



THE Haunted Ruins

HAUNTED RUINS is a supplement for the RUNEQUEST roleplaying game. This book is usable with the Deluxe Edition of RUNEQUEST.

A Complete Troll Tribe
For RuneQuest®



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The Haunted Ruins

A Complete Troll Tribe For RuneQuest



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Published by the Avalon Hill Game Company, 45177 Harford Road, Baltimore, MD 21214. Write for catalog. Printed in the United States of America.

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Introduction

ON THE WORLD Glorantha, on the continent of Genertela, there is a place known as Dragon Pass. On the eastern border of Dragon Pass is an area known as Battle Valley. Within Battle Valley are many strange sights, the Six Sisters, the King's Tower, and the Haunted Ruins.

The Haunted Ruins are the subject of this book, in these pages the inhabitants of the Ruins, the trolls, are discussed in depth. The Sazdorf trolls are not simple monsters to be destroyed for their treasure, they are a unique group, with history, culture, and bugs, lots of bugs. In fact they keep more bugs in the ruins than the reader has hairs.

As well as being a sourcebook on the Sazdorf, this book serves as a model of a troll clan; the social structure of this clan applies to most troll tribes. While this text contains a wealth of information on the Sazdorf, it is not a complete guide to these fascinating beings.

MARTORAZ



Readers who desire further information on Gloranthan trolls should examine the other *RuneQuest* titles *Trollpak*, *Into the Troll Realms*, *Troll Gods*, and *Elder Secrets of Glorantha*.

This book follows the Deluxe Edition of the *RuneQuest* rules. Standard Edition users must adapt or ignore unknown spells. Many new spells used in this work are found only in *Gods of Glorantha*, or *Troll Gods*. Refer to these works, if possible, or adapt or ignore the unknown spells.

This book assumes that the players take the parts of marauding humans, forcing their way into the stygian darkness of the ruins. But it can be enjoyed just as well if the players take the part of the troll residents. Some suggestions for possible scenarios are given below.

HUMAN ADVENTURERS: it is the game master's job to make things as difficult as possible for human adventurers. Adventurers may fight with opponents who can see perfectly well in the dark; fighting while carrying torches or lanterns is

not easy. Torches left on the ground may go out when dirt is kicked onto them by clumsy combatants. Lanterns left on the ground are likely to get kicked about. Light sources left on the ground will cast distracting and confusing shadows on the walls and ceiling.

- (1) A dwarf merchant is hiring adventurers to go into Sazdorf and bring out whatever dwarven artifacts they can find.
- (2) The Sazdorfs hold a human hostage to be ransomed.
- (3) The Silver Statue, a dwarf artifact, is rumored in Sazdorf.
- (4) A merchant wishes to obtain a shipment of lead being held for him at Sazdorf.
- (5) Humans wish to ally with or obtain other aid from the Sazdorf clan and will have to deal with troll customs, food, and bugs before gaining help.

TROLLADVENTURERS: if a troll adventurer is a member of the Sazdorf clan, he either should be one of the sets of Providers listed in the chapter *The Sazdorf Clan* or one of the 20-odd trolls with attachments to the clan but not to a family. These latter are just the sort of responsible but expendable trolls which might be chosen for missions both important and dangerous.

- (1) a feud exists between another clan and the Sazdorfs. You play on either the side of the Sazdorf trolls or of the rival tribe.
- (2) Sazdorf is your home and the elders have decided to send you and some of your friends to investigate the "haunted rooms".
- (3) You are from a different troll tribe and visit Sazdorf to make an alliance or to obtain other aid.
- (4) You belong to a Wild troll tribe. Your tribe decides that the Sazdorf ruins would be a nice place to settle down in. Do you negotiate peacefully, or do you take a more direct approach?

Abbreviations In The Statistics

£ = money in lunars. 1H = one-handed. 2H = two-handed. Abdom. = abdomen. BallCH = Ball & Chain. Brswd = broadsword. Bt = Butt. CphlT-hrx = cephalothorax. Cmp Bow = composite bow. Fatg = fatigue points. H = heavy. Hl = held. HP = hit points. M = medium. MP = magic points. L = left. Lc = left-center. LH = left-handed. Lh = left-hind. Lt = light. P = point(s). POT = potency. Qstaff = quarterstaff. R = right. Rc = right-center. RH = right-handed. Rh = right-hind. S = shield. Sstick = singlestick. SR = strike rank. T = thrown. Twr = tower. X-Bow = crossbow.

Skills affected by encumbrance have percentile levels reflecting any equipment carried by the character in combat. If any equipment is removed, at your option raise those skills by the noted encumbrance.

Battle Valley

BATTLE VALLEY IS warm and sunny most of the year, with daytime temperatures reaching 100° Fahrenheit in Fire and early Earth seasons. At night those temperatures might drop to 60° just before morning. In Dark season, nighttime temperatures may drop to well below freezing; with wind or storm, highs through Dark and Storm season may not reach 50°F.

Winter occurs from Dark season to early Sea season, a period which may see 80 cm of rain and light snow hit the valley floor; much more precipitation occurs on prominent landmarks such as The Finger or The Duck.

Winds are generally from the west. Whirling northwesterlies signal winter and predominant southwesterlies presage spring.

Thunderstorms and rare tornadoes may occur in Earth and early Dark seasons, occurring or not as the Genert high pressure zone waxes and wanes.

Lacking the forests and deep soils necessary to hold water, the area is always on the edge of drought. Rains are a third less than normal one year in three; in one year in five the rains fail altogether. Most trolls can remember droughts lasting three or four years.

The rains usually come in abrupt storms lasting several days, each storm dumping five to perhaps 20 cm of rain across the valley. Eroded gullies and deep arroyos are common, and a moderate impediment to travel (smart travelers keep to the hillsides, where the relative volume of run-off is less). Though Battle Valley receives average yearly rainfall of 110 cm, useful rains occur only in a narrow portion of the year; the place is effectively waterless most of the time. The streams go dry each year, though three- to five-meter-deep wells sunk into streambeds will produce excellent flows. Shelves of fertile soil eroded from upstream constantly tempt human farmers to settle along the banks of Wolf Creek and upper Quicksand Creek. Until, that is, their neighbors come to call.

Bird life is plentiful; the Six Hags area offers excellent protection and food for many species, though not for waterfowl. Many species of running or burrowing rodents inhabit the valley. Deer, sable, and impala herds alternate feeding seasons here, the antelope moving into Prax in the rainy seasons, and the deer moving to the mountains in the dry season.

Of predators other than man, Telmori, or troll, the largest found here are rubble runners, the skrowf (Darktongue for a cat-like creature averaging 15 kilograms), and several packs of wild dogs at home in the western end of Battle Valley. Stories of wild giant insects exist, but any actually encountered are probably strays from the disciplined Sazdorf herds.

The valley bottom is grassy and rolling, filled with wild flowers in late Sea season. Some tall, cottonwood-like leafed trees line some parts of the streams, but the banks are mostly of undistinguished brush and grass. Low stunted conifers and occasional thickets of dark-leafed scraggly bushes give shelter to rubble runners.

Battle Valley Terrain

The cardstock map in the center of the book gives a detailed view of Battle Valley. The following text explains the geographical features which are shown on that map.

THE ALARM CIRCLE: within this circle, trolls are likely to attack threatening outsiders.

BATTLE VALLEY: the main range of the Sazdorf trolls; a traditional route from the inhospitable plains of Prax to verdant Stagland.

THE BEER TUB: a deep hollow eroded from solid stone at the confluence of Quicksand and Whisper Creeks. Protected from the sun by overhanging stone ledges most of each day, the Beer Tub has water in it long after local streams go dry.

BIG WALL: ruined fortification, of two-meter-cube hewn stone blocks. Alternately covered and uncovered by wind and water. No one knows how high the original walls were (nor how deep are certain fissures between the stones).

THE CLIFF TOAD: one of the Six Hags; a second troll name is Oooogliest. Long tangles of green slime decorate its north face.

COLD-CUT CANYON: a narrow vertical canyon connecting with the Sidedoor trail. Thirty years ago, a vile band of 15-20 adventurers attempted to plunder Sazdorf. They were repulsed, penned up in the canyon, and slaughtered leisurely. All of Sazdorf enjoyed the feast. When a Sazdorf troll says "Cold-Cut Canyon," he or she means "in the bag."

DO-NOT-ASK-WHO: one of the Six Hags. The trolls have bad memories about this sister; nightmares plague the troll who treads on Do-Not-Ask-Who.

DOZALIN CREEK, RIVER: the main drainage for the valley, emptying into the Dead Place, in Prax.

THE DUCK: one of the Six Hags. Lhankor Mhy scribes credit The Duck as the most beautiful and the most intelligent of the spirit-sisters. This high formation guides Praxian travelers to the mouth of the valley.

EASY FORD: even when raging waters fill Wolf Creek, the smooth pan of rock here offers quick fording for mounted travelers.

THE EASY WAY TRAIL: normal trail from Battle Valley into Stagland.

ECHO ROCK: a flat-sided black rock pillar very noticeable with Darksense; a landmark known to every Sazdorf.

THE FINGER: rising from the watershed divide between Sartar and Prax, this 1304-meter-high peak is the highest point on the Battle Valley map. Near the summit is the King's Tower.

All Sazdorf trolls know these things. Moreover, all know the origins of the four important families in the clan (known as the CH, D, B, and M families for reasons which the chapter "Sazdorf Genealogy" makes plain).

The progenitor of the CH family was born in the Lesser Dark, shortly after the defeat of the Dara Happans. The D and M families' founders were born in the Great Darkness, soon after Kyger Litor saved the souls of Gash and his followers from Chaos. The B family's ancestress was born relatively late, after the I Fought We Won battle but before the Dawn.

All those founders were Mistress Race trolls, notable as among the last survivors of their race. Except for quirks, major magics, and mutants, all their descendants are dark trolls and variants (trollkin and great trolls).

The Sazdorf clan is one of many which once dwelled in Redstone Caverns, though no Sazdorf clan members now live there. Any history or famous ancestors prior to the revelation of the clan are unknown, though in those caves the Saggof Passage (where clan members may stay under legendary but unspecified protection) hints at some previous existence. Perhaps the clan once ruled that part of the complex, but was reduced to near-extinction in battle.

The recomposition of the clan took place in 950, somewhere in the Division Woods south of the Indigo Mountains. Jamvanranch, a century-old shaman who once killed an angel, summoned many trolls to him. Those who came knew their ancestors, but none knew they were all related to Mistress Sazdorf until Jamvanranch showed them.

He summoned ancestors, his own and those of whom had come. He took some trolls disincorporate through the spirit planes, speaking terrible secrets with giants of the past. Some trolls departed, and some trolls stayed. Those who stayed made a great dance lasting a week, the noise of which attracted beings for sacrifice from long distances.

At the dance's end, Mistress Sazdorf herself appeared and blessed her children, wished them well, and told them of their secret unity. By that revelation the Sazdorfs came to know themselves, and the clan was reborn.

After the revelation, the clan stayed in Division Woods. Legends and tales from that time often tell of Mistress Sazdorf doing this or that. Without a doubt these stories refer to the clan as a whole, friend and foe alike crediting the immortal ancestress with the deeds of her progeny. For example Sazdorf is named as leading a war band successfully against the Empire of the Wyrms Friends in 1012, and as being among the trolls driven off by the True Golden Horde in 1100. She is also called an enemy of Kajakab Braineater, perhaps implicated in that troll's emigration to Dragon Pass.

Telmori tribesmen began infiltrating the Division Woods region in about 1550, doing considerable damage to the clan. Before then, the Telmori warred with human neighbors and ignored the trolls, but once a part of the Kingdom of Sartar the Telmori harassed the trolls and boasted of violent and dishonorable deeds. At this time, many humans moved into and cleared troll lands in Division Woods.

In 1562, Sazdorf remnants escaped a Telmori siege which effectively destroyed the clan. The trolls surprised the Telmori by fleeing south, through the Telmori homelands. In the running battle the trolls lost most of their trollkin and many of their children. The Sazdorfs barely kept their lives and their

most sacred objects. The battle over, the trolls of Division Woods were widely thought destroyed. The Telmori became embroiled in human politics and did not pursue troll survivors.

The refugee Sazdorfs found safety in the Haunted Ruins, some 70 kilometers south of Redstone Caverns. They exorcised some of the ghosts there, cautiously moving into the halls and chambers of the ancient dwarf complex. The clan now numbered 19 adults and seven children, and an unmemorialized handful of trollkin. Dances of victory and joyful strength were made. Children and trollkin were born. In the decades since then, the clan has known peace and growth.

The Haunted Ruins were excavated during the Empire of the Wyrms Friends, probably about the year 800. The structure was the summer home for a dwarf of the Quicksilver caste. Such a rich dwarf was protected and served by members of the other castes. The mansion once held more than 150 resident dwarfs.

Throughout the ruin, the trolls have labeled several parts as "haunted". These may be places where some sort of dwarf magic or machinery still works, or particular rooms may house powerful and malevolent spirit entities. Not needing to distinguish, the trolls avoid all those rooms or sections, knowing anyway that anything dwarfish is cursed, unlucky, and better left alone. Humans perversely find such stuff fascinating and worth investigating; such artifacts are unworthy for beings of honor and dignity, the trolls say.

The trolls do not know the previous history of this place, except that it was dwarfish. Lhankor Mhy libraries might reveal this information. The dwarfs know much more, but never talk to anyone.

Getting Started

The caves of the Haunted Ruins are home to some 290 trolls and trollkin of the Sazdorf clan, led by powerful and intelligent priestesses and warriors. They know the caves well and are prepared to defend their home to the death.

As the introduction suggests, the presentation of this adventure depends on whether the adventurers are to be trolls or humans. For instance, humans find the utter blackness of caves alien and intimidating, and waste time and magic points in securing light; trolls find the darkness comforting and homey, and of immeasurable benefit in fighting humans.

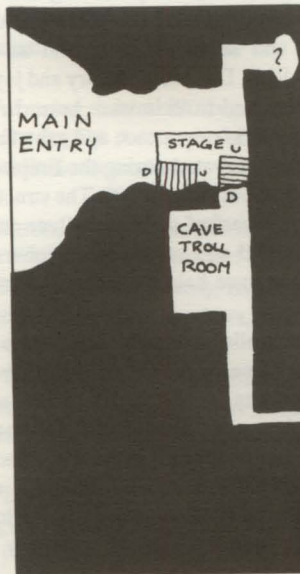
As written, *The Haunted Ruins* assumes that the adventurers are intruding humans; whether they are benign or inimical is left to the gamemaster and players.

The text presents data for a military adventure as well as a dungeon adventure, and discusses troll defensive deployments.

It is possible to peacefully approach this settlement. Troll patrols and guards have instructions for such eventuality. If the adventurers carefully cultivate friendships, after a time they may be able to come and go at will.

Troll behavior and customs differ from any human's, however; the player-characters must work for acceptance. These trolls already have encountered human adventurers with no benefit. Thirteen important Sazdorf personalities, with individual portraits and statistics, are sketched at the end of this adventure. These trolls are responsible for the continued existence of the Sazdorf clan. They judge humans in

Player Handouts



ANY SPIRIT SCOUT'S REPORT

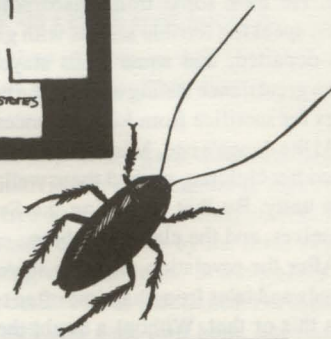
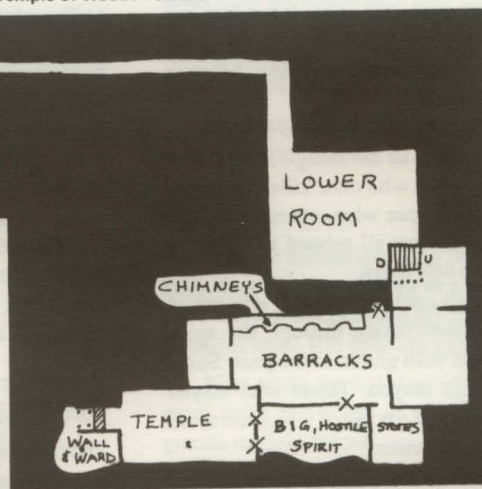
Report: There are more spirits there than I can count. More than 20. And there is at least one which I dare not approach.

I consider this place unapproachable on the Spirit Plane. It is protected by generations of dead trolls patiently awaiting their rebirth.

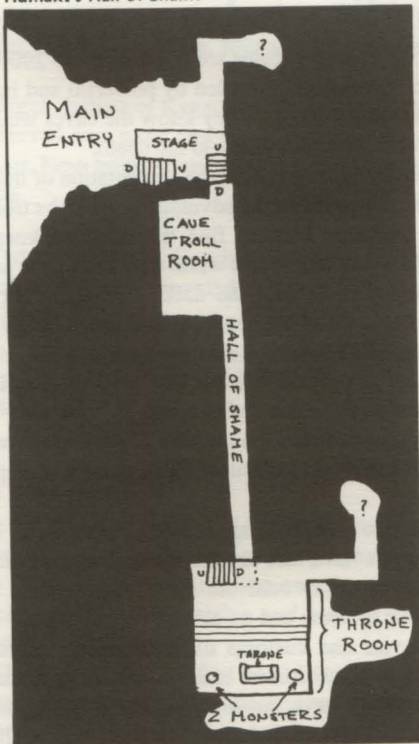
I totally advise against attempting to Discorporate inside or nearby because there are some conscious hunter troll spirits of great power there.

It may even be dangerous for the souls of the newly slain, though I cannot vouch for that.

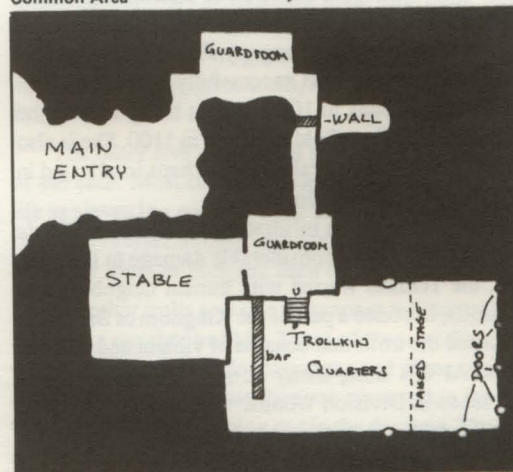
Entryway into Temple of Wooden Sword



Humakt's Hall of Shame



Common Area



different ways, and some are stubborn. A few actually may be stumbling blocks to peace.

Given normal human ignorance of troll ways, and troll churlishness at the smallest violation of customary behavior, it is easy for humans and trolls to make trouble inadvertently.

Even with the best of intentions, almost any troll can be provoked; the gamemaster controls this at his or her desire. In addition, it may be that the adventurers' ignoble wish is nothing more than to sack and pillage Sazdorf, and to loot its ancient chambers without regard for the Elder Race within it. (To humans, trolls may seem unduly suspicious, but they have lived long and absorbed many lessons.)

Whatever the cause, the clan may be required to defend itself against a serious assault. The clan is prepared to do so..

Available Information

Three items of information about the Sazdorf clan are available in the player handouts. As the gamemaster desires, cash or other payment can be used to get them. Photocopy and distribute what is advantageous to your game.

MAP, Humakt's Hall.

This rare map was drawn by farmer Baffron of Apple Lane. He sewers he visited sazdorf and traced this ignominious route.

Price: 4000£

MAP, Humakti.

