The sponsor will prepare the outsider by explaining certain parts of the ritual, providing answers to some of the ritual questions, etc.

In any case, any non-uz initiated into the cult will afterwards be addressed as an uz by cult members. They will have

no more special exams other than those required of all cult members. Generally a slight physical change accompanies initiation for non-uz. A human, for instance, might grow rudimentary tusks and gain grayish skin.

Initiates are required to recite a grumbling prayer (learned in the initiation rites) each Freezeday at dawn, and therein sacrifice a magic point to their goddess and ancestresses. They are expected to obey their rulers. They must follow the Kyger Litor hatred for all things of chaos, and work for its destruction. Initiates must devour some form of vegetation each week, and give 10% of their income to their personal priestess.

Initiates are forbidden to learn any spell dealing with light or fire. If these spells are known, they must be forgotten. Certain spells are commonly available from Mothers through the Spell-teaching ritual; other spells may be available from the Great Mothers, who are full shamans.

**Spirit Magic:** Bludgeon, Concealment, Countermagic, Darkwall, Demoralize, Dullblade, Extinguish, Farhear, Heal, Spirit Screen

**Forbidden Spirit Magic:** Firearrow, Fireblade, Ignite, Light, Lightwall

**MOTHERS (ACOLYTES)**

A prospective Mother must be a female uz who has been an initiate for 3 years. She must Read/Write Darktongue (an ancient tongue with a history of written documentation from before the Darkness), know Genealogy at 30% or more, and have at least 50 percentiles in ritual magic. She must know Darkwall

**NEW COMMON SKILL**

**Genealogy**

*Lore skill, base 10%*

Genealogy is comprised of detailed knowledge of one's ancestors. It also includes the skill of tracing another's ancestry, such as determining if and how two people are related. Skill level demonstrates both the user's knowledge of his or her own genealogy and his or her skill at tracing kin relationships.

Use of this skill must be closely monitored by the game-master, and appropriate modifiers given for resources (human and written), familiarity with the culture, etc. The chart given below can be used as a basic guide to a person's knowledge of his or her own ancestry; knowledge of branches from the main tree are at greater negatives the farther back they occur.

Genealogy can only be increased by a teacher who knows both genealogy and the student's ancestry, or researched with the aid of books (which must also contain this knowledge). Of course, the ability to discourse with the spirit's of one's ancestors can increase this skill as well. This skill is integral to and a requirement for successful Ancestor Worship.

1-10%	2 generations (immediate family)
11-30%	4 generations
31-60%	6 generations
61-90%	8 generations
91-100%	11 generations
100%+	unlimited knowledge of family

## THE ONLY OLD ONE SPEAKS



### ON KARRG'S SONS

The original societal purpose of the Karrg's Son relative-eating rule is to ensure that the Son does not leave the tribe. Male uz tend to be rovers, and it is not unusual for a male to take up living on his own, apart from the clan, or to join a new tribe. A Karrg's Son is important enough to be a serious loss, so Kyger Litor's law keeps him available. In true uz fashion, this is done by a rule related to eating.

and at least one point of **Mindspeech**. She must pay 1000 pennies to the cult (or its equivalent in food or gifts), and undergo the Test of Holiness (roll under POWx3 on d100). Finally, she must have given birth to at least one live child, even a enlo. A candidate may not be a sorcerer, though a shaman is accepted if she meets the requirements. A shaman Mother, however, cannot progress to Great Mother status in the future.

When ordained, a Mother is dedicated to a single Sacred Ancestress, usually the one from whom she is descended. She worships Kyger Litor and all of the ancestors, but her strongest dedication is to her chosen one, and she will lead services to them on appropriate holy nights. The Ancestresses available depend on the uz land; see **Sacred Ancestors** (below) for more information.

Mothers may not be or become sorcerers, and may not become a shaman until they become a Great Mother. A Mother must give 20% of her time and 50% of her income to her Great Mother, and must tend to the needs of her initiates and family. She may sacrifice for Divine spells; all common and some special spells are reusable, depending on the ancestress to whom the Mother is dedicated. Spells provided by other Ancestors are available as one-use only. As acolytes, Mothers are limited to DEXx5% in Agility, Manipulation (except Play Drums), and Weapon skills (Attack and Parry). Stealth skills are **not** limited.

Mothers are given a giant beetle (the type determined by availability and local custom) to act as a watch creature. This beetle may be awakened by Kyger Litor to be used as an allied spirit if the Mother rolls under her POWx3 on d100 during her ordination. A Mother who does not receive an allied spirit at this time might gain one in the future if she serves Kyger Litor well, as described in **Gods of Glorantha** (Cults Book, pg 20).

**Common Divine Spells:** all

**Special Divine Spells:** Command Shade, plus one spell as shown below (or in **Subservient Cults**). Other spells listed below are available on a one-use basis only.

## THE SEVEN SACRED ANCESTRESSES

<b>Boztakang</b>	- source of <i>Counterchaos</i>
<b>Hombobobom</b>	- source of <i>Blinding</i>
<b>Jakaboom</b>	- source of <i>Discorporate</i>
<b>Jeset</b>	- source of <i>Command Fear Spirit</i>
<b>Karrg</b>	- source of <i>True Maul</i>
<b>Korasting</b>	- source of <i>Absorption</i>
<b>Vaneekara</b>	- source of <i>Darksee</i>

## KARRG'S SONS (RUNE LORDS)

The Great Mothers of Kyger Litor are powerful, and have many important functions and duties besides tending their followers and worshiping their ancestors. However, war is a special matter, and Kyger Litor leaves all such matters to the Rune lord subcult of her first son, Karrg, who started the class.