This is a map of the entryway. Several copies of this map can be found in or near Dragon Pass. No one knows who drew it. It shows the accepted route into the Sazdorf clan lair leading to the former location of the Temple of the Wooden Sword.

Price: 550£

MAP, Common Area

This sketches that part of the Sazdorf interior into which humans have been normally allowed. Available throughout the region.

Price: 200£.

Approaching The Area

The player-characters may or may not have had the opportunity to meet trolls before. No effort is made here to indicate particular customs or formalities of greeting (such as the sack over the head); that information is available in *Trollpak* and to a lesser extent in *Troll Realms*. If the adventurers are knowledgeable in this regard, let them be comfortable; if ignorant, let them be nervous.

The Haunted Ruins, home of the Sazdorf troll clan, sits in Battle Valley. The valley is eight kilometers wide and nearly 19 kilometers long. Within it, gullies often cut the rolling dry earth.

Few trees grow here; thorn, brush, scrub, and tough high grasses cover the area.

Battle Valley's eastern end opens onto No Man's March, the unmarked division between the territorial tribes of Sartar and the nomads of Prax. The valley's western hills conjoin those above Moaning Valley. These low, bleak hills divide the watersheds of Dragon Pass and Prax. The stream draining Moaning Valley joins The Creek in flat, fertile, heavily-populated Stagland.

So-called because Praxian raiders often raid here or take this natural route into Sartar, Battle Valley frequently has been fortified in the past; indeed, ruined forts litter the hillsides. Although the lands beyond are green and useful to men, and used when possible by them, place names echo dire events of the past.

The Haunted Ruins top a low knoll rising from the valley floor. They were known to be haunted long before the trolls came, though everyone thought that trolls lived there long before they actually did.

The nomads of Prax, distrusting any edifice not portable, avoid the ruins or use them occasionally for manhood rituals.

Humans sometimes try to farm the valley, dismantling surviving walls to make farm buildings. Most of those buildings in turn have become new ruins.

To the north of Battle Valley live the Telmori, a strange folk who worship wolves. All right-thinking humans are uneasy among savages who eat meat raw and who regularly turn into wolves. King Sartar long ago granted Battle Valley to the Telmori if they would obey him in attacking the nomads to the east. All the neighboring tribes complain of wolves.

To the south are the Aranwyth, another human tribe. They are semi-nomadic, dependent on sheep and horses. They distrust the Telmori and spy on the Sazdorfs. The tribal warlord is Jonatan Trollsbane, a famous warrior who claims he will destroy the trolls in Battle Valley the day his king so commands.

But the Aranwyth king is patient, for each winter Lagor of the Sazdorf brings valuable gifts of friendship from the trolls. And each time the king sees the tall troll warriors approach, he is doubly glad not to be an enemy.

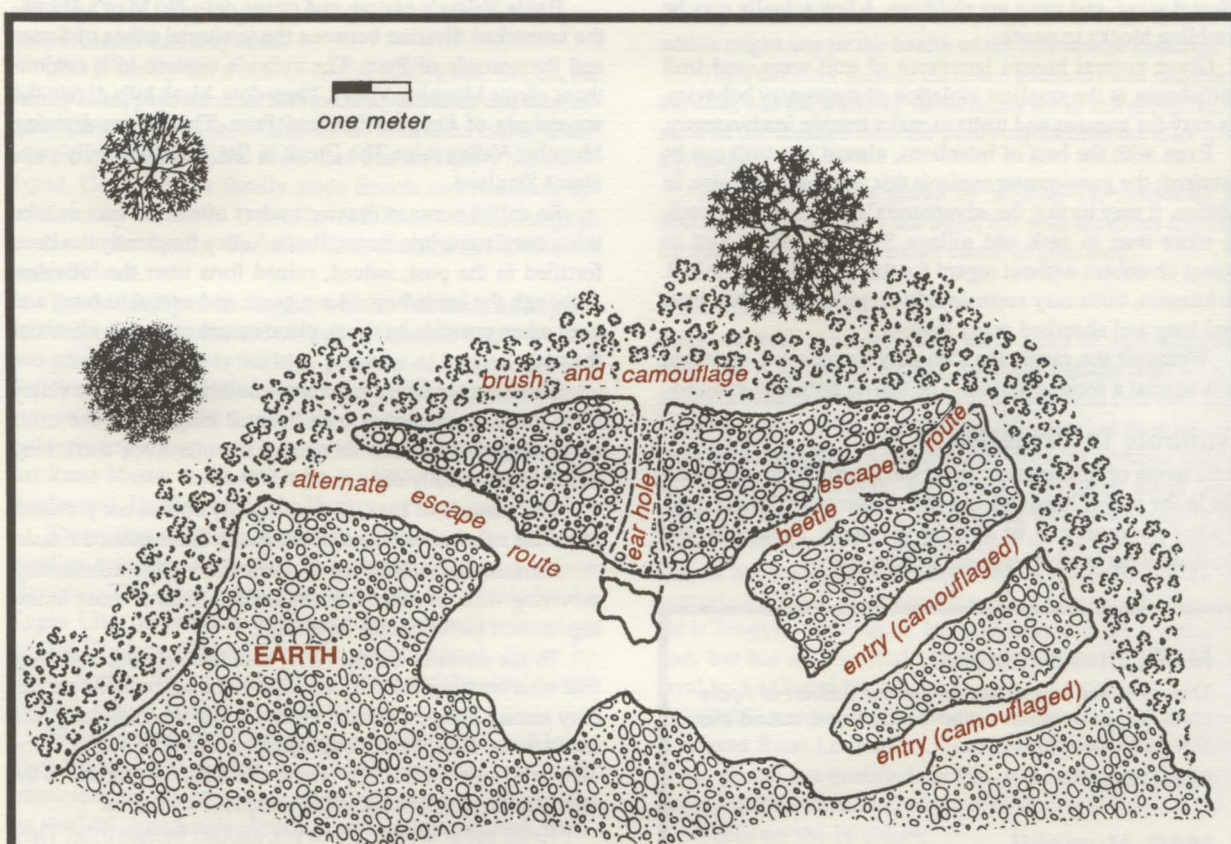
The Humakti temple, where Jonatan Trollsbane often attends services, is regularly visited by the troll Humakti. The Aranwyth do not otherwise visit the Sazdorf, by order of the king. Jonatan's idea of troll fighting capacity is based solely on his encounters with the (mediocre) Humakti trolls. Trading blows with Sigron or Jonakel might open Jonatan's eyes.

Patrol Zones

As could be expected, the Sazdorf trolls know well the lands surrounding their home. There they regularly hunt and gather food, patrol, and man semi-permanent look-outs. Scouting insects survey the approaches to the Haunted Ruins. Patrols greet and accompany visitors such as Argan Argar caravans.

Sigron, the military leader of the clan, defends his home as his ancestors long have done. As the cardstock foldout in the center of this book shows, the Sazdorf trolls distinguish five concentric zones around their lair.

HUNTING CIRCLE: a range mostly determined by how far a dark troll can walk from the Haunted Ruins and still be able to return in a single night. The Sazdorfs commonly hunt and



A TROLLKIN LOOKOUT

This is a diagram of a representative trollkin observation and listening post.

It features several entrances and underground passages, all of trollkin size, allowing them to scurry quickly along these narrow tunnels. A human of SIZ 12-15 would have to bend over or crawl here. An individual of SIZ 16-20 could only crawl. Anyone over SIZ 20 will not fit through these tunnels.

At several points the interior opens into chambers, used for sleeping or for making a stand. Extra javelins, used as two-handed spears or as throwing weapons, are kept here, as are ladders of dead animals, stems, and roots. These chambers are also used as latrines.

On leashes or in crude cages are Blue Sleek beetles, raised by the clan. Swift flyers, they are used as homing and car-

rier beetles. Since trollkin often are sub-intelligent, the beetles have only one message to carry and only one time to be set loose: Many Intruders Nearby. Every beetle is marked as being from a specific site.

THE CREW

Each lookout has at least 1D3 each of warriors, messengers, and laborers, plus one more trollkin whose INT is at least 9 and who is in command. The commander is always a warrior.

A lookout is located to watch in one or two general directions. All of the trollkin take turns at the Ear Hole, as the listening post is called. The Ear Hole is never used for entry.

All openings are camouflaged with at least 80% skill. The entrances, regularly used, are camouflaged by the trollkin on the spot, with 1D6+2 x5% skill for each. But remember that trolls designed and

oversaw the construction of these lookouts. Unless adventurers specifically examine each such hummock on their route, they are unlikely to find a lookout.

Trollkin in a lookout must stay put unless ordered out by a dark troll. If pressed hard in a fight, trollkin engaged from one direction often will try to escape out another entrance. Warrior trollkin usually resist such temptation, but if suddenly besieged they often urge the laborers to flee (thereby diverting the attention of the attackers) and then cast Protection on the messenger and carrier beetle, to more safely send word of their plight. If no relief comes and the pressure continues, even warrior trollkin are likely to crack.

Dark troll presence at a lookout is enough to make most warrior trollkin fight to the death.

forage across this area, which inconveniently overlaps human farms and grazing lands. To avoid reprisal, trolls avoid taking too many domestic animals from any one part of the circle, making disappearances look like normal predation and (if at all possible) leaving false evidence of Telmori visits. The trolls take without compunction wildlife (usually kangaroo rats) and wild fruits and nuts found here.

Random bands of troll hunters frequent this area.

About half of the trolls found here are Sazdorfs; the rest are tiny straggling bands of primitive trolls, of no significance.

Unless spying on a major threat to the clan, such as a column of troops or a major magical disturbance, Sigron expects no immediate report from a Sazdorf troll here. Most information is reported later, when the hunter returns with his catch.

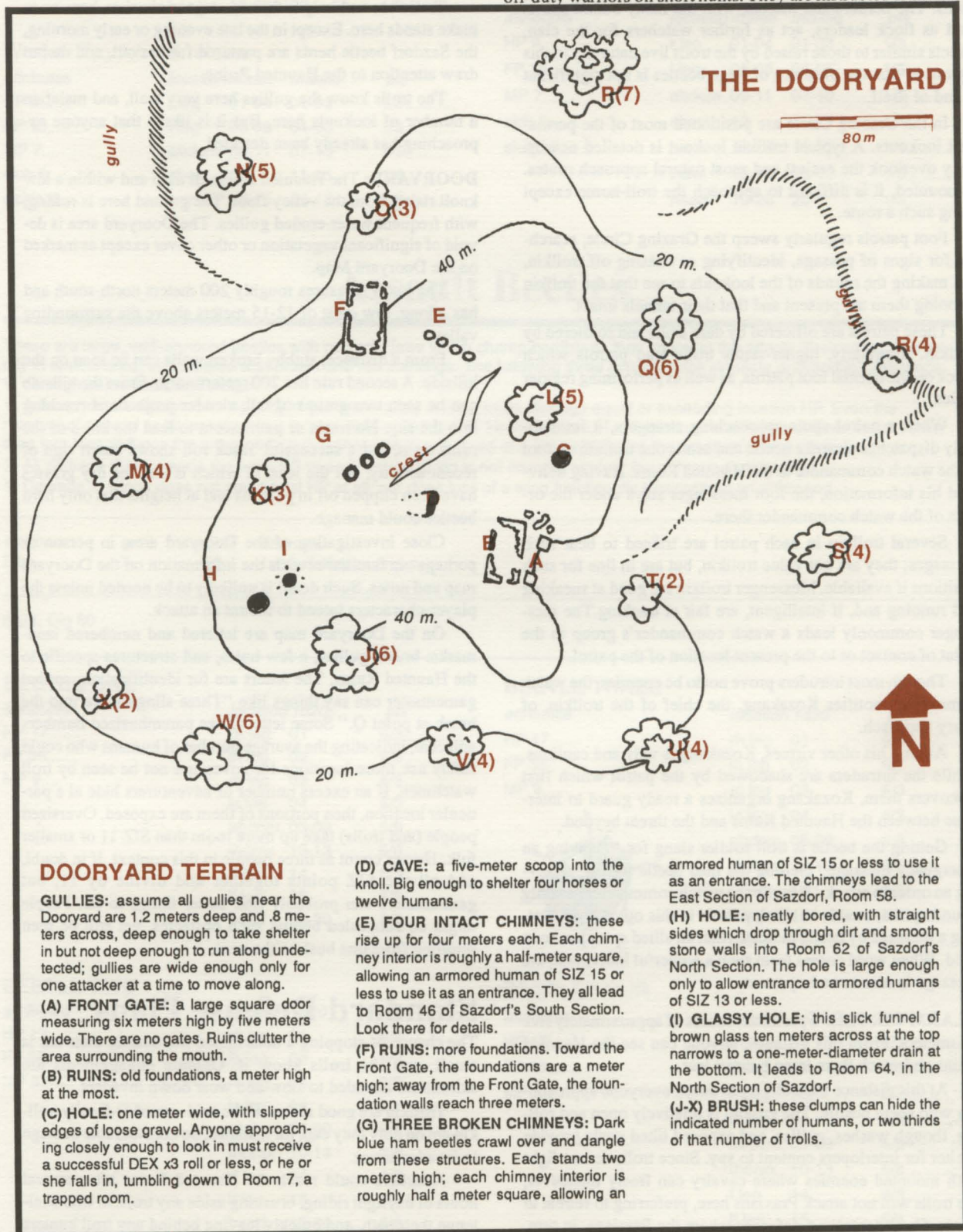
If a hunter does have something important to tell, he goes to the nearest trollkin lookout. These outposts have means of communication quicker than feet.

In this circle, trolls are likely to be cautious, refusing to show themselves to humans let alone attack them. If spotted

here, the trolls flee, perhaps sacrificing trollkin to ensure escape.

GRAZING CIRCLE: beyond settled human habitation, this no-man's-land is traversed by those tribes bordering it, but never is held by any.

Trollkin foragers frequently can be found here, as can off-duty warriors on short hunts. They are instructed to imme-



diately report intruders to the nearest lookout, to the home lair, or to any nearby on-duty warrior, whichever or whomever is closest.

This area also feeds the giant insects raised in the Haunted Ruins. The herders and insects, with the many bound spirits used as flock leaders, act as further watchers for the clan. Insects similar to those raised by the trolls live naturally in this region, so that the presence of large beetles is not significant in and of itself.

In the Grazing Circle are positioned most of the permanent lookouts. A typical trollkin lookout is detailed nearby. They overlook the easiest and most natural approach routes. If mounted, it is difficult to approach the troll-home except along such a route.

Foot patrols regularly sweep the Grazing Circle, searching for signs of passage, identifying or chasing off trollkin, and making the rounds of the lookouts to see that the trollkin manning them are present and that their tunnels intact.

These patrols are officered by dark trolls and soldiered by trollkin. Irregularly, higher-status trolls lead patrols which check on the normal foot patrols, as well as performing regular duties.

When a patrol spots approaching strangers, it immediately dispatches a carrier beetle and sends one trollkin on foot to the watch commander at the Haunted Ruins. Having delivered his information, the foot messenger stays under the orders of the watch commander there.

Several trollkin in each patrol are trained to bear such messages; they are not value trollkin, but are in line for such positions if available. Messenger trollkin are good at sneaking and running and, if intelligent, are fair at tracking. The messenger commonly leads a watch commander's group to the point of contact or to the present location of the patrol.

Though most intruders prove not to be enemies, the watch commander notifies Kozakang, the chief of the trollkin, of every approach.

Among his other virtues, Kozakang is wily and cautious. While the intruders are shadowed by the patrol which first discovers them, Kozakang organizes a ready guard to interpose between the Haunted Ruins and the threat beyond.

Getting the beetle is troll soldier slang for 'receiving an emergency message.' Getting the mad beetle means 'receiving an order to attack.' Usually the watch commander has only bound spirits, unable to reach patrols in this outer zone. Getting a message by beetle indicates that an allied spirit has been used. When word comes from such a powerful individual, the message is sure to be important.

ALARM CIRCLE: a perimeter radius of approximately five kilometers. From this distance, anyone can see the Haunted Ruins and reach them in an hour or less.

At this distance the trolls try to attack everyone approaching who seem hostile. The ground is relatively open and rolling, though washes, gullies, and exposed tilted strata provide shelter for interlopers content to spy. Since trolls do not fight with mounted enemies where cavalry can freely maneuver, the trolls will not attack Praxians here, preferring to retreat to Sazdorf's underground defenses where the Praxians, in turn, refuse to go.

HIDING CIRCLE: Most of the land in this area is bare of thick cover, though prairie grass and scrub brush are common. Deep gullies frequently divide this area, giving foot patrols cover.

Trolls are unlikely either to stage ambushes here or to make stands here. Except in the late evening or early morning, the Sazdorf beetle herds are pastured further out, and do not draw attention to the Haunted Ruins.

The trolls know the gullies here very well, and maintain a number of lookouts here. But it is likely that anyone approaching has already been detected.

DOORYARD: The Haunted Ruins sit atop and within a low knoll rising from the valley floor. The ground here is rolling, with frequent water-eroded gullies. The Dooryard area is devoid of significant vegetation or other cover except as marked on the Dooryard Map.

The knoll measures roughly 200 meters north-south and has a long, low crest of 12-15 meters above the surrounding valley.

From a distance, stubby broken walls can be seen on the hillside. A second ruin lies 200 meters north. From the hillside can be seen two groups of tall, slender projections reaching into the sky. No roads or paths seem to lead the knoll or the ruins on it, but a successful Track roll shows much sign of recent activity, not the least of which is that the dry grasses have been clipped off in patterns and at heights that only herd beetles could manage.

Close investigation of the Dooryard area, in person or perhaps via familiar reveals the information on the Dooryard map and notes. Such detail is unlikely to be needed unless the player-characters intend to mount an attack.

On the Dooryard map are lettered and numbered landmarks: brush, gullies, a few holes, and structures specific to the Haunted Ruins. The letters are for identification, so that gamemaster can say things like "Three slingers fire into the brush at point Q." Some letters have parenthesized numbers adjacent, indicating the average number of humans who could safely use those locations for cover and not be seen by troll watchmen. If an excess number of adventurers hide at a particular location, then portions of them are exposed. Oversized people (and trolls) take up more room than SIZ 11 or smaller folk. Horses count as three people in this context. If in doubt, add all the SIZ points together and divide by 11, but gamemasters can probably find better things to do. People might be concealed behind such obstacles, yet still be seen scuttling from one bush to the next.

Standard Defense Plans

The chance of stopping a determined foe outside their lair is small, and the trolls know it. Outside engagements are skirmishes intended to slow and wear down invaders.

Trollkin are good at that. If the acid-armed D-family trollkin are on duty they can, for instance, do considerable damage to invader armor.

Attackers could reach the Haunted Ruins after several hours of daylight riding, brushing aside any trollkin who challenge their path, and quickly leaving behind any troll hunters and gatherers hiding in the daytime. Attackers might reach the

Front Gate without meeting a single serious opponent. Whether or not they were noted by look-outs and patrols should depend on the luck roll of the commanding adventurer. Whether or not he or she is lucky, the Front Door trollkin are always alert and quickly notice approaching strangers.

Once the alarm is sounded, everyone rushes to their stations and remains at the ready. The existence of the clan depends upon them.

There is always an outer defense of the lair. There are a limited number of entrances, and spear-wielding trollkin guard each of them. Every initial fight will be at or in defense of an outer doorway, and perhaps involve only trollkin.

Missile ranges for trollkin and trolls slinging from the Haunted Ruins are double their normal 'to-hit' range. Put another way, slingers are able to fire at long range with the same percentages of success they would have at medium range (i.e., half normal chances to hit). This is the result of long practice in shooting at the obstacles which dot the Door-yard.

Slingers near the Front Gate or along the crest of the knoll aim their fire at the bushes, walls, and gullies where they know someone is hiding. They do not have to see their targets nor have lines of sight, since slingstones can fly in high arcs to strike blindly behind such positions, about where adventurers must huddle.

To learn if a player-character is hit by a slingstone, roll a die with sides numbering at least equal to the number of people who could hide behind the obstacle. Assign one result to each adventurer actually hiding there; unassigned results show that no one was hit. Then roll one of those dies for each sling attack which hits the obstacle area.

For example, seven trollkin slingers shoot at point Q, a clump of bushes about 150 meters from the Front Gate. Four shots miss and three hit. Three adventurers huddle there, behind bushes capable of hiding six. Since there is room for six, use a d6. Adventurer One gets the 1 result, Adventurer Two the 2 result, etc. Results 4,5,6 are misses. The gamemaster rolls 3D6, one for each hit. The results are 2,2,4 the first two stones hit Adventurer Two; the third stone is a miss.

If the adventurers attempt to close with the slingers, those worthies retreat behind the waiting trollkin spearmen, who in turn retreat slowly into the lair.

When the Outer Defenses Fall

The defense of the knoll and the approaches to the Front Gate is intended to inflict damage, slow down the attack, and make plain the strength of the assaulting force. If the attack presses forward, the trollkin retreat quickly enough not to take substantial casualties. The vigorous defense of Sazdorf starts when the trolls slam shut the great doors of the Front Gate and retreat into friendly darkness.

For humans, the crucial point about troll lairs is that they are pitch-black. Even if it gets tedious, the gamemaster must persistently emphasize that the adventurers cannot see without physical light or compensating spells. Imagine trying to fight a powerful foe while you wear a blindfold and he does not; if no adventurer gets into serious difficulty because of the darkness, then much of the fight's flavor has been lost. Once the players work out realistic ways to operate their characters

in the darkness, most of the gamemaster's job in this regard has been completed and can be ignored.

A point nearly as important: fighting frequently is so noisy in these stone chambers that from time to time it is fair to ask for special rolls to learn if the adventurers can communicate among themselves. This is especially true when the trolls mount an assault: over the clang and bang of metal on metal, the roars of dark trolls and great trolls thunder and reverberate in these closed spaces, and the screeches of the trollkin are like dozens of fingernails across chalkboard.

Even if broken, the defense of the entryways should last long enough to allow a second defense to be prepared and manned. The trolls may block the passages with so much rubble that superior magic is the only sure way past the long, crushing arcs of the troll maces.

The second defense is intended to be held for a longer time, though not at all cost. Trolls and perhaps great trolls are found here if the trollkin cannot decide the issue. If possible, the trolls counterattack from another direction while the trollkin defend along a stable line.

Falling back from the second defense line means that the trolls lose their normal living quarters and some valuable personal property, but they do it if necessary. In general, Sigron will lead them toward the Mothers' Den (Room 41).

Here the trolls may make a penultimate stand. As they barricade the ways and hold on with every breath and magic point, only Mothers and children will be left in reserve.

Specifics of the defense are left to the gamemaster; the plans show many choke points. It is relatively easy to defend a doorway with several spearmen, and Sazdorf has many good fighters.

Sigron the Warlord is not interested in giving player-characters a fair or an even fight. He conserves his forces if possible, then commits them when appropriate and to their ultimate advantage. For example, the priestesses are all Mothers in status, but some have formidable magic to aid in combat. He will usually keep them in the rear, and have them cast useful spells on the troll fighters. If threatened, the trolls protect these individuals at all costs.

One point of note is the activation of Warding spells. The section plans show many Warding spells. A 'W2' spell is a Warding of two magic points' strength. Some have an additional M, D, or B noted: these spells are normally inactive and must be cast by the priestess of the representative family when an emergency begins. Warding spells are pre-readied, with the ward sticks in place. A casting activates them and turns a benign hallway into a death trap.

If the adventurers are bent on clearing out the place, and if they have the necessary force, the gamemaster should assume that the fighting could take many sessions. Prepare the adventurers for the notoriety of having destroyed an ancient and proud lineage. And it is not impossible that Mistress Sazdorf herself might appear in some guise or manner to help fend off this terrible threat to her children.

The Chain of Command

Whenever physical danger threatens the clan, Sigron and Queen Martoraz discuss the matter and perform a short ritual

transferring leadership from her to him. Karrg's Son is invoked, and the clan shifts from social to military organization.

The chain of command is simple. Sigron is first in command, and beneath him are five officers. First among them is Queen Martoraz, who leads the priestess-rulers of the families and all of the Mothers, children, and nurses: she keeps them disciplined, hidden, and protected, but immediately brings them forth when so ordered by the warlord, to act upon his every command. The other four officers have tactical duties, defending the clan with different skills and might. The commanders are Kozakang, chief of the trollkin, who is effectively second-in-command of this small army; Tongkal, chief of the great trolls and leader of the heavy assault forces; Astelkak, the healer chief; and Jonakel, whose small band of initiates has a special job to do. In addition, Lagor and Badass have important command duties.

TONGKAL: a formidable fighter, he rarely bothers with petty deeds and stoutly defends his family. He has a personal bodyguard, another dark troll, whose lifetime duty is guard Tongkal's back and to Dispel magic cast on him. Five great trolls, outfitted with the best weapons and armor the clan can provide, loyally follow him. (Another five great trolls are personal bodyguards who remain with their various wards, even in an emergency.) At the alarm, Tongkal and his followers report to Sigron in Room 15, the Dancing Room, Main Section.

ASTELKAK: a Xiola Umbar Rune Lord, skilled at healing, and with loyal followers: three trolls and three trollkin are also outfitted for healing. They have inferior armor (except for Astelkak himself), and mediocre weapons skills. They stand in the second rank, ready to Heal fighters and to parry to protect them. If the fight is easier, worker trollkin are called forward as bearers, sent out to drag back fallen trolls and trollkin to the Xiola Umbar healers, who remain under cover.

JONAKEL: a Rune Lord hunter and an old friend of Sigron. They came southward together to this lair as youngsters, and have grown up together. Though taking different paths, their friendship and trust remain, and Sigron is smart enough to put his companion's skills to best use.

At the alarm, Jonakel and his five initiates have an unusual command: they are to leave the Haunted Ruins as soon as possible and sneak away to a secret rendezvous. They spy on the intruders, avoiding combat until they can assess the situation.

Jonakel and his followers then harass the invaders, killing horses and supply animals, burning tents, and so on. They may raid a small band. They will harass a large force. If a large group of adventurers is the problem, the trolls wait outside the Haunted Ruins until battered survivors stagger out, weak from damage and low on magic points, and then engage them with volleys of magical long-range missiles.

Within the Spirit Circle (and with the aid of the priestesses), Jonakel and Sigron communicate by shuttling their disincorporate allied spirits.

KOZAKANG: the chief of the military trollkin. He is well-suited to the task, for he is an Argan Argar Rune Lord and has taught to most of his followers the use of the one- and two-handed spear. His trollkin's maces are now only secondary

emergency weapons. Slings, traditional to trolls everywhere, are widely used here.

Kozakang is really second-in-command at the Haunted Ruins, directly commanding the larger part of the Sazdorf forces. He is immediately responsible for the Dooryard defenses, for closing the Front Door, and for the defense of the Haunted Ruins. He has a small body of guards and trollkin aides. Five lesser officers report to him: the three watch commanders (one each from the M, B, and D families), one Bright-Eye watch commander; and one value trollkin, a free trollkin who is master sergeant of the elite guard.

Normally the three family watch commanders control equal bodies of troops. Each has one value trollkin as second-in-command (ranked as watch sergeants), and 12 trollkin warriors divided into squads of four (essentially, each squad could hold a doorway). These dozens are similar, though not identical. The followers of the D-family leader, for instance, also carry several rounds of acid-filled sling balls, while the followers of the B-family leader tote poisoned throwing darts for silent work in the hallways.

When the alarm drum beats, the Providers report to their family watch commander for duty. Thus each watch commander heads a different force of troll warriors. Each of the family forces show marked differences. The B family, Gorakiki worshipers, are notably richer and better-equipped than the D family Providers.

LAGOR: the Brighteye Watch are those trolls reporting to Kozakang. The watch commander is Lagor, a Humakt initiate. This group normally consists of five trolls. They perform daytime checks on the look-outs and search for signs of unusual activity. That job is impossible for trollkin, who are demoralized by daylight. These trolls normally travel alone on such missions, proud of the toughness (and the sunglasses) that lets them daily undergo the sunlight which trolls despise.

In an emergency, the provider trolls who are not members of one of the three dominant families report to Lagor. Thus he commands the largest band of dark trolls in such a situation, though not the best individually nor the most cohesive as a group.

BADASS: the watch sergeant of the trollkin elite warriors. They number six disciplined trollkin of proven excellence with weaponry. These well-equipped veterans are free from the drudgery of normal trollkin life. They never leave the lair if they do not wish to, except under special orders from Sigron or Kozakang. Respectful and grateful, they know what their relative luxury demands; when they go into battle they do so valorously, thankful for that they have enjoyed themselves. A trollkin coward in this unit would be turned into food the slow way, fed alive to the rest of the unit.

QUEEN MARTORAZ: she commands the civilians. Beneath her, four others each command a portion of this part of the clan. Three (Makstan, Dorsnon, and Beljon) are ruling families priestesses: beneath them are the female trolls, their children, and the value trollkin. These civilians are shielded from combat, but they are valiant and, if the need arises, can be separated into fighters and Mothers/children. The fighters include all trolls who are not pregnant or nursing, plus all value trollkin. They are expected to (and would) sacrifice



The Worship Ceremony

themselves as necessary for the protection of the Mothers. Though priestesses have powerful magics, they shun hand-to-hand combat in order to cast defensive and enhancing spells on the troll first-line. Often Sigron orders one or more precious females forward to the fight. There they remain under cover, casting spells as useful, never exposing themselves needlessly.

If these civilians ever must make up the front ranks, the remaining rulers will lead an escape rather than to continue resistance. If escape is impossible, even pregnant troll Mothers and children flock to the attack. Trolls submit to grim reality; personal honor and fidelity to the clan make any other response unthinkable.

If a fight proceeds well, Sigron will not risk the life of any of the natural and holy leaders of his community.

CHALAZAK: Chalazak is the fourth troll reporting directly to the Queen. A priestess of Xiola Umbar, Chalazak protects the clan's ordinary trollkin workers. Xiola Umbar initiates who are not serving Sigron's needs assist her; Martoraz also has claim of them should she wish.

Chalazak and her hundred-plus minions are no puny force. Though devoted to these miserable creatures, Chalazak does as ordered. She understands survival. She might, for instance, send the unarmed trollkin in a horde to fatigue and to wear down the magic points of invaders. Unarmed trollkin can be used as decoys, or as magic-point sources for Xiola Umbar spells.

As always, the trollkin can throw up barricades, move rubble, and dig new tunnels.

It is said that every trollkin betrays his true worth when the fight is worst: those who were thought the dumbest and laziest sometimes reveal strength and intelligence when the priestess sorts from her followers those of most value to the community.

Duty Roster

Most of the troll military units stay at the lair, defending it. This includes Tongkal, Astelkak, the non-ruling-family Providers, and Badass's elite trollkin. The Brighteye Watch is always abroad during the day.

Normally one watch stays on duty among the look-outs, one stays on duty in the lair, and one patrols the Grazing Circle at night. Duty rotates between the watches at the will of Kozakang. To learn which watch is on-duty, roll 1D6: on a result of 1-2, it is Pengtak and the M family; on 3-4, it is Elkozi and the D family; on 5-6, it is Balbek and the B family.

Friendly Strangers

Friendly strangers can approach the Haunted Ruins and be received in a friendly manner. Once the adventurers know individual Sazdorf trolls, gaining entrance will be easy. The trick is to get to know someone, something unlikely for any of the adventurers to have achieved already.

Approaching Sazdorf, the player-characters should be ready to practice good troll manners, and should be equipped with gifts and with all kinds of foodstuffs for hungry trolls. They should approach at night, when they are sure to be spotted. The night may slow their travel; the full trip across

the troll range may actually take eight or nine hours, instead of the three or four needed by a dark troll.

Trolls know no common signs of peace or surrender, though they do know that humans often use white flags. The adventurers might pause occasionally and shout in Darktongue that their intentions are friendly and that they wish to speak to someone of honor and authority.

Along the way, they will be shadowed, perhaps by increasing numbers of trolls and trollkin. If the adventurers show any hostility, there is scant chance for a peaceful meeting later.

Though under orders, any military trollkin will defer to a troll patrol or even to random troll hunters. The humans may have to endure verbal taunts and abuse, and rude physical challenges such as thrown rocks. This is a dangerous interval. Isolated, and where no cooler heads may exist, even if the humans shout out that they know such and such a troll at Sazdorf, hunters and military trollkin may hate humans enough to try to kill them, unless ordered not to by an officer.

Harassment may continue all the way to the Haunted Ruins.

At some point, either at the ruins or before, a trollkin value confronts the adventurers. They should make every effort to be friendly. The trollkin is of high status for his (or her) kind, and may take offense from human mistakes. The trollkin asks them why they are there, and who or what they want. He may cast some Detect spells to test the honesty of their answers. He orders the party to wait, disappears from sight, and sends a message to his watch commander.

That watch commander is the next individual to approach. The watch commander may have distinct feelings about humans, feelings which are quickly evident. He may have been present through all the initial encounters. He didn't show himself, and he stayed out of the Detect spell range of the humans.

It is useful to convince the value trollkin of the party's good intentions; it is vital to convince the watch commander. He decides whether the party gains peaceful approach and entry to the Haunted Ruins, or whether the trolls send the adventurers away. If the watch commander refuses entrance and the adventurers persist, there almost certainly will be a fight.

To help convince the watch commander, the humans should display largess in their gifts of food. The watch commander should be given some special tidbit like a mustard-cured ham (which trolls find delicious), and he should be praised for his bearing, his equipage, and his general fear-someness. Humans need not act like trolls, but they may find it useful to be familiar with trollish ways and to possess the rudiments of trollish manners.

If accepted, the adventurers are led to the Haunted Ruins. At the Front Door they are blindfolded or have leather bags thrown over their heads, as is troll custom. Protests by any of the party may cost the trust of some of the trolls; continued protests will turn all the trolls hostile. Be sure to allow the players to fully savor this striking moment of weakness and vulnerability.

Mounts must be left outside; trollkin will faithfully guard them. The visitors are led stumbling through Room 3 into Room 4, the guardpost. The party's heads are then uncovered

in Room 5, the waiting room. From there, after due waiting, they are taken to the eastern dais of Room 8, where Kozakang appears from his tiny room.

He always appears dressed to fight, and is always guarded by his trollkin. The elite trollkin warriors are nearby, armed and ready but not threatening.

The troll chief also must be given food and flattery. As a Rune Lord of Argan Argar, Kozakang is well-suited to deal with outsiders, and among trolls has a reputation for suavity and culture.

Kozakang makes every attempt to appear to be the highest authority. He always speaks as if he knows everything and decides everything. He actually has complete authority over meetings with visitors, and over the ruined (non-troll-used) parts of the complex. He never has to betray his true status to outsiders; the adventurers should think of Kozakang as the leader of the clan.

If the party wishes to explore the ruined parts of the complex, Kozakang can offer plunder rights. This means that the trolls allow the adventurers to enter the ruins and do

whatever they want without troll harassment. Guarding mounts costs one lunar per animal. Humans forfeit all rights to life and safety if they approach Sazdorf restricted areas. Trolls reserve the right to inspect all plunder brought out, to keep all items of specifically trollish value, and to purchase anything else at fair value.

The player-characters may visit the Sazdorf clan several times, each visit convincing them more that Kozakang is the ruler. If, however, they arrive with deals concerning matters beyond Kozakang's authority, the chief says merely, "I will speak to the King." The king is Sigron, of course. The player-characters might never see anyone who outranks Sigron, or they might have to take up the gifting and flattering procedure several times, perhaps using up all their fancy phrases and foods on underlings.

Trolls who deal with humans commonly receive food. If a troll watches the horses, give him something to eat. Trollkin like food, too, but any who get close to humans will be under orders not to eat. They may anyway, depending on the gamemaster and his or her story, but they are not supposed to.

The Haunted Ruins

THE UNDERGROUND COMPLEX, long filled with refuse and wind-blown dust, consists of seven sections. The trolls occupy some sections, while two parts are abandoned (or unknown) and house occasional monsters and numerous traps, many set by the trolls.

All rooms, unless otherwise noted have ceilings 2.6 meters (eight feet) high.

FRONT SECTION: entered from the outside through A (the Front Gate) and C (Hole). Immediately after the Front Gate, intruders have a choice of two attack routes.

MAIN SECTION: the Main Section has Upper and Lower portions. Neither can be entered directly from the outside.

SOUTH SECTION: entered from the outside through Chimneys E.

EAST SECTION: entered from the outside through Chimneys G.

NORTH SECTION: entered from the outside through Holes H and I. This section has Upper and Lower portions.

BACK DOOR: entered from either room 14, or from a secret tunnel approximately two miles to the southeast of the ruins.

HIDDEN SECTION: unknown to the trolls. It cannot be entered directly from the outside. The secret interior entries are in Rooms 64, 65, and 76.

The Front Section

This area is primarily used as the trollkin quarters. Each family has trollkin servants who sleep nearby, but most trollkin sleep in (or close to) Room 8.

Outsiders, even well-known troll-friends, rarely are allowed deeper into the lair than this. Treat these chambers as if they are all that exist of the Haunted Ruins, at least until the

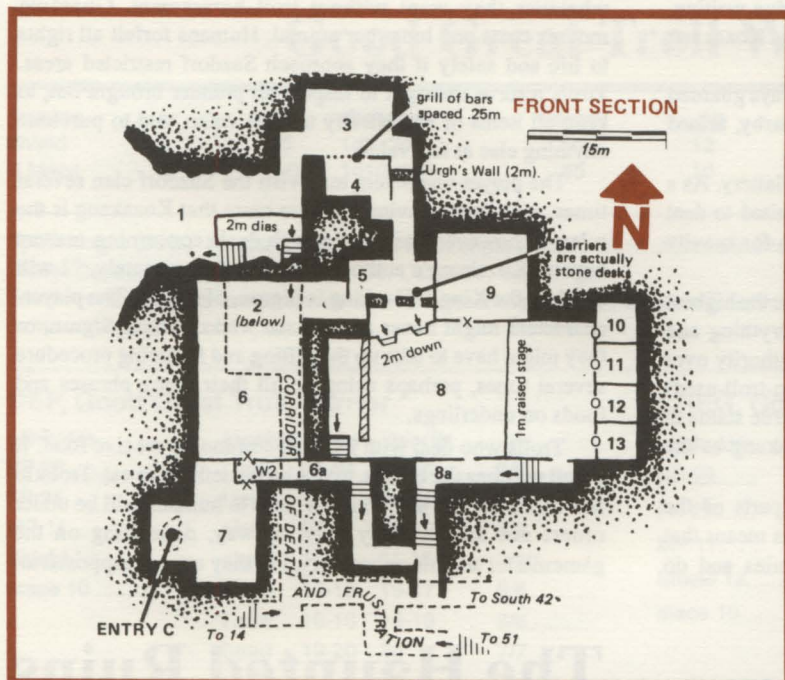
trolls agree to take the adventurers to the North Section. Trolls and trollkin refuse to talk about the door to corridor 8a where so many trolls go to or come from.