Karrg's Sons are universally male. The occasional female may seek to emulate him, but usually must be satisfied with worshiping Karrg as a Mother (acolyte). Enlo are never allowed, unless they have been reborn as uz (and even then they are usually prevented from reaching this position).

To become a Karrg's Son, a candidate must have been an initiate for at least a full year, and must never have been a sorcerer or shaman. He must have at least 90% skill in two weapon attacks, 90% in a weapon or shield parry, and 90% in any two of the following skills: Climb, Conceal, Darksense/Scan, Darksense/Search, Jump, Listen. In some areas, he must also be able to Read/Write Darktongue at 30% or more. Finally, he must roll under his POWx3 on 1d100. If all the requirements are met, and there is need for a Karrg's Son, the candidate is accepted.

A Karrg's Son must give 90% of his time and income to his Great Mother, though time spent in cult duties (including defense or raids, hunting for his Great Mother, etc.) count towards this. Karrg's Sons have no skill restrictions. Karrg's Sons often receive special allied spirits, which are bound into their favored weapon. This is not automatic, and follows the procedure described in **Gods of Glorantha**.

Karrg's Sons have the honor of leading armies into battle and small parties on specialized missions. Even Great Mothers must defer to their commands in the field. Karrg's Sons determine the disposition of spoils after a battle. They must never move about unarmed, even in their own dwellings, and may not sleep inside a cave while their people are at war. (This also means that they may not sleep under a roof.)

Even in peacetime, Karrg's Sons are respected and honored. They may live in the cult's temples, and may treat these temples as their own home. Karrg's Sons may choose a number of initiates to be their personal bodyguard and household troops. The number depends on the fame of the selecting lord, and the willingness of those selected. Some lords prefer a small body of experts, while others enjoy a colorful parade-ground platoon. Many Karrg's Sons pick only male uz to serve them.

Karrg's Sons are required to hunt down one meal per season for themselves and their close family. They must personally kill and bring one deer, pig, horse, elf, or other appropriate food gift to their Ancestress once per season. They cannot pass by a herd of sheep or pigs without trying to kill one for their Great Mother.

Karrg's Sons may not speak directly with enlo, and require underlings to act as intermediaries. They must ritually eat large quantities of vegetable matter (including elves). On each high holy day, a Karrg's Son must eat a relative. (This can be a enlo.) They may not have less than two spouses, and may not marry a Great Mother, although a spouse can be a Mother, or a priestess of a friendly cult.

A Karrg's Son must always let a musician finish a song before he praises or condemns it, for Kyger Litor loves music. He must own slaves (to show the superiority of uz), and is encouraged to own non-uz slaves. A Karrg's Sons may sponsor a Trollball team in his own name.

Karrg's Sons have access to reusable divine magic. They may sacrifice for other spells as initiates. Karrg's Sons roll 1d10 for Divine Intervention, rather than the usual 1d100.

Karrg is not revered as an ancestor in certain lands (such as the Kingdom of Ignorance), and so has no acolytes, but he is still Kyger Litor's war leader. In Pamaltela he is worshiped as an ancestor, but his warrior role is filled by Moorgarki. Karrg's Sons are uncommon Halikiv and Jrustela, for mostly social reasons.

**Reusable Divine Magic:** Command Shade, Darksee, Find Enemy, True Maul

**GREAT MOTHERS (SHAMANESSES)**

"Priestesses" of Kyger Litor are social as well as spiritual leaders, forming a theocratic hierarchy based on family ties. Uz communities are run by noble families, who control the priesthood. Great Mothers are revered with a mingling of familial loyalty, political necessity, superstitious awe, and fear.

A candidate for Great Mother must already be a Mother (acolyte), and must not already be a shaman. She must have Genealogy at 75% or better, know Read/Write Darktongue to at least 30%, and possess at least 100 percentiles divided among the ritual magic skills. She must know the spells of Darkwall and Mindspeech. She must have given birth to at least one live uzko, though she may also have birthed enlo. There must be a need for a new Great Mother, or she is automatically refused.

If all requirements are met, the candidate is taken to a secret cave and taught how to awaken her fetch by the Ancestress. This follows the normal shaman rules. Afterwards, the evil Burner comes (POW 35) and attacks the candidate. If the candidate has a fetch, the Burner stays for 2d6 rounds. Otherwise, it remains until it has possessed the victim or been driven away.

Great Mothers must make no compromise in maintaining the cult's needs, likes, and dislikes. They must accept responsibility for their followers' welfare, and provide them with leadership. They have normal shaman restrictions, and generally must give 90% of their time to the cult. Great Mothers are dedicated

to all of the Seven Sacred Ancestresses, not just one, and so gain reusable access to all of the spells listed previously. Great Mothers have no skill restrictions.