1. SENTRY ROOM: a blast of foul air greets the adventurers as they step in. The source of this stench is the decaying cow which lies on the floor, a midnight snack for the room's guards. This room is normally occupied by 1d6+3 cave trolls, plus Belorg the Tender and one squad (four) of fighting trollkin. If they must retreat, they retreat toward Room 5.

2. CAVE TROLL QUARTERS: piles of matted hay cover the floor here. Furs are thrown over the cave trolls' personal possessions (bones, nice-looking rocks, pet slugs, etc.). During an attack, 1d4 cave trolls who sleep here did not wake soon enough to escape with the sentries toward Room 5. If allowed to, they run upstairs and out of the complex. A single stoutly-locked door is at the south end of this room. It leads into the Corridor of Death and Frustration, 2A. The lock can be picked with a successful Devise roll at -30% and cannot be broken open; the door is of STR 34.

2A. CORRIDOR OF DEATH AND FRUSTRATION: this is a long, narrow, difficult-to-traverse hall. Walls, floor, and ceiling are of stone, without cracks, chinks, or other handholds. The hall leads variously to three locked doors of STR 34, each also with unbreakable locks which subtract 30% from the Devise skill roll of anyone trying to pick them.

The corridor has been extensively worked and reworked by the trolls, digging pits, setting traps, placing warding spells, and releasing giant insects to infest it. The result is an unbroken string of deadly traps and harassments along 40-60 meters of passageway. It will be impossible to move quickly through here.



There is, on the average, one major difficulty every 1.3 meters. A short stretch is given merely as an example. Repeat it as you wish, but it is better to make up your own difficulties.

1. Four Young Wolf Spiders, each SIZ 6, HP 9. Attack is Bite 35%, STR 6, 1D6 damage plus POT 10 poison. They are on the ceiling, and pounce on the third man to enter.

2. Loose Rocks or Gravel, anyone running down the corridor must make a successful DEXx5% roll or fall to the ground.

3. The passage travels underneath one of the tunnels dug by the trollkin. As they walk along, the adventurers are hit by large rocks being thrown by the trollkin who have bored a hole between the two tunnels. Each rock has a 30% chance to hit and does 1D4 damage. The hole is large enough for 3 trollkin to throw rocks each round.

4. Any adventurer who makes a successful Scan roll will see a small, dark figure scampering down the corridor ahead of the group. If they chase after it the lead adventurer must make a scan roll or fall into a 3 meter deep spiked pit taking 1D6 damage for the fall, and another 1D4 for each spike which he is impaled on. The adventurer will be struck by 1D6 spikes, each hitting a random hit location.

3. **LARGE ROOM:** the floor of this area is covered with broken rocks (poor quality cement) of various sizes up to 1 meter around. Various fungi and lichens grow on the rocks and walls. The rocks and fungi make it quite difficult to walk through this area: adventurers should subtract 2 from their move rates or succeed in a DEX x3% roll to remain upright. Invaders reaching this area will be attacked by missiles from Room 4.

4. **GUARDPOST:** the trollkin in here can sling rocks through the stone grillwork in the wall to Room 3. Up to six trollkin may fire at one time. The bars and spaces alternate, each being about 20 centimeters across. Any adventurer firing a missile weapon back at the trollkin must subtract 30% from his chance to hit due to the intervention of the bars and the relatively small space between them. In normal times this is the

post for the watch commander, the watch sergeant, and the auxiliary trollkin in their service.

URGH'S WALL: this stone barrier, 2 meters high, was constructed years ago to keep out a terrifying warhorse named Torgsbane. However, Urgh Eyepopper, the half-troll rider of that thing, could actually carry it back and forth over the wall. Since he was a guest, the trolls neither helped nor hindered, but they were quite impressed. Urgh and Torgsbane have long since turned to dust, but their wall remains, and valiant trollkin spearmen will stand atop it, shrieking their war cry "gobble gobble, gobble gobble!" (which means "pop their eyes, pop their eyes" in Darktongue) and defending their home.

5. **WAITING ROOM:** carved into the walls of this room are various scenes of trollish mayhem (trolls stomping on the heads of dwarfs, trolls gouging the eyes out of elves, and trolls peeling the skins from humans).

Guests of the trolls are unmasked here, and told to wait quietly until the chief has time to see them, or they are otherwise welcomed into the next room. There are six chairs available, all of which are constructed from the skin and bones of the trolls' war victims. The 1 meter tall barriers there are actually the hollow remnants of three desks.

6. **CORRAL:** any guests who can get their animals over Urgh's Wall will be allowed to keep the beasts in this large, foul-smelling room. It is usually used by trollkin for sleeping (hence the smell) and it is possible that while the adventurers are exploring the ruins, these trollkin may eat their animals ("Gee, we verry, verry much sorry, we not know they was youse's!").

6A. **WARDED HALL:** more of the violent troll carvings decorate this sloping corridor. This hall is not used by the trolls. There are 3 point warding spells at the entrance from Room 6, and Hall 8a. A group of animated troll skeletons originally placed here by the Zorak Zoran temple years ago are still silently waiting here.

Troll Skeleton One

statistics		location	melee	missile	points
STR 10	Move 3	r leg	01-04	01-03	4/1.....
SIZ 15		l leg	05-08	04-06	4/1.....
DEX 12		abd	09-11	07-10	4/1.....
		chest	12	11-15	4/1.....
		r arm	13-15	16-17	4/1.....
		l arm	16-18	18-19	4/1.....
		head	19-20	20	4/1.....
weapon	sr	attack%	damage	parry%	pts
Bite	6	70	1d6+1d4	—	—
H Mace	6	70	1d10+1d4	75	10.....
S	6	20	1d6+1d4	75	12.....

Skills: Dodge 90.

Troll Skeleton Two

statistics			location	melee	missile	points
STR	14	Move 3	r leg	01-04	01-03	4/1
SIZ	13		l leg	05-08	04-06	4/1
DEX	13		abd	09-11	07-10	4/1
			chest	12	11-15	4/1
			r arm	13-15	16-17	4/1
			l arm	16-18	18-19	4/1
			head	19-20	20	4/1
weapon	sr	attack%	damage		parry%	pts
Bite	6	70	1d6+1d4		—	—
H Mace	6	80	1d10+1d4		75	10
S	6	20	1d6+1d4		65	12
Skills: Dodge 35.						

Skills: Dodge 35.

Troll Skeleton Three

statistics		location	melee	missile	points
STR 10	Move 3	r leg	01-04	01-03	4/1
SIZ 15		l leg	05-08	04-06	4/1
DEX 12		abd	09-11	07-10	4/1
		chest	12	11-15	4/1
		r arm	13-15	16-17	4/1
		l arm	16-18	18-19	4/1
		head	19-20	20	4/1
weapon	sr	attack%	damage	parry%	pts
Bite	6	70	1d6+1d4	—	—
H Mace	6	70	1d10+1d4	75	10
S	6	20	1d6+1d4	75	12

Skills: Dodge 65.

Troll Skeleton Four

statistics	location	melee	missile	points	
STR 14	Move 3	r leg	01-04	01-03/4/1	
SIZ 17		l leg	05-08	04-06 4/1	
DEX 8		abd	09-11	07-10 4/1	
		chest	12	11-15 4/1	
		r arm	13-15	16-17 4/1	
		l arm	16-18	18-19 4/1	
		head	19-20	20 4/1	
weapon	sr	attack%	damage	parry%	pts
Bite	6	70	1d6+1d4	—	—
H Mace	6	70	1d10+1d4	75	10
S	6	20	1d6+1d4	75	12

Skills: Dodge 65.

Troll Skeleton Five

statistics			location	melee	missile	points
STR	11	Move 3	r leg	01-04	01-03	4/1
SIZ	13		l leg	05-08	04-06	4/1
DEX	10		abd	09-11	07-10	4/1
			chest	12	11-15	4/1
			r arm	13-15	16-17	4/1
			l arm	16-18	18-19	4/1
			head	19-20	20	4/1
weapon	sr	attack %	damage	parry %	pts	
Bite	6	70	1d6+1d4	—	—	
H Mace	6	70	1d10+1d4	75	10	
S	6	20	1d6+1d4	75	12	

Skills: Dodge 65.

Troll Skeleton Six

statistics	location	melee	missile	points	
STR 10	Move 3	r leg	01-04	01-03 4/1	
SIZ 15		l leg	05-08	04-06 4/1	
DEX 12		abd	09-11	07-10 4/1	
		chest	12	11-15 4/1	
		r arm	13-15	16-17 4/1	
		l arm	16-18	18-19 4/1	
		head	19-20	20 4/1	
weapon	sr	attack%	damage	parry%	pts
Bite	6	70	1d6+1d4	—	—
H Mace	6	70	1d10+1d4	75	10.....
S	6	20	1d6+1d4	75	12.....

Skills: Dodge 65.

7. BEAR'S LAIR: it is possible to enter this room from hole C in the Dooryard. This room is empty except for a large amount of bones, and the very large, very angry, and very hungry grizzly bear.

TROLL ROOMS

Several rooms are called Troll Rooms, including rooms 21, 23-27, 52-54, and 59. Many other rooms are troll rooms, with whatever additional accoutrements the owner's personal status gives them. For example, Tristod's room (43) is a troll room, further finished with all the insectoid splendor which a master of beetle-raising can acquire. Such luxuries are not described in detail since they are of no value as treasure to normal adventurers. If troll

characters come to visit, own, or plunder the contents of these upper-class rooms, then gamemasters should fill in details as needed.

Each room will have 1D4 inhabitants who keep personal gear there. These will always be close comrades, probably siblings or initiation brothers. They are exclusively the domain of the Providers, since the Mothers live in communal bliss elsewhere.

Contents of the room include the troll's weapons, personal treasures, and selected food items. These

things are considered personal possessions as long as the troll is alive. Should he die then they go to the family for redistribution.

The privacy of these rooms is a matter of status. No one would dare to enter the region of a higher-ranking troll without clear permission. However, any higher-ranking troll can enter her underlings' rooms at any will and, if family, take anything she wants. Settle disputes by force or by the priestess' word. Generally, decency exists between kin.

Phil the Grizzly Bear

statistics	location	melee	missile	points	
STR 28	Move 7	r leg	01-04	01-03 4/6	
CON 15	HP: 21	l leg	05-08	04-06 4/6	
SIZ 27	Fatg: 43	abd	09-11	07-10 4/9	
INT 5		chest	12	11-15 4/9	
POW 12		r arm	13-15	16-17 4/6	
DEX 14		l arm	16-18	18-19 4/6	
		head	19-20	20 4/7	
weapon	sr	attack%	damage	parry%	pts
Bite	9	50	1d10+2d6	—	—
Claw	6	70	1d6+2d6	—	—

Notes: Phil may attack twice in one round, using either two claw attacks separated by 3 strike ranks or a claw and bite separated by 3 strike ranks. The bite attack usually follows the claw.

Skills: Climb 35, Listen 40, Track 30, Sneak 15, Smell Honey 60%.

Armor: Skin and fur worth 4 points of protection.

8. MAIN TROLLKIN QUARTERS: the east end of this room is raised, and trollkin guards make it clear that it is set apart from the rest of the area. The guards are usually the elite trollkin unit, who jealously guard their special privilege of being there.

The floor is blanketed by a layer of loathsome straw upon which the trollkin inhabitants sleep on, among other things. In normal times about 50 worker trollkin sprawl in this room, plus a few trolls organizing work teams, eating, and so forth.

When Chief Kozakang speaks to anyone he remains on the raised part; if he invites someone up there with him it is a high honor indeed.

This room is of double normal height, 5.2 meters tall.

8A. TROLLKIN HALL: this is the usual route from the main trollkin region of the Front Section, to the next (Main) section. It is heavily traveled and is relatively free of dust.

9. HAUNTED ROOM: trolls say this room is haunted and will not speak of it nor let anyone through the doors to get in. The doors are nailed shut and blocked high with refuse.

If anyone does manage to gain access to this room they will find it full of cobwebs, with bloated white spiders creeping along the strands. With a successful Listen roll, bizarre churning and rumbling noises can be heard coming from below the floor.

10. TRAPPED ROOM: a bronze beartrap is buried under the heaps of stinking refuse coating the floor. A successful Search roll finds this trap. If no one makes the roll, have anyone who is mucking about in the room attempt a POW x5% roll. The first person to fail the roll triggers the trap, doing 1d4+3 damage to a random leg.

11. FOOD STORAGE: flies swarm here, feeding on the stored rotten vegetables, insect, and animal matter. The floor is slick with fluids which drip from the decaying slop.

12. ASTELKAK'S QUARTERS: this is the private room of Astelkak, the Xiola Umbar Rune Lord. A sleeping mat lies on the floor surrounded by small piles of matted straw. Two carvings on the east wall depict scenes of trollish superiority

over the other Elder Races. Gnawed bones and scraps of food litter the floor.

Astelkak keeps his personal valuables upon his body or with his priestess. Only first aid supplies and trollish snacks (maggot paste, mealworm cookies, candied slugs, and honey-dipped elf eyes) are left here. Astelkak sleeps here with his trollkin when off duty.

13. KOZAKANG'S QUARTERS: this room is loaded with goods, including extra equipment for trollkin in addition to Kozakang's personal goods.

- One set of 8 point, SIZ 16 troll armor, bronze plate, vambraces, etc.

- Two full sets of weapons, each consisting of a 2-handed long spear, two javelins, a hoplite shield, a broadsword and a light mace.

- One chest, key-locked, containing colorful clothing for special occasions. Inside is a smaller box, which holds two sets of sunglasses, and a small sack holding 22 tiny, identical, round black stones (these stones are Stones to Kill Chaos from *Troll Gods*).

One chest with a Safe spell, stacked with 19 magic points, cast on it by Kozakang on a one-use basis. It contains 3 historical Sartarite scrolls (worth 1D4 x 100 pennies each); 4 small sacks (each with 300 bolgs); 2 sacks (each containing 35 wheels and 60 £); 1 sack with gaudy beadwork (containing 80 clacks); and a small vial containing 4 doses of POT 15 poison (unlabelled).

SPARE TROLLKIN GOODS

- Ten suits of 2-point leather armor (trollkin sizes).

- Twenty-five short spears.

- Seven wicker heater shields.

- One sack of earrings, military style, plus an awl.

- Eighteen sacks.

- Three 5-point helmets (trollkin sized).

- Five 3-point helmets (trollkin sized).

- Five gourds of liquor, acts as a POT 8 poison if drunk by humans.

Main Section

This is the principal living quarters for the trolls. The Providers have the upper quarters, the Mothers have the lower.

14. AUDIENCE CHAMBER: intimidating carvings of trollish cruelty emblazon the walls of this chamber. Anyone who needs to meet with a troll who outranks Kozakang is escorted to this room. Sigron and a suitable entourage will meet them. Sigron sits on the stone throne, quite overfilling it. He generally does not allow foreigners up the stairs.

If invaders penetrate the Front Section, the trolls make their next stand in this room, at either the stairway up from the Corridors of Frustration or Hall 8a. If forced back they will retreat to the next room and make another stand at the doors.

There are a pair of log statues in this room. They are diversions. Faces crudely carved in the logs make them look like holy idols. They are set upon rockers which make it easy to move the statues back and forth while a troll stands some distance away. When entertaining strangers, the trolls commonly cast Detect Detection on these logs so that if anyone

casts detection spells (enemies, gold, life, etc.) in the room, the statues glow with magical light and confuse the adventurers.

The logs are coated with a layer of rancid animal fat black with dirt, making them impossible to pick up. They will burn very well, however.

15. COMMON ROOM: skulls and bones hang from the walls and ceiling here. Flayed human skins are stretched across the walls. Stinking piles of decaying garbage litter the floor. Hundreds of small, grey beetles skitter across the floor, their tiny feet clicking on the stone. Dances for hunting or practice are held here. The skulls are for ritual purposes. The stinking heaps of refuse contain nothing of worth, unless your players value disgusting, half decayed animal parts above all else.

16. HAUNTED ROOM: this room has been sealed off in the same manner as room 9 above.

17. SIGRON'S OUTER CHAMBER: this room is fairly plain, with no furniture or decoration. Sigron's slaves and servants live here. An armed human slave lives inside the door and acts as guard. He is never allowed to leave this room and will fight anyone to the death who dares to enter without Sigron's presence.

Chest A: Trollkin belongings. Mostly clothes, plus a Heal 2 salve (10 doses).

Chest B: Good food. Mostly pemmican, dried salt fish, and dried mushrooms.

Chest C: Other slaves' goods, Nothing of value.

Hoomin, Sigron's slave

statistics		location	melee	missile	points
STR 16	Move 3	r leg	01-04	01-03	3/5.....
CON 13	HP: 14	l leg	05-08	04-06	3/5.....
SIZ 14	Fatg: 29	abd	09-11	07-10	5/6.....
INT 12		chest	12	11-15	5/6.....
POW 8		r arm	13-15	16-17	3/4.....
DEX 14		l arm	16-18	18-19	3/4.....
APP 6		head	19-20	20	6/5.....
weapon	sr	attack%	damage	parry%	pts
1H Battleaxe	7	70	1d8+2+1d4	60	8
S	8	20	1d6+1d6	90	12
Fist	8	50	1d3+1d4	—	—

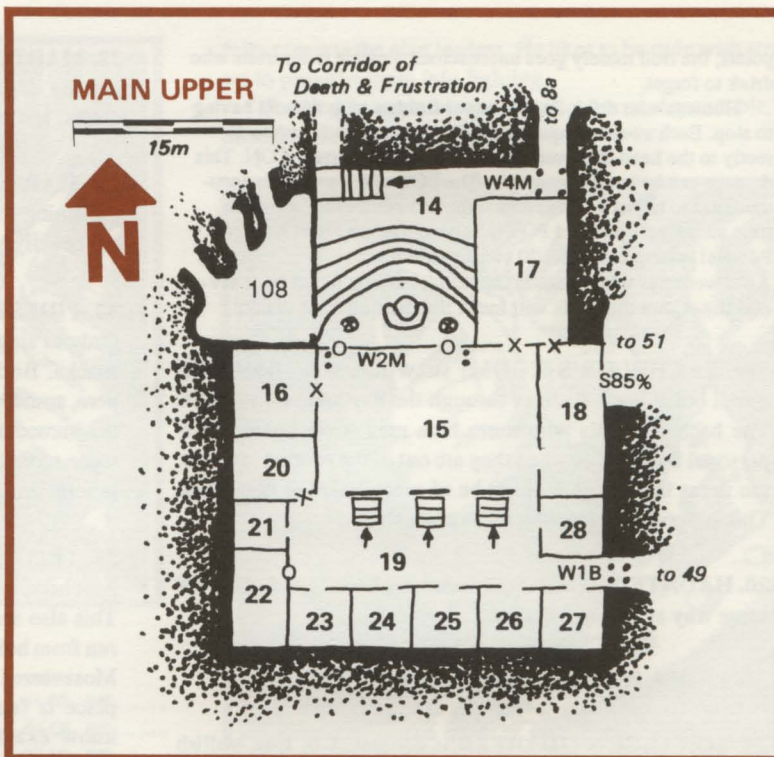
Notes: Hoomin is fanatically loyal to Sigron and will fight to the death to defend him.

Skills: Climb 35, Listen 40, Track 30, Sneak 45, Obey Sigron 100, Speak Darktongue 30, Speak Sartarite 50, Troll lore 20, Sing 30, Devise 15.

Spells: Heal 3, Fanaticism (1), Bladesharp 4.

Armor: Ringmail torso, cuirboilli limbs, lamellar head.

18. SIGRON'S INNER CHAMBER: Sigron's private quarters are well-kept by troll standards. The heads hanging on the walls and ceiling are arranged very decoratively, weapons are hung crossed on the walls, and the straw on the floor is rela-



tively clean. When he becomes hungry there is a lead tray of large, shiny black beetles resting on a table in the northeast corner. The outer part of this room is where Sigron's body guard lives and sleeps.

Sigron is aware of his rank and does not usually ask anyone below Rune Master status into these chambers. No trollkin are allowed into this room.

Next to the table with the platter of bugs are two large cauldrons holding pleasant drinks, described below. A box contains his personal treasure, a pumice kygerlith which whistles when held in the wind and floats even though it is a rock. There are also three sacks, each containing 150 £ and 200 clacks.

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

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

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

For humans, this drink has a POT 15 poison from the berries. A human must receive a successful CON roll against POT 15; failure sends 1D6+6 points of damage to the abdomen. A success reveals Old Rotgut to be astonishingly pleasant. Each mug is resisted against separately and, if successful, does no harm. Additional drinks are not cumulative. Some human debauchers are known to prefer Old Rotgut despite the damage (healable by magic), but even most alcoholics recognize the danger.

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

Trolls drink Powzie for its kick. Each mug drunk by a troll reduces his hit points by one, recoverable by one point per hour. This is not real damage, but numbness; upon reaching zero hit

points, the troll merely goes unconscious. Powzie is for trolls who drink to forget.

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

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

19. BACHELOR'S ROOM: straw litters the floor here. Small black beetles scurry through the hay and up the walls. The bachelor trolls who room here may leave behind their personal belongings when they are out of the room. However, the items they leave will not be of much value to non-trolls. This is another place which the trolls share.

20. HAUNTED ROOM: this room has been sealed off in the same way as Room 9 above.

21. TROLL ROOM: see nearby box.

22. JONAKEL'S QUARTERS: decorated in true trollish style. Bones hang everywhere, boxes of insects fill shelves, and weapons and armor hang along the walls where they can scare visitors. Jonakel, the Rune Lord hunter, keeps his personal goods here, often including whole animals which he has recently brought home. Many antlers, teeth, and bones hang about as well. He has a luxurious pile of animal skins to sleep on (25 skins, total ENC of 100, valued at 200£).

23-27. TROLL ROOMS: see nearby box.

28. LAGOR'S ROOM: this room is shared by the other Humakti trolls. It is like other troll rooms, but is decorated in Humakti style. Black cloth hangs from the black walls, and black enameled armor is displayed along the south wall. In the center of the room is a black helmet sitting atop a black sword which has been stuck into the black floor. This is Taksag's helmet, all that remains of the founder of this chapter.

Lower Level

29. A CORRIDOR: this corridor is remarkably clean. Trollkin spend time here each day cleaning. Five Great troll bodyguards are here when the priestesses are in their chambers.

30. PRIESTESS DORSNON'S CHAMBER: the old uz is usually here, sleeping, until awakened by noise or alarm. Her familiar often changes its body, and always is young and alert. The room is lavish by troll standards. Lead statues stand in the corners of the room, weapons and trophies hang from the walls, and moderately clean cushions line the floor.

31. PRIESTESS DOZKAL'S CHAMBER: many trolls and her value trollkin come and go from here, even when she is absent.

32. MARTORAZ' LESSER CHAMBER: trolls approaching the queen can enter this room, which has comfortable chairs, and trays of appetizing insects available to guests.

33. MARTORAZ' OUTER CHAMBER: troll elders approaching the queen are allowed to enter this far. The walls are heavily-wrought with carvings and magical signs.

34. PRIESTESS MAKSTANS' ROOM: Makstan collects birds to sing for her until they die, whereupon they become snacks. Birdcages hang from the ceiling and line the walls here, some reaching from the floor to the ceiling. Birds from the immediate vicinity of the ruins fill these cages, as well as some more exotic birds from as far away as Ralios. This area is sometimes called the "Chirping Room".

35. TEMPLE STOREROOM: ritual masks and drums are kept here, as well as robes and costumes for selected initiates. This also serves as a changing room for them. The costumes run from hollowed-out beetle carcasses to elaborate silk robes. Most sacred items are kept by the priestesses themselves. The place is fairly disorderly, but the trolls who frequent here know exactly where everything is. Mischievous trollkin sometimes rearrange things to confuse the initiates.

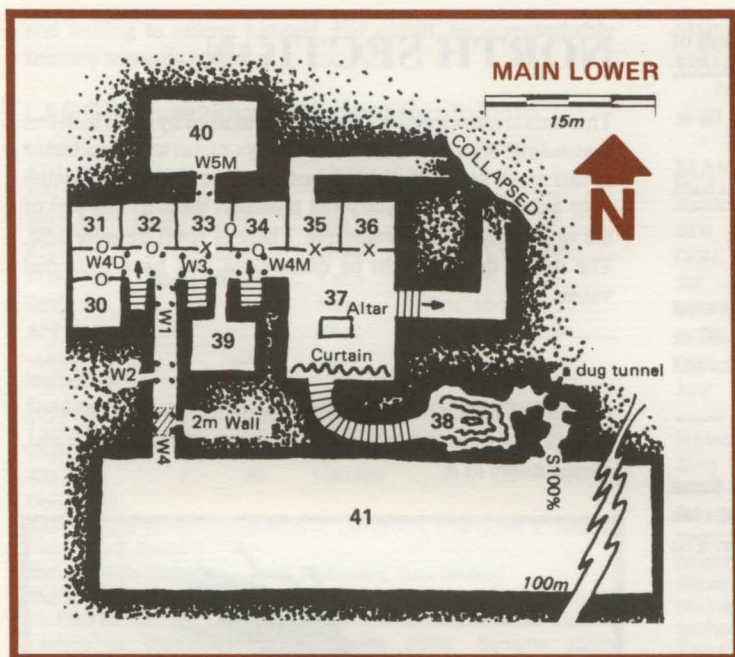
36. KARRG'S ROOM: runes and savage carvings cover the walls. Puddles of dried and congealing blood coat the floor. This space is set aside for the Rune Lords. Large trays of snacking food can be found in easy reach. The room connects to Sigron's chamber by a secret tunnel, thereby allowing him to come and go without ever opening the door. During certain ceremonies, he makes a mysterious exit from the room while dressed in full splendor.

37. TEMPLE TO KYGER LITOR AND MISTRESS SAZDORF: the sacred ground wherein the cult rites take place. Initiates crowd in, eager for the ecstasy of worship. The altar is bloodstained, bones and dried skins litter the floor. The altar also serves as a dancing platform for the leaders.

38. THE STYX POOL: a natural water source lies about 60 meters underground, and is connected to the troll areas by a dwarf-made stairway. In the history of the Sazdorf trolls, it has never run dry.

39. TEMPLE TO XIOLA UMBAR: the living quarters for the priestess, and the place where the troll initiates live. Elaborate carvings dealing with trollish mythology and history have been cut into the wall. Trollkin are not allowed here; their services are conducted in their chambers above.

40. QUEEN MARTORAZ' PRIVATE CHAMBER: the elder queen resides here, and spends most of her time here in prayer, meditation, and contemplative experimentation. This room is filled to bursting with magical paraphernalia, crystals, herbs, braziers, and bones stacked on shelves and tables. Magical symbols and runes are carved into the floors and walls.



Her exit is always a matter of importance, and the distance she goes from this chamber is a measure of the importance of the event. It is most common for her to visit her own outer chamber, less common to speak with underlings in the lesser room, and remarkable when she leaves to visit the temple or nursery. It is a momentous time if she ever goes upstairs.

41. NURSERY AND MATERNITY WARD: the Mothers, young, and infants (and their many tenders) will be found here, provided with their every wish and luxury. Accumulated refuse has been heaped to make high walls within the huge area. The whole room is 100 meters long and was once (in dwarf times) a pistol range.

South Section (42-54) and East Section (55-59)

These areas are dominated by the B family of the clan. They need such space to raise insects, but this much room also indicates their importance and wealth.

42. EGG STORAGE ROOM: many types of insect eggs are kept here for incubation, stuck to the walls or clinging to lumber and stone slabs which have been carried in. One exit from the Corridors of Death and Frustration opens here; a great troll sentry is posted nearby in case everything else fails.

43. TIZTOD'S CHAMBER: a constant buzzing noise in this room comes from the boxes of insects which line the wall. This master insect keeper has had many years to gather his wealth, and has many exotic insects in this room, each carefully tended and reserved for some special mission.

44. TROLL ROOM: this is for initiates of the Gorakiki cult, whether family or not, if they have obtained permission from

their priestess to live here. It is also used for eggs, larva, or other needs.

45. TROLL ROOM: this is the same as Room 44 above.

46. TEMPLE TO GORAKIKI-BEETLE: many watchbeetles, ham beetles, and hunting wasps walk, swarm, and buzz around here. Empty giant beetle shells are stacked about, used as costumes in ceremonies.

THE CHIMNEYS: these are open to the outside for fresh air, but the hunting wasps (which are solitary) nest in them, and normally retire there for the night.

47. BELJON'S OUTER CHAMBER: this room is modestly furnished. There are pillows on the floor to sit upon, and there are only a few bones hanging from the walls. The priestess entertains guests from other families or lay members of her own cult here.

48. BELJON'S INNER CHAMBER: carvings depicting scenes from troll mythology decorate this room; Kyger Litor coming to the surface world, Mee Vorala's Battle, and The Eating Time. Here the priestess entertains initiates of her cult or members of her own family. She usually is here or in the temple.

49. GREAT TROLLS' QUARTERS: this large room is filled with weapons, armor, sleeping mats, and the like. Tongkal and his crew can usually be found here, gambling, discussing the next trollkin they will eat, and practicing weapons.

50. TOZBOD'S ROOM: ornate lead sculptures decorate this room. The traditional bone furniture is here as well, but the bones are from elves instead of humans. Tozbod is a master at raising insects, and this room shows much wealth.

51. WATCH BEETLE ROOM: a Corridor of Death and Frustration ends here. Many watch beetles are on hand in case an invader actually gets through. Beetles often enter the corridor from this room, walking on the ceiling. Giant insects are also trained and raised here in the right seasons.

52-54. TROLL ROOMS: see nearby box.

55. TROLLKIN QUARTERS: this room is cluttered with trollkin paraphernalia. Gnawed bones, filthy clothing, and half-eaten bugs cover the floor. Trollkin who specialize in insect tending or otherwise belong to the family live here.

56. GRUB ROOM: this room is filled with 1-2 meters of dirt and old vegetation. At night the trollkin carry in large quanti-

ties of grass and leaves. Underneath the surface are dozens of large, medium, and small grubs growing into watch beetles, ham beetles, blue sleek beetles, and the rest.

57. AN EMPTY ROOM: the door is nearly buried and is hard to see.

58. HAM BEETLE ROOM: this room is filled with swarms of ham beetles which enter and exit through Rooms 56-62 or the chimneys. Some of these are vessels for bound spirits and serve as guards.

59. TROLL ROOM: heaps of food, weapons and other items cover the floor here. This is the quarters for a band of clan trolls who do not belong to any of the leading families. The adventurers, if they are trolls, may live here.

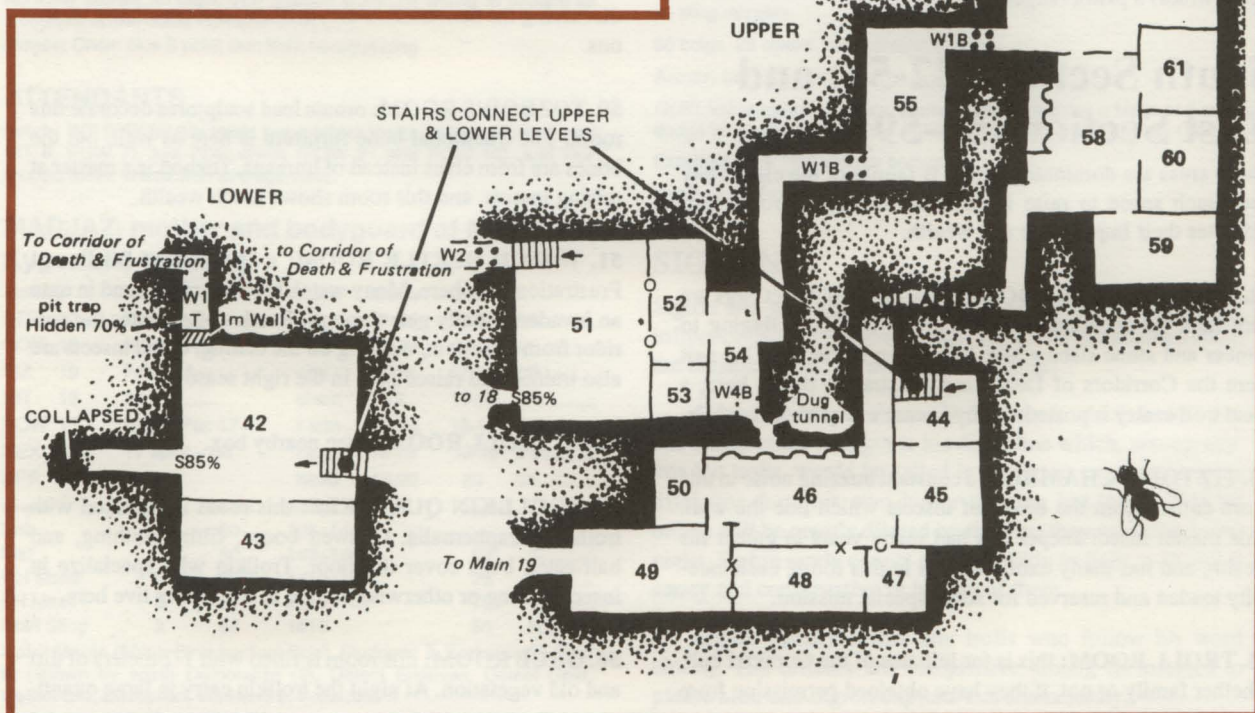
60. VALUE JOSEPH'S ROOM: this room was decorated by a trollkin. Strange glowing objects hang from the walls, on a table in the south corner there is a glowing cone of glass filled with yellow liquid in which a reddish blob floats up and down. This cone is hot to the touch, and if it is broken and the contents poured out, the blob will rapidly harden and cease to move. This is the private quarters for the only free trollkin in the clan. Slave trollkin always accompany him.

61. BABOON QUARTERS: clean straw lines the floor here, and food is piled up in the northeast corner. Friends of Joseph live here, with the knowledge and acquiescence of the trolls.

NORTH SECTION

This area is abandoned by the trolls, and used by them to divert marauding invaders. The trolls always claim total ignorance of this area's layout, but this is not true. They regularly capture wild animals and monsters and transport them to this part of the ruins to waylay adventurers. There is scant treasure here. The dwarf things might be dismantled, but have little real value.

62. EMPTY ROOM: This large room has a hole in the roof. It is clearly a central room of some sort, with many ancient, closed doors to it.





Sigron Gets Ahead

Haunted Ruins — 23

63. EMPTY ROOM: a deep coat of dust covers the floor and cobwebs fill the room. Small brown and black spiders skitter along the walls.

64. DWARFEN LABORATORY: the walls of this oddly-shaped room have been glazed by an alchemical explosion which also knocked a hole through the ceiling to the outside. The secret doors, hidden before the explosion, are now further concealed by the green glaze. Only a critical Search or Scan roll (visual only) will see one of them. The glass must be broken away in order to open the doors. The glass coating the walls has 12 armor points in most places.

65. SMALL, BAD SMELLING ROOM: a secret door has been tampered with, ruining its camouflage and adding 20% to the viewer's Search skill. It is also trapped, so that any tampering with it fills the room in 1d6+2 rounds with POT 15 poison gas. The trap has no limit to its rounds of poison. The trap cannot be disarmed until and unless the door is opened with a Devise roll, whereupon the gas dissipates automatically. The door leads to the Hidden Section, Room 79.

66. SMALL ROOM: piles of gnawed bones fill the floor of this room. three rubble runners nest here, and attack anyone who disturbs them.

Ralph the Rubble Runner

statistics			location	melee	points
STR	4	Move:3	rhleg	01-02	2/3
CON	13	HP: 9	lhleg	03-04	2/3
SIZ	4	Fatg: 17	hind q	05-07	2/4
INT	4		fore q	08-10	2/4
POW	11		rf leg	11-13	2/3
DEX	14		lf leg	14-16	2/3
			head	17-20	2/3
weapon				parry%	pts
Bite	9	70	1d6	—	—

Notes: once it connects with a bite, Ralph hangs on and continues to bite. Roll each round to see if the hit is critical and gets through armor.

Skills: Dodge 40, Sneer Menacingly 90, Drool 75.

Armor: 2-point skin.

Ronald the Rubble Runner

statistics			location	melee	points		
STR	4	Move:3	rhleg	01-02	2/3		
CON	12	HP: 9	lhleg	03-04	2/3		
SIZ	4	Fatg: 17	hind q	05-07	2/4		
INT	5		fore q	08-10	2/4		
POW	9		rf leg	11-13	2/3		
DEX	14		lf leg	14-16	2/3		
			head	17-20	2/3		
weapon			sr	attack%	damage	parry%	pts
Bite			9	70	1d6	—	—

Notes: once it connects with a bite, Ronald hangs on and continues to bite. Roll each round to see if the hit is critical and gets through armor.

Skills: Dodge 40, Sneer Menacingly 90, Drool 75.

Armor: 2-point skin.

Roger the Rubble Runner

statistics			location	melee	points		
STR	4	Move:3	rhleg	01-02	2/3.....		
CON	13	HP: 9	lhleg	03-04	2/3.....		
SIZ	3	Fatg: 17	hind q	05-07	2/4.....		
INT	4		fore q	08-10	2/4.....		
POW	12		rf leg	11-13	2/3.....		
DEX	18		lf leg	14-16	2/3.....		
			head	17-20	2/3.....		
weapon			sr	attack%	damage	parry%	pts
Bite			9	90	1d6	—	—

Notes: once it connects with a bite, Roger hangs on and continues to bite. Roll each round to see if the hit is critical and gets through armor.

Skills: Dodge 60, Sneer Menacingly 90, Drool 75.

Armor: 2-point skin.

67. LATRINE: long abandoned, it is yet clean. There is no longer any running water from the faucets. The latrines themselves are empty, clean, and dry. If entered, see the Hidden Section, under Sewers.

68. SMALL ROOM: a large grampus inhabits this room, it is fed approximately every other day by the trolls, thus keeping it hungry and aggressive.

K'keek the Grampus

statistics			location	melee	points
STR	28	Move 3	rh leg	01	6/4
CON	15	HP: 21	lh leg	02	6/4
SIZ	27	Fatg: 43	rb leg	03	6/4
INT	5		lb leg	04	6/4
POW	12		abdom.	05-09	6/9
DEX	14		rc leg	10	6/4
			lc leg	11	6/4
			rf leg	12	6/4
			lf leg	13	6/4
			rf claw	14-15	6/7
			lf claw	16-17	6/7
			thorax	18-20	6/9

Note: the head is contained in the thorax.

weapon	sr	attack%	damage	parry%	pts
Pincer	6	70	1d8+2d6	—	—
Spray	3	100	variable	—	—

Notes: See the RuneQuest Creatures book for further information on the grampus.

Skills: Listen 60, Hide 70, Sneak 50, Act Like A Creepy Bug 100.

Armor: 6-point chitin.