A Great Mother may extract as much as she can from her followers, and is treated with all the dignity and honor of the community. She gets 10% of the income of her personal initiates to support herself. Depending on the size of the local hierarchy, one or more Mothers, and possibly even a Karrg's Son, may be directly responsible to her.

Great Mothers may only bind darkness spirits to their fetches. Such spirits, especially uz ancestral spirits, are usually friendly. Other spirits are unfriendly or neutral; spirits of aldryami, earth, fire, and other traditional uz foes are usually desperately hostile. Great Mothers are forbidden to deal with any chaos entity, except to attempt to destroy it.

**Note:** available spells are different in some uz lands; see **Sacred Ancestors** for details.

**Common Divine spells:** all (including Command Cult Spirit and Create Charm)

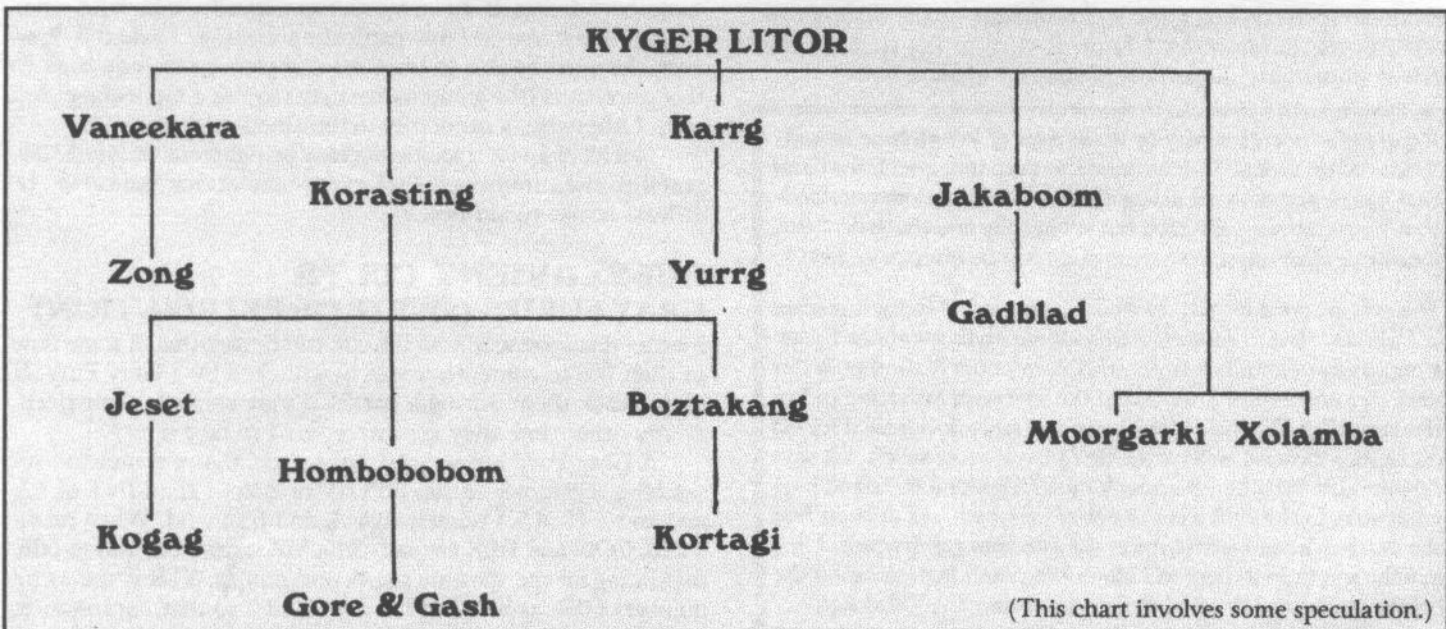
**Special Divine spells:** Absorption, Blinding, Command Fear Spirit, Command Shade, Counterchaos, Create Charm, Darksee, Discorporate, Enchant Lead, Incarnate Ancestress, Resurrect, Summon Ancestress, True Maul

**KYGER LITOR DIVINE SPELLS**

**Blinding** 1 point

*ranged, temporal, stackable, reusable*

This spell blinds the target entity. The chance of the target hitting or parrying with a weapon goes down by 75% and visually targeted spells cannot be cast (spells such as Healing or Second Sight still could be). Each extra point used in this spell adds 25% to the chance of it working. If a Great Mother with a POW of 18 used 2 points of Blinding, the target would resist as if she had a POW of 23. Creatures that can function without eyesight or light, such as uz or mostali, are not hindered by this spell.





## Counterchaos

2 points

*ranged, temporal, nonstackable, reusable*

This spell must be cast on a chaos monster of some sort, whose magic points must be overcome before the spell can take effect. It cancels all chaos features which the creature possesses as a result of rolling on the Chaotic Features table. When the spell's duration expires, the feature returns. Thus, if a chaotic creature had a feature increasing POW by 3d6, its POW would decrease by 3d6 (to a minimum of 1) for the duration of the spell. A chaos creature which has an extra arm would resorb it for the duration of the spell. This spell also affects reverse chaos features inflicted upon a creature as a result of **The Curse of Thed**, as well as temporary chaos features received through magic, such as those gained with the **Chaos Gift** rune spell.

This spell does not affect features that are natural to a species, only those received from the random table. For example, a Jack O'Bear's Harmonize ability would remain intact, despite this spell, a romal [*cave troll*] could still regenerate from wounds, and a 2-headed dragonsnail would keep both heads.

## Darksee

1 point

*ranged, duration 6 hours, nonstackable, reusable*

This spell allows creatures that see best in full daylight to see in the dark as if it were full daylight. Creatures which are primarily nocturnal can see in full daylight as if it were the dark to which they are accustomed. It also negates the effects of sunlight on enlo and romal, and negates **Blinding**.

## Discorporate

2 points

*self, temporal, stackable, reusable*

This spell causes the caster's spirit to separate from her body for the duration of the spell. The body remains comatose during this time, incapable of any actions. The caster cannot sense what happens to her body, but she always knows its exact location.

While on the Spirit Plane, the caster's spirit moves at a rate equal to her POW. The caster may travel up to 10 kilometers from her body, and can remain separate for up to 1 hour. Each additional spell stacked adds 10 kilometers to the distance or increases the duration by 1 hour. Return of the spirit to the body is immediate, regardless of how far away it is.

### *Report of a spirit journey by a shaman of Whalebone Island*

"I came across a great ditch in the ice, so deep that even I, the Great Seal, had to stop to avoid sliding down it. At the bottom were trolls, lean from eternally eating ice, but yet healthy and energetic. I fled, for a fierce spirit was among them and I was far from an ice hole."

This was in approximately 1599 S.T., out on the farthest reaches of Valind's Glacier. At least one Godtime myth mentions Boztakang's army of a million trolls, who sleep under Valind's Glacier until they are needed. It is possible the ice-eaters are trying to free this army. But Drastus of Smithstone (a sage oft-ridiculed for his outrageous theories) believes the troll plan is more subtle. He says they are chewing a trench across Valind's Glacier a thousand key-miles wide, to chew off a continent of ice which will drift (at first slowly, then more swiftly) upon the currents going south. Ultimately, this huge iceberg will block Magasta's Pool, causing the oceans to rise and flood all the coasts, ending the Third Age.

The caster may end the spell at any time. If her magic points drop to 0, if her body is moved into a holy place of another religion, or if her spirit is affected by a powerful-enough Dispel Magic or similar spell, the Discorporation immediately ends. If her body is slain, she dies.

While discorporate, the caster acts in all ways as a spirit. She may not manifest on the material world unless she casts **Visibility** (or it is cast on her by another). She cannot be bound by a shaman, for the spell ends instantly if her MPs drop to 0.

This spell is normally used by acolytes, but a Great Mother might cast it to avoid spending magic points, for example.

## Incarnate Ancestress

2 points

*ritual Summon spell, nonstackable, reusable*

This spell summons a named ancestress to dominantly possess the body of a willing descendant, who may be the spell caster. The spirit can use the spells, knowledge, and skills it had while living, but not those of the host. The spirit need not leave the host body until it wants to so or is exorcised. Friendly spirits leave when the job at hand is done. Neutral spirits must be bribed to do so, and malign ancestors will not voluntarily leave.

This spell can be cast without naming the specific ancestress desired, in which case a random one comes. This is very dangerous, since that ancestress will possess her descendant without having to overcome her magic points, and cannot be forced out by **Dismiss Magic** or similar spells.

## Resurrect

3 points

*ritual Ceremony spell, nonstackable, one-use*

This spell is as described in *RuneQuest*, except it may only be cast by a full Great Mother, upon her descendants, her sisters, or her sisters' descendants.

## Summon Ancestress

1 point

*ritual Summon spell, nonstackable, reusable*

This spell summons an ancestral spirit from Wonderhome. If the spirit is friendly, it can cast spells or engage in spirit combat if the summoner desires. If the caster names a specific ancestress when the spell is cast, she gets that particular ancestress. To do this, however, she must be able to trace her complete genealogy back to that ancestress (the gamemaster may require a Genealogy skill roll). Otherwise, a randomly-determined spirit is called.

Not all of an uz' ancestresses may be righteous or kindly disposed to the summoner. Evil spirits may attack the caster, or at least refuse to aid her.

## SUBSERVIENT CULTS

### GRAY FURIES (SPIRIT OF RETRIBUTION)

Initiates that apostatize from this cult can be sure that at some time in their life to come, they will be attacked by a Gray Fury. It may attack them during a battle, it may come in their sleep, or any other time they are unprepared to face it.

A Gray Fury is a winged, humanoid figure somewhat resembling a gargoyle. It has a POW of 2d6+12, an INT of 12, and knows Heal 5, Countermagic 4, and Ironhand. When manifested, CON and DEX are each 3d6; SIZ varies from 1d6 to 6d6, depending on the apostate's rank and crimes. STR is the same number of d6's as SIZ, but has a +12 add, so that, for instance,

a Fury with a SIZ of 4d6 has a STR of 4d6+12.

A Gray Fury has a base attack chance of 55%, which is increased by its attack modifier. The Fury's knobby hide counts as 6 point armor. It uses the gorgon hit location table.

This attack may be avoided by rejoining the cult before it has occurred. It is possible for an uz to prearrange the attack by telling her Great Mother of intentions to leave. The priestess is, by custom, required to summon the Gray Fury to test the initiate's ability to survive outside the cult. Surviving the Fury, he or she is released from cult vows and allowed to leave peacefully.