69. ROOM WITH STAIRS: the stairway in this barren room leads down to Room 73.

70. SMALL ROOM: this room is filled with masses of sticky cobwebs. Small bloated white spiders scurry along the length of the webs.

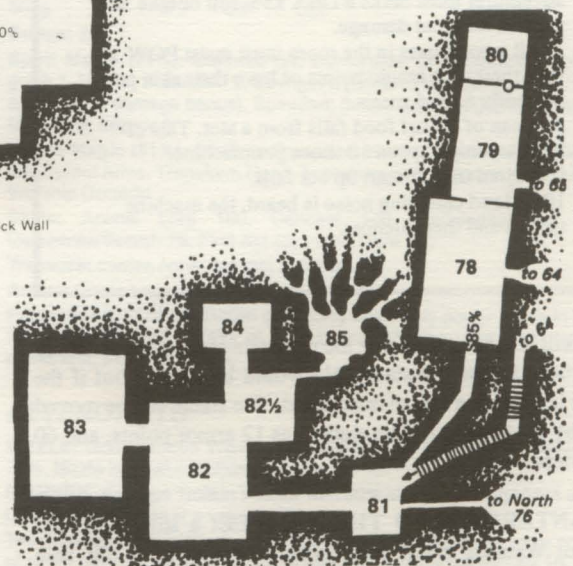
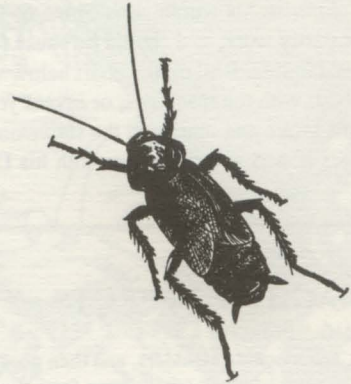
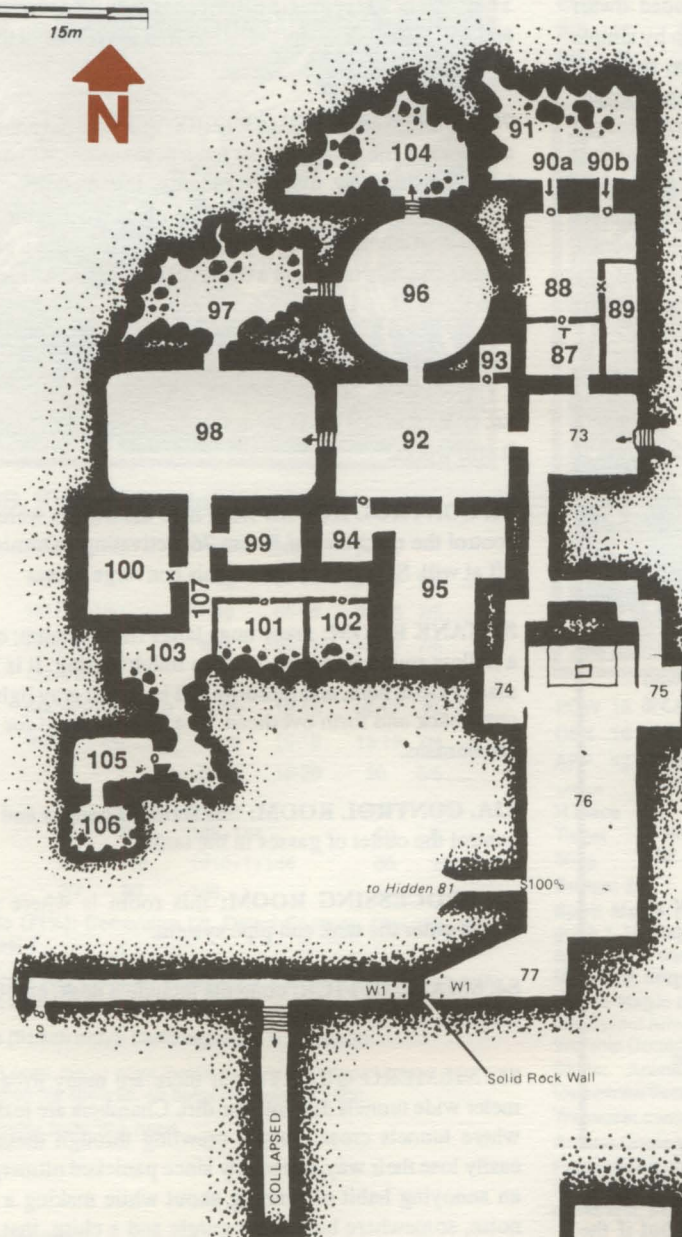
71. LATRINE: see Room 67 above.

72. SMALL ROOM: the floor of this room has been dug down about 1.5 meters and then filled with loose sand.

73. MEDIUM SIZED ROOM: the stairs from room 69 lead to this empty room.

NORTH AND HIDDEN SECTIONS

15m



74-75. SIDE HALLWAYS FOR ALTAR ROOM: dust and gravel fill these halls. When adventurers travel through here they undoubtedly kick up vast amounts of dust. Call for CON x5% rolls to avoid uncontrollable fits of sneezing.

76. DWARF WORSHIP ROOM: trolls loathe this place, knowing it is haunted and evil. Most non-dwarfs will find it mysterious and alien. It is, in fact, full of corroded dwarf machinery which at one time was used for worship by simple folk. They would listen to the voice which came from the statue in the front and pull cords, crank gears, stomp pedals, and push buttons. The resultant noise and activity brought Mostal closer to his worshipers. Some of the machines still work, or partly work, and should be cause for merriment and misunderstanding. Roll on the chart below when adventurers fiddle about with the machines, or invent your own effects.

Trolls broke and mutilated the statue on the pedestal. If a dwarf sees it, and can roll under both his Devise and Dwarf

MACHINE EFFECTS

1d10: EFFECT

- 1: The machine shudders, and then goes "ping!"
- 2: Clouds of black smoke pour from the machine; adventurers may begin to choke. Call for CON x5% rolls. Anyone who fails takes 1d3 damage to the chest from the smoke. The smoke dissipates after 10 rounds.
- 3: Gears begin to churn madly, sharp blades of steel burst out of the machine. The adventurer who activated the machine must succeed in a DEX x5% roll or take 2d6 damage to a random hit location.
- 4: Machine falls apart, making a horrendous noise.
- 5: Small lights blink on and off and the machine makes a faint clicking noise.
- 6: Machine shudders and then falls forward. The adventurer must make a DEX x5% roll or take 5d6 general hit point damage.
- 7: All adventurers in the room must resist POW 14 with their own magic points or have their skin permanently turned green.
- 8: A can of Dwarf food falls from a slot. This effect can only happen 10 times per machine.
- 9: A siren tries to start up but fails.
- 10: A loud chugging noise is heard, the machine shakes and then silences.

lore skill he will realize that the repair mechanism is probably in a room below the statue. He would be wrong, but if the statue is moved, a tunnel is revealed. The statue can be moved only by destroying it. The statue has 12 armor points, and 60 hit points.

77. ANTEROOM TO THE TEMPLE: a solid wall and 5-point Warding spells have been set up to keep this area separate from the trollkin region, which lies beyond the wall and down a tunnel and up a ladder.

Hidden Section (78-86)

This area is unknown to the Sazdorf trolls. It has even been forgotten by dwarfs. A small community of nilmergs still lives here, keeping to their ancient tasks like organic machines. They are fairly harmless, and capable only of stampeding around in a great panic when not doing their job or sleeping. They will be exceedingly disturbed if they discover intruders, and will stampede about until they find the refuge of their dens in room 85.

78. THE DWARF'S QUARTERS: this used to be the private chamber of the owner of this ancient mansion. Although lavishly outfitted by dwarf standards, the metallic charm is wasted on non-dwarf viewers. The place is valuable more as metal than anything else, if dismantled. It includes a bed, a trio of stiff chairs, a table and a desk, oil lamps, and a dresser built into the wall.

79. DWARF CLOSET: empty.

80. DWARF TOILET: includes plumbing and running water. It still works.

81. CONTROL ROOM: from here the dwarfs were able to control the machines of Room 76, activating or turning them off at will. Several hidden tunnels converge here.

82. TANK ROOM: many huge tanks fill this room; each has a hollow sound if rapped, or does much hissing. It is immaculately clean here, and uniformly lit by a dull gray light. Pipes cross back and forth overhead. The place is sized for dwarfs, not humans.

82A. CONTROL ROOM: this series of gauges and wheels control the outlet of gasses in the tanks.

83. PROCESSING ROOM: this room is where sewage would enter the tank and pipe system.

84. SMALL OFFICE: contents include a desk, empty filing cabinets, and much dust.

85. NILMERG QUARTERS: there are many irregular, 1-meter wide tunnels dug into the dirt. Chambers are just bulges where tunnels cross. People crawling through these might easily lose their way, especially since panicked nilmergs have an annoying habit of running about while making a bizarre noise, somewhere between a gurgle and a chirp, that dwarfs call "gurping". There is one treasure here, the Dancing Silver Statue. It is deep, about an hour's crawl through the tunnels, in a large chamber 3 meters across in all directions.

86. THE SEWER SYSTEM: many small tunnels run underneath the ruins, connecting the latrines to Room 83. The latrines are in Rooms 9, 16, 20, 67, and 71, and include the so-called haunted rooms. The noise which frightens the trolls comes from the nilmergs, far below, with their trusty wheelbarrows.



Beljon Relaxing

Haunted Ruins — 27

THE DANCING SILVER STATUE

The statue is 2 feet tall, humanoid in shape, and very shiny. Its ears and eyes are very bright and large, and each moves back and forth a little bit. It is an exquisite piece of Mostali workmanship from bygone ages, and would be much valued by dwarfs and much-coveted by scholars probing ancient mysteries.

Understanding the statue is beyond the scope of all but the most educated dwarfs. The eyes and ears are sensory devices, its hands are receivers, and in its body is a magical transmitter used for sending the worship energy of the nilmergs to the god Mostal.

The statue also defends the helpless nilmergs. Once it senses a non-dwarf or nilmerg in the tunnels it will stick out a .45 caliber tongue and "spit" a lead bullet at the intruder, who is probably still on his hands and knees. The statue can fire five shots, one per round, before reloading. It will run away to reload, hiding in the tunnels. the gun does 2D6+6 damage and has a range of 10 meters. The statue has a 75% chance to hit.

The statue has a speed of 8 and 18 armor points.

A Lankor Mhy temple may pay up to 2,500£ for this marvel of dwarf craftsmanship. However, if the statue is damaged the temple will pay less.

Nilmergs make daily rounds to the latrines, with wheelbarrows which can carry the refuse tanks. These are then brought to Room 83 where the materials are processed into methane by the equipment in Room 82. This methane is the source of the poison in Room 65, and also provides power for the entire complex. With the latrines ignored, and the machinery unused, the nilmergs are nearly extinct.

87. TRAPPED ROOM: an ancient wooden door lies broken at the entrance from Room 73. The floor in this area and inside is covered with moss and dirt. Beneath the filth is an old troll-trap, camouflaged with 70% skill. The branches and poles on which the dirt is piled give way when someone of SIZ 9 or greater walks on it; those of SIZ 8 or lighter only notice that the floor is unsteady.

Beneath the covering yawns a 3-meter pit from which sharpened wooden stakes jut upward. The fall does 1d6 damage; each stake does 1d4 damage; 1d4+1 stakes strike and possibly impale the falling target.

88. A ROOM BARE OF FURNITURE: On the floor in the northwest corner are two trollkin skeletons. Around the corner, hidden from the immediate view of Room 78, lay two more skeletons at the eastern wall of the room.

Anyone attempting a Spot Hidden notices the glow of jewels on the floor beside the doors into Room 81. After fighting their way to the jewels, they find only worthless glass and crystal fragments. This room is inhabited by the ghost of a great troll (Blacksnout Ribsucker, by name) who was a Zorak Zoran death lord. As he was hungry, he started eating trollkin, ate too many, and here died of indigestion. Angered by this inglorious death, he haunts this room and extracts vengeance from the living, especially living humans, whose lack of honor he despises. As the adventurers enter this room,

he animates the four skeletons (from previous Create Skeleton spells) and commands them to attack. Blacksnout knows Repair to fix damage to them. If all the skeletons are destroyed, Blacksnout will not himself attack unless the remaining adventurers seem easy marks. Later, he'll painstakingly reassemble his force for later fights.

Blacksnout

statistics

INT 14 Move 15

POW 15 MP 15

Spells: Repair 4.



Trollkin Skeleton One

statistics

STR 10 Move 3

SIZ 8

DEX 12

location	melee	missile	points
r leg	01-04	01-0300/1.....	
l leg	05-08	04-06 0/1.....	
abd	09-11	07-10 0/1.....	
chest	12	11-15 0/1.....	
r arm	13-15	16-17 0/1.....	
l arm	16-18	18-19 0/1.....	
head	19-20	20 0/1.....	

weapon	sr	attack%	damage	parry%	pts
Bite	6	70	1d6	—	—
Knife	6	80	1d3+1	60	10.....

Skills: Dodge 75.

Trollkin Skeleton Two

statistics

STR 10 Move 3

SIZ 8

DEX 12

location	melee	missile	points
r leg	01-04	01-03 00/1.....	
l leg	05-08	04-06 0/1.....	
abd	09-11	07-10 0/1.....	
chest	12	11-15 0/1.....	
r arm	13-15	16-17 0/1.....	
l arm	16-18	18-19 0/1.....	
head	19-20	20 0/1.....	

weapon	sr	attack%	damage	parry%	pts
Bite	6	70	1d6	—	—
Knife	6	80	1d3+1	60	10.....

Skills: Dodge 75.

Trollkin Skeleton Three

statistics

STR 10 Move 3

SIZ 8

DEX 12

location	melee	missile	points
r leg	01-04	01-03 0/1.....	
l leg	05-08	04-06 0/1.....	
abd	09-11	07-10 0/1.....	
chest	12	11-15 0/1.....	
r arm	13-15	16-17 0/1.....	
l arm	16-18	18-19 0/1.....	
head	19-20	20 0/1.....	

weapon	sr	attack%	damage	parry%	pts
Bite	6	70	1d6	—	—
Knife	6	80	1d3+1	60	10.....

Skills: Dodge 75.

Trollkin Skeleton Four

statistics			location	melee	missile	points
STR	10	Move 3	r leg	01-04	01-03	0/1
SIZ	8		l leg	05-08	04-06	0/1
DEX	12		abd	09-11	07-10	0/1
			chest	12	11-15	0/1
			r arm	13-15	16-17	0/1
			l arm	16-18	18-19	0/1
			head	19-20	20	0/1
weapon		sr	attack%	damage	parry%	pts
Bite		6	70	1d6	—	—
Knife		6	80	1d3+1	60	10

Skills: Dodge 75.

89. WORKSHOP: a small bronze chest in one corner contains worthless rotten rags. The chest is embossed with dwarfish cogs, gears, and levers in various patterns, and is worth 150 £, even though both hinges are broken. It is SIZ 3, approximately 18 ENC, or about 15kg. The trolls have smashed most of what was here, and the floor is covered with more glass and crystal fragments.

90a, 90b. SHORT HALLWAYS: these short halls are ramps descending into Room 82. As a joke, the trolls oiled these ramps so that those who trod on them needed successful DEX x1 rolls to avoid scooting down and falling into the disgusting liquid mud in Room 91. But that was before Blacksnout died and the trolls stopped visiting this part of Sazdorf. Now the surface is encrusted and dry, and only a DEX x5 roll is needed.

91. BOG ROOM: the north wall of this room has collapsed; boulders and rocks litter the remaining floor. A pond of knee-deep, foul-smelling water has seeped in here.

A great snake, who feeds on rodents, birds and birds' eggs, and rabbits on the outside (and trollkin and Nilmergs on the inside), often drinks here. It has a 50% chance of being present and of attacking the first adventurer who falls into the pond.

In one corner beneath a boulder is a four-sided silver candlestick decorated with four Earth runes, worth 100 £.

Slimy Sid the Python

statistics		location	D20	points
STR	38	Move 2/3 swimming	tail	01-06 3/11
CON	32	HP: 33	body	07-14 3/14
SIZ	34	Fatg: 70	head	15-20 3/11
INT	3			
POW	18			
DEX	18			
weapon	sr	attack%	damage	parry% pts
Bite	6	69	1d4+3d6	— —
Constrict	9	50	3d6	— —

Notes: See the RuneQuest Creatures book for further information on the python.

Skills: Climb 95, Dodge 70, Hide 70, Sneak 90.

Armor: 3-point skin.

92. FILTHY ROOM: a big, dampish room, coated with dirt, moss, and fungi. On one wall are a few bronze shelves, broken

down by the trolls but not pulled free of the supporting stone. Dust and grime is everywhere.

A successful Search roll shows that many fungi have been recently gnawed or mostly consumed; a successful Animal Lore roll identifies the signs and droppings of a particularly vicious species of rodent, the Ratdog.

93. SMALL CLOSET: lined with bronze, and lockable by putting a spike through the hasp of the bronze door. A small round hole in the door acts as an airway and peek hole. This may have been a dwarf punishment cell, or perhaps a closet designed to protect particular valuables.

94. DUSTY AND BARREN LATRINES: these were broken and blocked up by the trolls, and now are unusable. No Nilmergs enter here.

95. MOSAIC ROOM: a large, oddly-shaped room floored with mosaic tiles making up geometric proofs of the areas of the right triangle, square, and circle. At the east and west walls are laid marble tubs in the floor. Though the tubs are of different lengths, all are too small for adult humans. Most have been mutilated by troll bludgeons and axes. On the opposite walls are many round pieces of tin inset into the marble walls; tiny holes decorate the tin disks. These are shower heads. Drains dot the floor. Levers once let in shower water; nothing works now.

96. CIRCULAR ROOM: the hemispheric ceiling is 7 meters high above the floor. If the adventurers look at it, they notice that the ceiling depicts the Gloranthan sky at night. The stars glow faintly: they are cut diamonds and glass baubles inlaid in the ceiling.

But this depiction of the sky is incorrect. There is no Red Moon (everybody should notice that) and, given a successful Glorantha Lore roll, the observer sees unfamiliar stars, while some well-known stars are missing. Some familiar stars are smaller or bigger or brighter than those in the actual sky. What's going on? The stars which are unfamiliar are associated with heroes not worshiped any more; the missing stars are associated with heroes who were not yet worshiped in the era of the Empire of the Wyrms Friends; stars smaller, bigger, brighter, etc., are associated with heroes worshiped then to different degrees or with different intensity than today.

No obvious way exists by which to get to the ceiling. The walls are too smooth, and there is nothing to stand on. One could get the diamonds by means of rope and Glue spells, or a Fly spell, etc. Each diamond is worth 1D10 x5£; there are a hundred such diamonds, and many lesser stars made of glass. It takes 25 man-hours to chip out all the diamonds.

A successful Spot Hidden reveals three angular pieces to a three-dimensional dwarf puzzle. All are of machined aluminum block. The rest of the puzzle cannot be found.

97. BOG ROOM: a few steps descend from Room 87 to this partly-collapsed area. As with Room 82, knee-deep water covers much of the floor. The water is stagnant and putrid-smelling. Several trollkin skeletons partly emerge from the liquid.



Those Wacky Nilmergs!

A Chonchon has a 25% chance to materialize in this room while the adventurers search it.

Bert the Chonchon

statistics			location	D20	points
STR 8	Move 0/6 flying		Head	01-20	0/8
CON 12	HP: 8				
SIZ 4	Fatg: 12				
INT 13	MP: 20				
DEX 16					
APP 2					

weapon	sr	attack%	damage	parry%	pts
Bite	9	70	1d4+Magic Point Drain—	—	—

Notes: See the RuneQuest creatures book for additional information on the Chonchon.