## SACRED ANCESTORS

Uz areas not listed below follow the standard list of Sacred Ancestresses given under **Mothers** above. Also, most areas listed will have at least one tribe which does not worship the special ancestor as part of Kyger Litor, again following the "ideal" format common to Dagori Inkarth. And even in Dagori Inkarth there are clans that have special ancestors.

Each of the listed ancestors replaces one of the Sacred Ancestors given earlier, and the spell they provide replaces that Ancestor's spell, even for Great Mothers. Thus, uz of the Elder Wilds do not have access to **True Maul** through Kyger Litor, instead knowing one of several **Command <Dinosaur>** spells.

**Borklak** was at one time worshiped by the uz of Fronela as their founder. All of the uz of Fronela are gone, and the spell she provided them is unknown. She is known to have replaced Korasting on the Circle of Eight.

**Dozaki** is worshiped by the uz of the Kingdom of Ignorance, for he was the uzuz who led them to the Surface after the Enemy came to Wonderhome. He provides **Command Specter**, and replaces Vaneekara on the Circle of Eight. (See *Troll Gods*, pp 26-30, The Cult of the Black Sun, for information on specters.)

**Gore and Gash** are famous uzuz who founded Dagori Inkarth. They are usually worshiped in a Spirit Cult, but one tribe and several clans in Dagori Inkarth revere them as primary ancestors. When worshiped as part of Kyger Litor they teach **Dance Trance**, and replace their mother Hombobobom, on the Circle of Eight.

**Harvip Zeen** was the leader of the uz who settled the Blue Moon Plateau in northern Peloria. She provides **Mahaquata's Command Selene** spell to her acolytes and Great Mothers, and replaces Jakaboom on the Circle of Eight.

**Heynoona the Swimmer** is a famous hero of the uzhim of Valind's Wastes. A grandson of Boztakang, he is credited with teaching uz how to survive in the frozen tundra: he invented snowshoes, was the first to eat ice, and was the first uz to swim in the icy waters to harpoon seals. He provides **Iceswim**, and replaces his grandfather on the Circle of Eight.

**Kogag** is the son of Jeset, and is worshiped among the uz of Justela. Most uz ships are raiders or slavers, though some honest Argan Argar ship captains exist. Regardless of this, all uz sailors worship Kogag. Kogag provides **Float**, and replaces Jeset on the Justelan Circle of Eight.

**Kortagi** was a prophesied child of Kyger Litor born in the First

## THE BURNING PRISON

The uz know that after death, and with the proper rites, their spirits will go to Kyger Litor. There, they will be rewarded for their deeds in life with rebirth, though the less devout may be cursed to be reborn as a lesser form of life (such as a human, elf, dwarf, or duck) for one or more cycles. But eventually, all will be reborn as uz.

Those true apostates who have turned against their fellows, however, are exiled to the Burning Prison, which is part of the Palace of the Enemy. There, such traitors as elf-friends, uz who have hunted other uz as food, matricides or uxoricides, and other truly evil uz are eternally tormented by spirits of pain and fire. The Burning Prison can be seen by all uz in the sky during the day, an eternal reminder of what awaits wicked uz.

Age. Humans identify him as Arkat or one of his companions, though uz claim this is a simplification, like everything humans say about Arkat. He provides **Call Tribe** to the uz of Guhan, and replaces too-gentle Korasting on the Circle of Eight. He has no acolytes, so the spell is available **only** to Great Mothers.

**Moorgarki** is the ancestress of the muri of Pamaltela, but is also worshiped by the uzko who live on the southern continent. He is known to them as a great founder who led them against elves, humans, and chaos. To them he provides **Fear**, and replaces Karrg on the Circle of Eight (but not the Karrg's Sons).

**Xolamba** traveled to Pamaltela when her sister Moorgarki was wounded. She stayed after Moorgarki was healed, and helped tend her sister's children, deflecting the attacks of the local humans who worshiped Pamalt and Balumbasta. She provides **Reflection** to some Pamaltelan uz (including the muri), and replaces Hombobobom on the Circle of Eight.

**Yurrig** is a son of Karrg, and is worshiped among the uz of the Elder Wilds as the first uz to master (and eat) a dinosaur. He provides a different **Command <Dinosaur>** spell to each clan, and replaces Jakaboom on the Circle of Eight.

**Zong** is widely-revered in a full cult. However, he is counted by the uz scattered throughout Peloria (though not the Yolp Mountains) only as a favored ancestor, worshiped through Kyger Litor. He provides **Sureshot**, and replaces his mother Vaneekara on the Circle of Eight.

## Other Ancestors

Many uz ancestors are worshiped in Spirit Cult form. In general, any of their spells can be gained through the Kyger Litor cult, which usually controls access to such powerful ancestors. See *Troll Gods* (pp 78-84) for a number of examples.

## SACRED ANCESTOR DIVINE SPELLS

### Call Tribe

2 points

*area of effect special, instant, nonstackable, reusable*

This spell only affects members of the Great Mother's tribe. Casting this spell signals all uz who are on or entering the tribal hunting circle to hastily finish immediate business and report

*A curse of the Aranea cult (translated)*

Oh, Orani Mor,  
 Never need us, never meet us.  
 These we send you for eternal feed,  
 These we send you for eternal need.  
 Forget my name, forget my fame.  
 Find the one called [insert name], your lover,  
 Find the one called [insert name], your target,  
 Find the one called [insert name], your food.

to the Great Mother within two nights. During this period the Great Mother must stay in the same place or the Call disperses, releasing the worshipers from their compulsion to come to her. This spell is used only for emergencies or joyous celebrations.

### Dance Trance

1 point

*self, temporal, nonstackable, reusable*

This spell sends the caster into a frenzied trance, which doubles her Dance skill. However, she can do nothing but dance. She may not attack or parry (though she can Jump and Dodge), and will move out of her dance pattern only to avoid obstacles.

While in the trance, the caster may only cast appropriate dance magic (Coordination, Endurance, Tambour, etc.), to the exclusion of all other magic, including healing.

### Iceswim

1 point

*touch, temporal, stackable, reusable*

This spell lasts 15 minutes per point, and may not be stacked with Extension. It allows the target to swim in any temperature of cold water without suffering adverse effects. Breathing and activity remain at normal levels, and there is no danger of hypothermia. Once the target has entered water, the spell ends immediately if he or she returns to land or floating ice.

## HERO CULTS

Most Kyger Litor temples have a shrine to some famed uz hero or other. Different temples usually have shrines to different heroes. Some very important heroes are able to grant special spells to their worshipers, and their cults may be widespread. Minor Kyger Litor temples usually have no such powerful heroes, but most major temples have one or more.

Examples of four hero cults are given here.

### Ger-ak Kaggrokka

This uz hero defeated the Prax nomads in battle and invaded Pavis. His cult has spread from Pavis back to his native Dagori Inkarth, but is unknown elsewhere. Gerak Kag was famous for his leaping ability, and he invented the **Jumping** spirit magic spell (available to all initiates who worship him).

### Jumping

variable

*ranged, temporal*

This spell increases the recipient's Jump skill by 5% per point of spell. It also allows the user to jump up to 3 meters high or 3 meters away per point for the spell's duration.

### Hachrat Blowhard

Hachrat was an uz in the Second Age who worshiped Orlanth. He is worshiped in the Yolp Mountains, where he has displaced Karg as a Sacred Ancestor (though he does not teach a rune spell to replace the one lost). He teaches **Bladesharp** to initiates.

See Volume Darkness, pg 81, for information on his cult.

### Stone Biter

This Rune spell was first taught in the Darkness by an uz known simply as Stone Biter, and it is still available. His cult is uncommon, but is known through all of Genertela west of the Waste, though not by uzhim.

### Stone-Biting

1 point

*ranged, temporal, stackable, reusable*

This spell is for special use against dwarfs only. It increases the recipient's Bite attack by 2d6 damage for each point of spell used.

### Tree-Chopper

This hero from the Godtime stole a sacred axe from the earth goddess and used it to desecrate the forests. He taught his magic song to his followers, so they could make axes work for them, too.

He teaches the **Tree Chopping Song**. His subcult is found in Dagori Inkarth, the Elder Wilds, Guhan, Halikiv, and the Tarmo Mountains. Recently, his worship has become increasingly popular among the Zorak Zoran uz of Dagori Inkarth.

### Tree Chopping Song

2 points

*ritual Ceremony spell, nonstackable, reusable*

This ritual, which is performed as a group song, influences every Kyger Litor initiate who chants along with the spell caster. All affected may use any type of axe against Aldryami with the same attack and parry percentage as they use with a mace or maul. No other weapon types convert. The spell lasts until the next dawn.

The caster and all participants must beat on logs with their mauls or maces as part of the ritual. In any battle with elves, the evening before the battle will be marked by several gatherings of uz beating on logs and singing their guttural song.

## ASSOCIATE CULTS

### Argan Argar

The uz god of Surface Darkness is associated with Kyger Litor in all lands except Dagori Inkarth (where conflicts from the Dawn Age are remembered). He provides **Darkwalk** to Great Mothers.

### Subere

This is the founding goddess of the Darkness Rune, and the entity worshiped by Kyger Litor. She gives her best follower her spell of **Attack Soul**, available only to Great Mothers.

### Xiola Umbar

Somewhat surprisingly, this is a gentle goddess of the uz. Although her cult is somewhat disparaged by common uz, she is important to them for caring for the helpless (often enlo) and also for healing. For the former she is scorned, for the latter she is blessed by all uz. She gives Kyger Litor **Healing Trance**, available reusably to acolytes and Great Mothers.

## Zorak Zoran

Relations between worshipers of Zorak Zoran and Kyger Litor are very "trollish." This means that they are friendly or neutral, but personal feelings can always intervene. Sometimes hostilities break out between Zorak Zoran and Karrg factions. If Zorak Zoran wins, then the lords of the berserker cult fulfill the social roles that were previously held by the Karrg's Sons. When this occurs, Zorak Zoran begrudgingly gives **Crush**, available to Great Mothers only.

## ANCESTOR WORSHIP

The cult of Kyger Litor is intimate with the way of ancestor worship, and has often been described as a more powerful version

of the common form of this religion. Great Mothers generally have no need to join a more formal Ancestor Worship cult, for Kyger Litor provides all that they need.