Skills: Sense Life 90, Drool and Gibber 65.

Armor: None.

Magic: Toothsharp 3, Belfuddle (2), Slow 3, Disrupt (1), Shimmer 4.

98. BOG ROOM: the floor of this room is covered with brackish water reaching the ankles. Four wide steps descend into this room from Room 83. The damp air leaves the walls mossy. Once this sumptuous room had inlaid wooden floors, ornamental metal walls, luxury furniture, and books on every wall. Now the adventurers' feet scoop up rotten wood with every step. Thicker lumps of rot litter the water; perhaps they once were piles of books. A few fragments of Mostali text can be found and read.

A large metal table, one leg crumpled, still stands. Debris covers it. Cleaning off the table or receiving a successful Glorantha Lore roll reveals that the table displays a relief map of all Genertela, as the continent existed during the Empire. No obvious way exists to separate the relief map from the table: the assembly is SIZ 29, and in its relatively undamaged state is worth 2200 £ to a Lhankor Mhy scholar or collector.

99. BOG ROOM: brackish water reaches the calf in this room. A large platform, partly eclipsed by rubble, rises above the water. In the rubble, a small crevice runs upward through stone and dry clay, opening to the sky. Snakes have long congregated here during Storm and Dark seasons. If it is that time of year, or if a 40% chance roll succeeds, there are 600 adders writhing over and curled around each other on the platform.

Treat the adders in the same way as the Insect Swarm from the RuneQuest Creatures book, p. 26. They deliver 6d6 stings with a venom factor of 2.

100. BOG ROOM: a jammed metal door blocks access to this room. Two adventurers whose combined Strength totals 30 or more are needed to wedge back this door; a Repair spell fixes the door and causes it to swing gently.

Beyond, brackish water reaching the ankles covers the floor. Several corroded machines, made of bronze, rise from the water. Their purposes are unguessable.

On one machine has been tossed a strange bronze object about a meter long, half that wide, and about 10cm thick. Electrolysis has left it quite corroded. Two flattish panels connect several rods and hinges of various thicknesses. A successful INT x2 roll establishes it as a dwarf folding chair. A successful Devise roll, or a 1-point Repair spell will remove

the corrosion and cause the chair to pop into sittable mode, also establishing its use.

Non-Lunar adventurers have never seen such a thing; encourage the discoverer to be proud of his or her new possession and to use it at every occasion. A collector might pay 75£ for it.

101. BOG ROOM: empty of everything save brackish water reaching the ankles.

102. BOG ROOM: boot-deep turgid, foul-smelling water covers the floor. A silver-hilted dagger lies on the floor of this room. Any adventurer who wishes to pick up the dagger must make a successful Scan roll or he will be struck by a pile of boulders which has been rigged to fall from the ceiling, doing 4D6 damage to him and any one within 1 meter of him. A successful Devise roll will neutralize the trap. If the adventurers get the dagger out of the room and take it back with them, the trolls will smile and confiscate it from them, claiming that the knife is a clan artifact of great worth.

103. BOG ROOM: the shallow water is smooth and oily; it is only a few centimeters deep here. Trolls never go here. Inhabiting this room are a dwarf ghost (Zeemuk), stranded here when tortured to death by a long-dead owner of the villa, and a troll ghost (Rubblemuncher), formed at the time of settlement when the first troll to enter the room was murdered by the dwarf wraith.

Zeemuk attacks the first adventurer to enter; Rubblemuncher attacks the second one. Their aim is to overcome the two adventurers and then cause the two to fight a duel. If Rubblemuncher's adventurer wins the duel, Rubblemuncher is released from the room to go to his just reward; Zeemuk, of course, will never release himself from here. If one ghost or the other fails to overcome his adventurer, he does not attack a second. But any adventurer who is possessed will turn and fight his friends.

Zeemuk the Ghost

statistics		
INT 16	Move 17	
POW 17		

Rubblemuncher the Ghost

statistics		
INT 9	Move 18	
POW 18		

104. BOG ROOM: brackish water reaching the ankles covers most of this room's floor, but the first adventurer to fail a POW x5 roll on D100 strides into a 2-meter-deep hole and sinks to the bottom. The water is merely filthy and foul-smelling; ask for a POW x2 roll to avoid swallowing a mouthful on the way down.

105. BOG ROOM: more foul water covers the floor here, ankle deep. A barren room except for the thousands of 10cm-long cockroaches swarming on the walls and disappearing into crevices between the stone blocks.

106. BOG ROOM: even fouler water covers the floor here, knee deep. There was a troll trap here: the skeleton of an unfortunate human adventurer lies rotting on the watery floor, his heart pierced by a stake. The adventurers can see that opening the door triggered the trap. The trolls probably have not reset the trap because the mechanism has become too rotten to work.

Though the trolls have looted the corpse of armor, weapons, and valuables, they or the adventurer dropped a ruby ring not far from the corpse. Set in a gold mounting, the fine stone is worth 1000 £.

107. BOG HALL: brackish water reaching the ankles covers the floor of this hallway. The hall is bare except for two bronze sconces firmly bolted into the rock. Several doorways open off this hall.

Back Door

In desperate times the trolls may need to abandon the ruins in a hurry. If the Front Door has been blocked for any reason, the trolls can use these tunnels and caves as an alternative route outside. They have taken special care to make sure that these caves are as confusing and dangerous as possible for non-trolls who find their way here.

This area is one of the trolls' most closely guarded secrets. They will not alert any but their closest allies to the existence of this area. Even the Humakti trolls may be asked to cast an Oath spell, backed with as many magic points as the trolls can spare, so as to keep the explorers from telling anyone else about the secret way out.

The trolls discovered these tunnels about 100 years ago. They added tunnels and caves in some places, and inadvertently collapsed others. At times, the chambers they dug went too deep and began to flood. The Sazdorf trolls soon discovered the strategic importance of the area when a company of dwarfs attempted to siege the ruins. The trolls were able to sneak out through the tunnels and attack the dwarfs from front and rear. It is thought that these caves once may have been home to a colony of giant ants. Unless stated otherwise, the ceilings of these caves are between 3 and 4 meters high.

The Back Door tunnels are as treacherous as the caves they connect. Deadfalls, pits, pools of acid, and other unpleasanties wait here. Some areas are unstable and may collapse. The trolls sometimes go through here and create animated skeletons from the piles of bones. Trollkin frequently scurry about, digging new tunnels, or fixing the old ones. Bats and insects teem, making movement difficult and confusing. This is not a good place to be without a guide.

108. ENTRANCES TO THE BACK DOOR: this damp, low-ceilinged, poorly-lit room is where the trolls enter the emergency tunnels. The guards of this room have decorated it in a very trollish manner. Skulls and other bones hang from the ceiling and walls, and weapons are in easy reach. There are five chairs here, assembled from the bones and skins of troll victims. At all times 1d3+3 Good Dark Troll Warriors and 1d3+1 Good Great Troll Warriors stand on guard here.

109. DARK CAVE: loose stones and gravel litter the floor of this cave, and are kicked about the room as the adventurers walk through. The walls of the area are rough, feeling as if they were cut by tools rather than water or some other natural force. Light sources carried by the adventurers are dampered here due to the numerous Darkwall spells which have been permanently enchanted into the area. The floor of the chamber is uneven; any player whose adventurer is moving at faster than a slow walk must succeed in a DEX x3% roll or fall to the floor, taking 1d3 points of damage to a random hit location. A hidden exit here leads directly to the secret exit. The exit is camouflaged with 100% skill; the darkness of the room subtracts an additional 75% from visual perception skills, making the secret passage almost impossible to find.

110. BONE CHAMBER: this area is filled, knee-deep, in the bones of long-dead trolls, trollkin, and humans. This charnel house stinks of death and rot. Small black beetles scurry through the bones, nibbling on fetid scraps of flesh, and generating unnerving clicking noises. Adventurers passing will upset the bones, causing piles to shift or collapse. When the bones are disturbed, the room's occupants are activated, and attack the adventurers.

The inhabitants of this room include the ghosts of two dark trolls, one great troll wraith, four dark troll skeletons, and five trollkin skeletons. Their usual tactic is for the ghosts to cast Second Sight on the adventurers, and then try to possess those with the lowest POW. The skeletons will then attack the same adventurers, ignoring the others except in defense. The wraith attacks the adventurer who has the most magic on his person.

The adventurers must clean out the room to get at anything buried below the bones. If they do they will find 132£ and a 7-Magic-Point storage crystal. They will also discover that the floor of the room is in fact the skull of some colossal creature (possibly a giant), which is visible through any kind of undead detection.

Snarlfang, troll ghost

statistics

INT 12 Move 15

POW 15

Spells: Second sight (2), Disrupt (1)

Grimgnarl, troll ghost

statistics

INT 8 Move 19

POW 19

Spells: Second Sight (2), Demoralize (2)

Pussteam, troll wraith (STR affecting)

statistics

CON 34 Move 11

INT 14 MP 11

Spells: Detect Magic

Troll Skeleton One

statistics

STR 14 Move 3
SIZ 14
DEX 13

location melee missile points

r leg 01-04 01-03 0/1
l leg 05-08 04-06 0/1
abd 09-11 07-10 0/1
chest 12 11-15 0/1
r arm 13-15 16-17 0/1
l arm 16-18 18-19 0/1
head 19-20 20 0/1

weapon

weapon	sr	attack%	damage
Bite	6	60	1d6+1d4
Maul	5	80	2d6+2+1d4

Skills: Dodge 80.

Troll Skeleton Two

statistics

STR 15 Move 3
SIZ 14
DEX 16

location melee missile points

r leg 01-04 01-03 0/1
l leg 05-08 04-06 0/1
abd 09-11 07-10 0/1
chest 12 11-15 0/1
r arm 13-15 16-17 0/1
l arm 16-18 18-19 0/1
head 19-20 20 0/1

weapon

weapon	sr	attack%	damage
Bite	6	70	1d6+1d4
Maul	5	95	2d6+2+1d4

Skills: Dodge 80.



Troll Skeleton Three

statistics		location	melee	missile	points
STR 14	Move 3	r leg	01-04	01-03	0/1
SIZ 14		l leg	05-08	04-06	0/1
DEX 16		abd	09-11	07-10	0/1
		chest	12	11-15	0/1
		r arm	13-15	16-17	0/1
		l arm	16-18	18-19	0/1
		head	19-20	20	0/1
weapon	sr	attack%	damage	parry%	pts
Bite	6	70	1d6+1d4	—	—
Maul	5	90	2d6+2+1d4	60	10.....

Skills: Dodge 70.

Troll Skeleton Four

statistics	location	melee	missile	points	
STR 14	Move 3	r leg	01-04	01-0300/1	
SIZ 18		l leg	05-08	04-06 0/1	
DEX 16		abd	09-11	07-10 0/1	
		chest	12	11-15 0/1	
		r arm	13-15	16-17 0/1	
		l arm	16-18	18-19 0/1	
		head	19-20	20 0/1	
weapon	sr	attack%	damage	parry%	pts
Bite	6	70	1d6+1d4	—	—
Maul	5	90	2d6+2+1d4	60	10.....

Skills: Dodge 80.

Trollkin Skeleton One

statistics		location	melee	missile	points	
STR	12	Move 3	r leg	01-04	01-03	0/1
SIZ	7		l leg	05-08	04-06	0/1
DEX	12		abd	09-11	07-10	0/1
			chest	12	11-15	0/1
			r arm	13-15	16-17	0/1
			l arm	16-18	18-19	0/1
			head	19-20	20	0/1
weapon	sr	attack %	damage	parry %	pts	
Bite	6	90	1d6	—	—	
Knife	6	85	1d3+1	60	10.....	

Skills: Dodge 75.

Trollkin Skeleton Two

statistics		location	melee	missile	points	
STR	10	Move 3	r leg	01-04	01-03 0/1	
SIZ	8		l leg	05-08	04-06 0/1	
DEX	12		abd	09-11	07-10 0/1	
			chest	12	11-15 0/1	
			r arm	13-15	16-17 0/1	
			l arm	16-18	18-19 0/1	
			head	19-20	20 0/1	
weapon		sr	attack%	damage	parry%	pts
Bite		6	70	1d6	—	—
Knife		6	80	1d3+1	60	10

Skills: Dodge 75.

Trollkin Skeleton Three

statistics			location	melee	missile	points
STR	10	Move 3	r leg	01-04	01-03	0/1.....
SIZ	8		l leg	05-08	04-06	0/1.....
DEX	12		abd	09-11	07-10	0/1.....
			chest	12	11-15	0/1.....
			r arm	13-15	16-17	0/1.....
			l arm	16-18	18-19	0/1.....
			head	19-20	20	0/1.....
weapon	sr	attack%	damage		parry%	pts
Bite	6	70	1d6		—	—
Knife	6	80	1d3+1		60	10
Skills: Dodge 75.						

Skills: Dodge 75.

Trollkin Skeleton Four

statistics		location	melee	missile	points
STR	11	Move 3	r leg	01-04	01-03 0/1.....
SIZ	9		l leg	05-08	04-06 0/1.....
DEX	14		abd	09-11	07-10 0/1.....
			chest	12	11-15 0/1.....
			r arm	13-15	16-17 0/1.....
			l arm	16-18	18-19 0/1.....
			head	19-20	20 0/1.....
weapon	sr	attack%	damage	parry%	pts
Bite	6	70	1d6	—	—
Knife	6	80	1d3+1	60	10.....

Skills: Dodge 75.

Trollkin Skeleton Five

statistics			location	melee	missile	points
STR	10	Move 3	r leg	01-04	01-03	0/1
SIZ	10		l leg	05-08	04-06	0/1
DEX	12		abd	09-11	07-10	0/1
			chest	12	11-15	0/1
			r arm	13-15	16-17	0/1
			l arm	16-18	18-19	0/1
			head	19-20	20	0/1
weapon		sr	attack %	damage	parry%	pts
Bite		6	70	1d6	—	—
Knife		6	80	1d3+1	60	10

Skills: Dodge 75.

111. TRAPPED CAVE: moldering straw covers the floor. Flies buzz about the chamber, feeding on the trollkin corpse in the center of this damp, foul-smelling chamber. The ceiling is six meters high. The floor and walls of this area are shrouded with small dark fungi which burst if disturbed, sending thousands of caustic spores off into the air. As these spores contact flesh, they eat away at it, doing 1d6 damage to all exposed areas, and an additional 1D6 to the chest if the adventurer is not wearing some sort of mouth covering (a fine cloth will protect, but the face shield of a plate helm will not).

These spores will begin to grow in the flesh if they are not washed out within 5 minutes. Healing spells have no effect on removing the spores, all they do is repair the tissue and imbed the spores so as to make them unremovable. Once the spores begin to grow, the adventurer takes 1D6 damage to each hit location infected each round. Additionally, there is a 50% chance per round that the spores will spread to any unaffected hit locations.

Within two hours after the spores have begun to grow, they will have completely dissolved the body and any organic items on the body of the hapless adventurer. All that will

remain of the adventurer is any non-organic materials (metal armor, jewelry, crystals, etc.) and a new patch of fungus where his body used to be.

A mace is lying on the ground next to the trollkin cadaver. If this mace disturbed, it triggers a crossbow which has been hidden under a sheet of canvas at the south side of the cave. The crossbow has a 55% chance to hit the adventurer who picked up the mace, doing 1D6 damage. The long-taut bow-string will snap if used a second time.

112. POOL: a pool of dank, foul-smelling water fills this room. Small, pale fish splash about in the pool and nibble on whoever ventures into the water. The only way to get from one side of this area to the other, is to cross the water, which is seven meters deep at the middle.

A horrifying disease spirit is haunting this lake and will attack the first adventurer to reach the middle of the pool.

Disease Spirit (Creeping Chills)

statistics
POW 17 Move 17

113. DEEP PIT: a deep hole gapes where the floor should be. Adventurers running into this room, or entering without any way to see are in trouble. Have the players make DEX x2% rolls for their adventurers or they will fall into the pit. The pit is 40 meters deep. The adventurer has a chance to stop descending with a successful Climb roll, attempted every 3 meters. After the adventurer has fallen 12 meters into the pit there is no chance of stopping himself.

If the adventurer does manage to stop himself, he can climb back out using his Climb skill or having someone lower a rope to him.

114. ALTAR CAVE: hundreds of insects crawl along the walls and floor in this area, entering and exiting through small holes which lead to rooms 117, 121, and 123. The ceiling of this area is seven meters high. In the center of this room is an altar to Kyger Litor. If this altar is disturbed, a black roiling cloud of darkness seeps from around the altar and forms itself into a ten cubic-meter shade. It attacks the adventurers immediately.

Sherman the Shade

statistics
STR 40 HP 38
SIZ 10 cubic meters Move 6
POW 45

115. SLIME CAVE: the remains of six long-dead adventurers lie scattered about the floor of this area. A strange slime drips from the walls. This sludge dries in puddles on the floor.

Anyone contacting the dripping ooze will have to resist a POT 15 poison. Failure costs 2d6 from his CON and INT. Unless he succeeds in a second resistance roll (at his new CON), he loses another 1d6 off of his CON and INT every day, until either reaches zero, at which point he decays in a few hours. The next day, the adventurer turns into one of the

flying skulls described below, and begins to haunt the area of his death.

The dried slime is perfectly harmless, unless it gets wet.

When the adventurers enter this room, they begin to hear a faint howling noise. The longer they stay in here, the louder the noise gets. If they stay in the room for more than one minute, call for Scan rolls. With a success, they notice a luminous human skull slowly taking form, and hovering about five feet above the ground. Six skulls form in this manner.

If the adventurers have not left by the time all six have materialized (at the end of the seventh round since the adventurers came into the room) the skulls attack. They fly around the room, shrieking and howling, taking bites out of the adventurers until either the skulls are destroyed, or the adventurers leave.

A leather sack containing 300 £ is attached to the belt of one corpse.

Flying Skulls (six total)

statistics	location	D20	points
STR 10 Move 8	Head	01-20	1/0
SIZ 3 MP: 3			
DEX 2D6			
INT 4			

Weapon	sr	attack%	damage	parry%	pts
Bite	10	75	1d3	—	—
Ram	10	50	1d4	—	—

Skills: Dodge 90-16

Notes: A flying skull can only use one of its attacks per round.

Armor: 1 point naturally, they wear no armor. Because of their small size, they are -10% to be hit.

Magic: The howling of the skulls is quite confusing. On the first round of combat, anyone within hearing distance of one of the skulls must succeed in an INT x 5% roll or stand Befuddled as per the spell for a number of rounds equal to 20- INT. The INT roll is reduced by 10% for each extra flying skull in the area.

116. EXCAVATED CAVE: trollkin were adding a new tunnel to this cave. Tools, ropes, and wheelbarrows full of dirt fill the room. A successful Search roll will reveal an outdated map of part of the caves. In the middle of this area is a 5-meter-deep sloping pit, at the bottom of which are the bones and tools of a few trollkin workers. Any adventurer who is climbing down the pit without a rope or chain may slip. Call for a Climb roll or he will fall to the bottom of the pit, taking 2D6 damage from the fall and another 1D10 from landing on the bones, picks, shovels, etc.

117. ROOT ROOM: the roots from plants on the surface of the hill burst through the ceiling of this area. Insects scramble away from the torches and lanterns of adventurers, to the dark safety of their hidden tunnels which lead to rooms 110, 121, and 123.

Due to the knotted roots which tangle about the floor and walls, movement rates are halved when walking through here and anyone who is running through here must get a successful DEXx3% roll or trip, taking 1D3 damage to a random hit location.