The usefulness of ancestor worship to the uz is obvious, for the Great Mothers have the same general ancestral families, and know many of their ancestresses' abilities. This eliminates many of the experimental dangers of the Ancestor Worship spells. Great Mothers have a known pool of available spirits this way, and a hierarchy which is in command of those releasing them. This also helps explain the persistent strength of the Uzuz still alive, for they have very short genealogical connections with Kyger Litor herself, and are themselves at the top of the lists of many widespread uz families.

# THE GOOD SON

## *Some Thoughts about Male Uz*

### THE BIRTH MOTIF

The birth/womb motif is central to much of trollish life. Uz see birth as a journey from one womb (the mother) into a larger womb (the underworld). Male uz are sent outside to hunt, and generally do what their mothers or wives tell them to do, but they look forward to returning to the safe warm "womb" of their cave or underground dwelling.

As uz see the underworld as a womb, they also believe that even though at birth the physical umbilical is cut, a spiritual link or umbilical exists between a mother and her children. For male uz, this link is their main connection with the powers of birth and life that are central (and sacred) to uz and, as uz live in a matriarchy, are also central to power.

Once outside of the womb, however, male uz become the protectors of the inside. Like an insect's carapace, they are the hard masculine shell which protects the all-important womb.

### TROLL MOTHERS AND THEIR SONS

Uz mothers are loving but authoritarian. Kyger Litor is the demanding mother, **not** the nurturing all-accepting mother. That role is filled either by Korasting, Mother of Many, or by Xiola Umbar (who, we are sometimes told, is 'not-a-troll').

Male uz live in fear of disappointing their mother or, in later life, their wife, and thus of losing their love and acceptance. This is heightened by the fact that male uz know they are, to an extent, expendable. This explains part of the fierce rage that they often express to humans and other non-uz who cross their path, or even to other male uz within society. Male uz are not encouraged to develop strong male-bonding links, for such would tend to weaken or even replace the links the males have to the females.

Hence, the Rune Lord cult of 'Karrg's Sons' has been misunderstood by the God Learners and other patriarchal cultures that have come into contact with uz. Who your father is does not matter much in a matriarchy, and this cult is a subcult of Kyger Litor. Karrg is therefore more the uz cult of the "Good Son," the cult of male uz serving the matriarchy. Uz in this cult do not so much worship Karrg as try to be like him by serving the interests of their mother, wife, or family (as represented by

the family's Great Mother). Karrg's Sons are not mythically the 'Sons of Karrg,' they are more 'Sons Like Karrg.'

Some male uz do rebel against their mother (and the matriarchy). They defy the females and form strong male-bonding links for their own sake. They are the 'Bad Sons.' Some uz go so far as to seek that which is forbidden to uz, fire.

Zorak Zoran sought fire as a show of contempt for his mother, and he used fire to sear and burn away the spiritual umbilical cord that joined them. Thus, he was no longer her son, and Zorak Zoran is 'not-a-troll' for this reason. The searing of the navel with flame might very well be a Zorak Zoran initiation ritual, which causes great pain but severs the ritual link with the mother, and thus with the matriarchy. Zorak Zoran can also bring a form of life from death, the raising of corpses, which is a sign of contempt for the powers of birth and life that the matriarchy represents. Zorak Zoran epitomizes the role of the 'Bad Son' in troll culture in all of these ways, and more.

A related belief is that Xiola Umbar has some aspects of the Wayward Daughter, namely those who show mercy and comfort even to enemies or those that her mother has punished. To the authoritarian Kyger Litor, this is not a good thing, but it is more subtle disobedience than outright rebellion. And in the case of the enlo, sometimes it is a necessary one as well.



## UZ AND DEATH

Death was originally held within the Darkness, but was unknown. For the uz, Death came to them upon the fiery spears of Yelm the Murderer, invader of Wonderhome. The Great Enemy drove the uz out to face the horrors of the surface world. Even though the uz later discovered that through Death they can regain Wonderhome, like most mortal creatures they hate and fear it.

Just as Death first came to the uz on spears of light, they know that decay and age are caused by contact with the light of the Death-bringer. In primal darkness, uz do not age, nor do their corpses decay; even in the lesser darkness of a cave, a corpse may be preserved for decades.

The funeral feast detailed in *Trollpak* is, in part, simple satisfaction of uz hunger. But the eating of the dead serves another, more important purpose: it destroys the corpse. Uz believe that the soul pervades the body, and that parts of the soul correspond to certain locations: one part in the genitals, another in the rock stomach, etc. Only if every bit of the body is destroyed can the soul truly be free, for there can be no rebirth from Wonderhome if lingering attachments to the corpse remain. Since it can take centuries for an uz corpse to completely decompose in the depths of a cave, and since the rapid decomposition caused by light is damaging to the soul, eating the corpse ensures that the uz is properly released from its obligations to life. Otherwise, the soul may remain trapped as a ghost or other undead spirit.

### OPTIONAL RULE

#### *Characteristic Loss*

Since light causes decay in uz corpses, characteristic loss between death and resurrection may optionally be altered for uz. In the sheltered and unbroken darkness of a cave, the uz will lose only 1d3-1 pts per day. If exposed to unbroken sunlight for a full day, the uz will lose 1d6 points from each characteristic. A cloudy day, minor exposure to sunlight, etc. results in the normal 1d3 loss. In Primal Darkness or with appropriate magics, an uz might lose nothing at all; in Primal Aether, the uz would be destroyed completely and instantly – the fate of many who fought the Butcher Sun when he invaded Wonderhome.

Because of this attachment of the soul to the body, uz remains are often viewed by uz (especially shamans and Great Mothers) as having magical properties. Powerful uz will sometimes grant their daughters the right to preserve parts of their body, reasoning that weakening their spirit and delaying their rebirth is a fair price for strengthening the family line. Uz may similarly mutilate or take trophies from rivals, weakening their foes in the afterlife. This latter practice is most common to Zorak Zoran uz, as would be expected.

One common perception in uz society is that uz who lose part of their body (e.g., suffer a severed limb, have an ear ripped off, lose a tusk, etc.) are bereft of a portion of their soul. Any uz so disfigured, it is said, will be changed in personality as a result, since the balance of their spirit has been altered. Uz who lose a limb in combat will often seek its return – for healing, if possible,

but also to give the limb the proper rites so their spirit will not be tied to the Surface World after their death.

Unlike humans, uz do not follow Grandfather Mortal's path to Hell. They are descendants of the Primal Darkness, and know the way to the Wonderhome rather than the Enemy's False Hell. Some uz cults claim their own secret paths to Wonderhome, but most uz follow the path that Kyger Litor provides them through her son Jeset.

Jeset the Ferryman collects the souls of the dead as he sails the River Styx. Each night he poles along the eddies and pools of darkness, helping the uz find their way to Wonderhome. As long as even the slightest darkness surrounds the soul, Jeset can find his way to it. If the Darkness is deep and true, and the proper rituals are offered, Jeset can quickly find the soul, and it will not suffer for long. Thus, powerful and respected uz are removed to the deepest caverns for their funeral rites, or placed within shades or magically produced darkness.

Jeset may be unable to quickly find uz who die far from their families and without the proper rites, and these uz risk torment and enslavement by the evil gods of the surface world. If a dead uz were kept in a room with ever-burning light and no shadows, Jeset could never find his way to it, and it would writhe forever in burning pain, never reaching the afterlife. Thankfully, this secret is not known to most of the enemies of the uz.

Kyger Litor's son Jeset provides the following spell, available only to full Great Mothers. It is generally reserved for only the most important uz, but is known in all uz lands.

#### **Draw Styx**

3 points

*ritual Ceremony spell, duration 4 hours, nonstackable, reusable*

This ritual draws a tiny rivulet of the Styx to a sanctified place of darkness. Since this rivulet is close to the Primal Darkness, Jeset the Ferryman can gather a spirit more quickly than if it was released in lesser darkness. If at any time light intrudes in the ceremony, Jeset cannot find his way and it must be attempted again.

Rarely, a slain uz is resurrected and restored to life by the Kyger Litor hierarchy. In such cases, the Great Mothers may deliberately attempt to delay Jeset. Once Jeset has taken a soul he will not voluntarily relinquish it, and so resurrection requires that the shamaness combat Jeset to restore the spirit to life. [Note: this is identical to the procedure described in *RuneQuest*, where the resurrectee's spirit must be overcome in Spirit Combat.] When the combat is over, whether or not the Great Mother wins, she must gift the Ferryman with an item of personal or magical value. When Death came to Wonderhome, Jeset fled quickly, before his boat was full, and so could have saved many more. Kyger Litor punished him for this act, and he cannot enter Wonderhome until he has helped all uz attain it. He is thus reluctant to give up a soul, even briefly, and must be defeated and placated by the priestess.

This spell is generally reserved for the most powerful (or fertile female) uz, and cannot be used to resurrect enlo (who would never warrant such effort in any case).

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Welcome to *The Book of Drastic Resolutions*, yet another fanzine dedicated to the world of **Glorantha**. Inside you will find five **cults** and fifteen **cult outlines**, plus notes on eight published cults. Articles on the **geography, culture, philosophy, and mythology** of several Uz lands are supplemented by stats for seven **NPCs**, twenty-five **creatures**, eighteen magical **plunder items**, and over seventy-five **new spells and skills**, most of which have never been published before. Short fiction, information on **morocanth**, and several excerpts from *The Gloranthan Encyclopedia* by Greg Stafford round out the contents of this book. A must have for anyone who loves (or hates) trolls.

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A detailed illustration of a troll and a dragonfly-like creature. The troll is a large, grey-skinned being with a white beard, wearing a brown tunic and a red hat. It has large, white, veined wings and is holding a staff. The dragonfly-like creature is green and yellow with large, transparent wings. They are set against a dark blue background with a large red sun or moon. The illustration is framed by a dark blue border with four circular knobs at the corners.

The  
Jabugs

### *What is The Book of Drastic Resolutions?*

*The Book of Drastic Resolutions is the most Infamous of Gloranthan texts on chaos. Destroyed by Arkat in the First Age, it was Rediscovered or Rewritten in the late Third Age. Its author was Excommunicated for Corruption of Chaos, for it contains extensive information on the Creatures and Cults of Terror. It is illustrated with ancient Star Maps and arcane Symbols, and Blasphemous Spells are rumoured to be held within its Unfriendly Pages.*