A successful Search roll finds the remains of a human adventurer. Roots are burrowing into, and bursting out of the carcass, and it takes a few minutes of hacking at the roots to free the corpse. Most of the cadaver's possessions are rotten

and worthless, but it does have a gold ring on its left hand. This ring, intact, is worth 150 £ for the gold alone, but adventurers can get 2000 for it from any Lhankor Mhy temple, or from a dwarf merchant. If the adventurers disturb the remains, they will discover that the lungs of the corpse are stone. This may be the cadaver of a long-dead heroquester.

118. A BAT CAVE: the stench of this area is almost unbearable. Bat excrement is encrusted on the floor and drips from the stalactites which reach from the top of the chamber almost to the floor, connecting with stalagmites in many places. The floor of the room is extremely slippery: call for DEX x2% to avoid falling into the slimy mess on the floor. The ceiling of this room is 10 meters high, and seething with small black shapes. If the adventurers shine lights around, or make loud noises (such as falling down while wearing armor), they disturb the bats who roost here.

If the bats become agitated they will fly towards the many small exits (too small for anyone over SIZ 3 to fit through) which lead outside. If it is daytime when the bats reach the outside, they fly back into their cave and, if the adventurers don't leave, they will fly off into the tunnels. Adventurers who have never before encountered swarms of chittering bats must make INT x3% rolls or be able to do nothing but crouch on the ground and cover their heads in fear for a number of rounds equal to 20-INT.

119. UNSTABLE ROOM: rocks and dirt layer the floor of this area. The ceiling of this area is extremely rough. Clumps of dirt and rock occasionally fall to the floor. A musty smell fills the room, and a yellowish mist seeps along the floor. Hundreds of small (1cm diameter), glowing spheres float here, illuminating the cave with a ruddy glow. These spheres are harmless and cannot be destroyed by any means available to the adventurers.

If the adventurers spend more than five minutes searching the room, have them all make POW x5% rolls. If any of them fail, a huge pile of dirt and rocks falls from the ceiling and blocks off the entrance to this area, trapping luckless adventurers inside. It takes at least five hours to clear all the dirt away. Have them make some resistance rolls, trying to overcome the 3d6 SIZ of the larger rocks with their STR. Anyone who fumbles a resistance roll has strained something and takes 1d6 damage to a random hit location. This damage (unless healed) will render the adventurer unable to help further.

120. HAUNTED ROOM: dank, foul-smelling water seeps from the floor of this area, reaching up to the knees. Numerous aquatic insects skitter across the surface of the liquid, making chirping noises when disturbed. A few large rocks burst through the surface of the water. The ghosts of three dark trolls haunt this clammy, rubble-strewn cave. They attack the adventurers with the lowest POWs.

Arklesnarf, troll ghost

statistics

INT 16 Move 17
POW 17 MP 17

Spells: Second sight (2), Disrupt (1).

Bonnk, troll ghost

statistics

INT 14 Move 17
POW 15 MP 15

Spells: Second Sight (2), Extinguish 1.

Weebel, troll ghost

statistics

INT 6 Move 14
POW 14 MP 14

Spells: Second Sight (2), Glue 4

121. CHASM: a carpet of spider webs stretches from the edges of the bridges to the walls, billowing in the warm breeze which flows upwards from the gaping pit below. Troll-made bridges extend from some of the openings. Any adventurer crossing these bridges at faster than a slow walk, must make a DEX x3% roll or fall from the bridge landing 60 meters later with a crunch.

This crunch can be attributed to the thousands of insects swarming over the bottom of the pit. The adventurer who falls in here will take 1d6+3 damage to a random hit location and be buried under 3-meters of clicking, voracious beetles. The horde of bugs is treated as an Insect Swarm from the RuneQuest Creatures Book, delivering 8d6 stings, with a venom factor of 10. The luckless adventurer must escape soon or he will never be seen again. Magic is his best chance of getting out since his companions cannot see him in order to lower a rope down, and he cannot get his head above the swarm to be able to throw a grappling hook up.

122. CHAMBER OF REBIRTH: a supernatural chill permeates this cave. A layer of bluish frost coats the walls and floor of the area. On the floor of this chamber are five piles of earth. Each of these piles covers a human who wishes to become an initiate of Kyger Litor, and is currently undergoing the adoption rites as detailed in Trollpak and Troll Gods.

123. SMALL CAVE: carrion insects swarm about in this small cave, feeding on the decaying remains of four trollkin corpses which lie, dripping, on the floor. Their gear is worn with use and age, and of no use to any but an obsessive collector, or a trollkin. If anyone disturbs the corpses, he will soon find himself covered in the foul-smelling ooze which seeps out of the remains and forms putrid puddles on the stone floor. Despite its disgusting smell, the sludge is not dangerous and washes off easily.

A close inspection shows that the trollkin must have been fighting among themselves.

124. SLOPING ROOM: the floor and ceiling of this room slope toward the center, forming an almost perfect sphere. It is quite easy to get to the center of the room, but tougher to get back out. If anyone tries to climb from the center of the

room to one of the exits, call for a Climb roll at -65%. If the roll is successful, the adventurer gets to the exit he was trying for. If the roll is unsuccessful, the adventurer gets part of the way up, but then loses his grip and slides back down. If the roll is fumbled, the adventurer gets almost all the way up, but then loses his grip, tumbles down towards the center, and keeps sliding around the room until he has knocked down everyone else who was trying to get out.

125. ZOMBIE CAVE: cobwebs fill this cave, and small, bloated, white spiders scurry along the length of the threads. Dried blood is caked on the floor here, along with small heaps of gnawed bones. Six human adventurers were slain here, but their spirits were trapped inside their bodies. They now rest here immobile and fetid, as zombies, waiting until someone disturbs them. Their armor and weapons are as old and decayed as the owners, and while they are usable, they have almost no monetary value whatsoever. Among their other possessions are: 100£, a 10-magic-point storage crystal, and a silver ritual dagger.

Each also wears an armband which when put on adds 1 point to the wearers POW. The bands cannot be removed until the death of the wearer. Such a band also traps the soul of the wearer inside the body, turning him into a zombie at the time of death. These bands make disincorporation impossible to the wearer (shamans beware).

None of the powers of the armbands work on a worshiper of Humakt.

Human Zombie One

statistics		location	melee	missile	points
STR	13	Move 2	r leg 01-04	01-03	2/5
CON	15	HP: 14	l leg 05-08	04-06	2/5
SIZ	12	Fatg: 33	abd 09-11	07-10	2/5
INT	6	MP: 3	chest 12	11-15	2/6
DEX	8		r arm 13-15	16-17	2/4
APP	1		l arm 16-18	18-19	4/4
			head 19-20	20	2/5
weapon		sr	attack%	damage	parry% pts
Shortsword		7	40	1d6+1+1d4	— —
Fist		8	65	1d3+1d4	60 10

Skills: Dodge 35.

Human Zombie Two

statistics		location	melee	missile	points
STR	18	Move 2	r leg 01-04	01-03	2/5
CON	16	HP: 14	l leg 05-08	04-06	2/5
SIZ	13	Fatg: 33	abd 09-11	07-10	2/5
INT	6	MP: 3	chest 12	11-15	2/6
DEX	9		r arm 13-15	16-17	2/4
APP	3		l arm 16-18	18-19	4/4
			head 19-20	20	2/5
weapon		sr	attack%	damage	parry% pts
Shortsword		7	85	1d6+1+1d4	— —
Fist		8	60	1d3+1d4	60 10

Skills: Dodge 75.

Human Zombie Three

statistics		location	melee	missile	points
STR	8	Move 2	r leg 01-04	01-03	2/5
CON	15	HP: 14	l leg 05-08	04-06	2/5
SIZ	12	Fatg: 33	abd 09-11	07-10	2/5
INT	4	MP: 3	chest 12	11-15	2/6
DEX	9		r arm 13-15	16-17	2/4
APP	4		l arm 16-18	18-19	4/4
			head 19-20	20	2/5
weapon		sr	attack%	damage	parry% pts
Shortsword		7	45	1d6+1+1d4	— —
Fist		8	45	1d3+1d4	60 10

Skills: Dodge 75.

Human Zombie Four

statistics		location	melee	missile	points
STR	16	Move 2	r leg 01-04	01-03	2/5
CON	13	HP: 14	l leg 05-08	04-06	2/5
SIZ	19	Fatg: 33	abd 09-11	07-10	2/5
INT	8	MP: 3	chest 12	11-15	2/6
DEX	4		r arm 13-15	16-17	2/4
APP	1		l arm 16-18	18-19	4/4
			head 19-20	20	2/5
weapon		sr	attack%	damage	parry% pts
Shortsword		7	65	1d6+1+1d4	— —
Fist		8	75	1d3+1d4	60 10

Skills: Dodge 55.

Human Zombie Five

statistics		location	melee	missile	points
STR	15	Move 2	r leg 01-04	01-03	2/5
CON	15	HP: 14	l leg 05-08	04-06	2/5
SIZ	12	Fatg: 33	abd 09-11	07-10	2/5
INT	2	MP: 3	chest 12	11-15	2/6
DEX	3		r arm 13-15	16-17	2/4
APP	2		l arm 16-18	18-19	4/4
			head 19-20	20	2/5
weapon		sr	attack%	damage	parry% pts
Shortsword		7	40	1d6+1+1d4	— —
Fist		8	65	1d3+1d4	60 10

Skills: Dodge 75.

The chest of zombie one, and the abdomen of zombie three are filled with the horrible, bloated white spiders which are frequently encountered in these caves. These spiders will spill out of their hosts if the locations they are carried in take more than 2 points of damage. Treat the spiders as an Insect Swarm from the RuneQuest Creatures Book p. 26. They deliver 3d6 stings with a Venom Factor of 4.

126. HAUNTED CAVE: water drips from the roof of this cave, forming the stalactites and stalagmites which fill the area, halving all move rates. A human adventurer was killed here by a double-crossing dark troll guide. His wraith still haunts this cave, ready to take vengeance on any trolls which find their way in here. The body of the adventurer still lies here, slowly turning to dust. His personal possessions are few, consisting of a suit of SIZ 15 chain mail, a broadsword, and a small amount of money (46£, and 32 bolgs).

Rudimus Obnoxio (STR-affecting wraith)

statistics	
CON	52
INT	16
	Move 19
	MP 19

127. HAUNTED ROOM: this cave appears as if it was being worked on years ago. There are digging tools and boxes of dirt

lying around under a blanket of earth and rocks. This room was, in fact, being excavated by a small group of trollkin, but they were forced to abandon their task when the roof collapsed on them. The spirits of these trollkin still haunt this room. For the most part these spirits non-aggressively wander about the room digging up transparent piles of dirt with their phantom shovels. They attack the adventurers only if their work is disturbed. Eachghost has an INT of 8 and a POW of 11. The ceiling of this room is about seven meters high.

128. THE HALL OF BLINDING DEATH: this rubble-strewn tunnel winds through the hillside to the outside of the ruins. The outer exit of the tunnel is two kilometers south-east

of the main entrance. This tunnel is similar to the Corridor of Death and Frustration, as there are traps and dangers the whole way through. There are 4 Good Dark Troll Warriors on guard at all entrances and exits to this corridor. It gets its name from the fact that it leads up to the surface world, where the sun glows brightly.

129. BOTTOMLESS PIT: a stale wind flows through this chilling area, whipping the hair and clothes of the adventurers into a tangled mess. Air runes are carved into the surrounding rock. The wind has a STR of 23, any adventurer whose STR plus SIZ is less than 23 must resist the STR of the wind with his own STR+SIZ or be blown down the hole.

The Sazdorf Clan

THE FOLLOWING ARE the most important of the Sazdorf trolls. These are the troll personalities which the adventurers are most likely to meet in the course of their exploration of the ruins. Each is given a short description, detailing personality, background, and status in the clan, followed by complete statistics for the character.

ASTELKAK

This healer is affectionate to his family and underlings, subservient to overlords, and openly fearful of strangers. Introverted, he is trusting and incurious, energetic to perform his



tasks and unabashedly compassionate towards his troll fellows. He hates nontrolls.

ASTELKAK, Xiola Umbar acolyte, Kyger Litor initiate

statistics	location	melee	missile	points
STR 12	Move 3	r leg	01-04	01-03 5/6
CON 13	Hit Pts: 17.....	l leg	05-08	04-06 5/6

SIZ 21	Fatg: 25	abd	09-11	07-10	7/6.....
INT 14	-19 = 6.....	chest	12	11-15	7/7
POW 15	Magic Pts: 15+10	r arm	13-15	16-17	5/5.....
DEX 16	spirit = 25.....	l arm	16-18	18-19	5/5.....
APP 12		head	19-20	20	6/6.....
weapon	sr	attack%	damage	parry%	pts
Lt Mace	4	90	1d8+2+1d6	75	9
Target	—	—	—	95	12

Spirit Magic (67%): Befuddle (2), Disruption, Extinguish 2, Heal 5, Mobility 1, Protection 3; (known by intellect spirit) Bludgeon 3, Second Sight (3), Solace; (in matrix) Dispel magic 4

Divine Magic (92%): Healing trance, Turn Blow

Skills: Ceremony 50, Conceal 100, Darksense/Scan 80, Darksense/Search 75, First Aid 100, Listen 90, Plant Lore 75, Treat Disease 90, Treat Poison 90

Languages (Speak/Read): Darktongue 50/40, Tradetalk 30/—

Treasure: enchanted lead mace. Eighteen lozenges, each of which heals 4 damage points when swallowed (points go to the most injured area). Ring with Dispel Magic 4 matrix. Ring with bound Power Spirit (POW 10). Ring with bound Intellect spirit (INT 9, POW 14). 43 bolgs, 76 £; ransom is 1700£.

Armor: Bezainted limbs, lamellar torso, and ring head.

ATTENDANTS

BANDAGE: Average Trollkin Warrior with Heal 6 and Solace spells, and 75% skill in First Aid, Treat Poison, and Treat Disease. He is Astelkak's value trollkin.

CHECKER: Good Trollkin Warrior with a Heal 6 and Solace spell. Whip 120% and an Oratory skill of 70%.

Three Average Dark Troll Hunters, each with a Heal 4 and Solace spell, and with 50% skills in First Aid, Treat Disease, and Treat Poison. They Represent Astelkak's other initiates.

Twelve Average Trollkin Workers, who serve solely as bearers.

BADASS

Badass is the leader of the trollkin. He is cruel and tyrannizes his followers, who respect, hate, and fear him. Badass is cold and vicious. He clawed his way to the top of the trollkin

pecking order by virtue of his savagery, and remains there because of it.



BADASS, Kyger Litor initiate

statistics	location	melee	missile	points	
STR 15	Move 5	r leg	01-04	01-03 7/5.....	
CON 13	Hit Pts: 13.....	l leg	05-08	04-06 7/5.....	
SIZ 12	Fatg: 28	abd	09-11	07-10 7/5.....	
INT 13	-22 = 6.....	chest	12	11-15 7/6.....	
POW 16	Magic Pts: 16+10	r arm	13-15	16-17 7/4.....	
DEX 18	matrix = 24.....	l arm	16-18	18-19 7/4.....	
APP 9		head	19-20	20 6/5.....	
weapon	sr	attack%	damage	parry%	pts
Lt Mace	6	65	1d8+1d4	50	6
2h spear	5	100	1d10+1+1d4	80	10
Sling	2/7	90	1d8	—	—

Spirit Magic (71%): Demoralize (2), Detect Enemies, Disruption, Fanaticism, Heal 4

Skills: Conceal 100, Climb 60, Darksense/Scan 90, Darksense/Search 60, Hide 80, Jump 70 Sneak 50

Languages (Speak only): Darktongue 33, Tradetalk 20

Treasure: 8 point magic point matrix; 4 doses of Blade Venom POT 8 for smearing on his speartip. 49 bolgs; Ransom is 750£.

Armor: Lamellar body, ring head.

ATTENDANTS

Five Good Trollkin warriors, each with a spear attack of 80% and a shield parry of 70%. These are the elite trollkin.

BELJON

Priestess Beljon is affectionate towards her family and her underlings, who see her as generous and loving. She is aloof to her Elder peers, formal with the Queen, and conservative with the great wealth her family earns as insect herders. She

is suspicious of strangers. Beljon is naturally aloof from all but her work and her kin. She is stubborn and suspicious.

BELJON, Kyger Litor and Gorakiki-Beetle shaman

statistics	location	melee	missile	points
STR 16	Move 3	r leg	01-04	01-03 8/6
CON 15	Hit Pts: 18.....	l leg	05-08	04-06 8/6
SIZ 21	Fatg: 31	abd	09-11	07-10 8/6
INT 15	-35 = -4.....	chest	12	11-15 8/8



POW 18	Magic Pts: 18+	r arm	13-15	16-17	8/5
DEX 16	spirits 34+	l arm	16-18	18-19	8/5
APP 12	fetch 34= 86	head	19-20	20	7/6
weapon	sr	attack%	damage	parry%	pts
H Mace	5	50	1d10+1d6	45	10
Target	6	25	1d6+1d6	60	12
Sling	3/9	65	1d8	—	—

Dodge: 20

Spirit Magic (71%): Darkwall (2), Demoralize (2), Disruption, Extinguish 1, Heal 4, Protection 2, Strength 2 (adds +3 to attacks and parries and +1d6 to damage bonus), Speedart; (known by Fetch) Endurance 2, Mobility 3, Silence 3

Divine Magic (81%): Blinding, Carapace, Healing Trance, Spellteaching, Sprout Arms, Transform Head, Transform Self, Worship Kyger Litor, Worship Gorakiki

Skills: Animal Lore 100, Conceal 100, Darksense/Scan 80, Darksense/Search 75, First Aid 55, Insect Care 100

Treasure: carries none; ransom is 2800£.

Armor: Chain body, lamellar head.

Fetch: INT 8, POW 34. Beljon commonly holds only power spirits in her fetch, currently with POWs of 10, 12, and 12. She uses their magic points first, then her fetch's.

ATTENDANTS

BIZZLE: Good Trollkin Warrior with +20% to all abilities and Whip at 75%. Bizzle is a value trollkin overseer.

SKINNER: Average Trollkin Warrior with 90% skill in Tanning Hides and Leatherworking. He is a value trollkin.

Two Average Trollkin Warriors as bodyguards. Each has an extra point of armor over his whole body and a controlled power spirit POW 10.

CHALAZAK

This old troll shows great love for all her family and clan, expressing a fussy maternal care over all the younger genera-

tion whom she has helped into the world. She respects her overlords, tolerates her equals' violent ways, and is open to



strangers. She is impulsive but reliable, innovative, and kind (for a troll).

CHALAZAK, Xiola Umbar Chief Priestess

statistics	location	melee	missile	points	
STR 14	Move 3	r leg	01-04	01-03 5/7	
CON 14	Hit Pts: 19.....	l leg	05-08	04-06 5/7	
SIZ 23	Fatg: 28-	abd	09-11	07-10 7/7	
INT 14	-18 = 10.....	chest	12	11-15 7/8	
POW 18	Magic Pts: 18+	r arm	13-15	16-17 5/5	
DEX 9	7 spirit = 25.....	l arm	16-18	18-19 5/5	
APP 15		head	19-20	20 6/7	
weapon	sr	attack%	damage	parry%	pts
H Mace	6	45	1d10+1d6	45	10.....
Staff Sling	4	45	1d10	25	10.....

Dodge: 10

Spirit Magic (84%): Countermagic 3, Demoralize (2), Fanaticism, Heal 6, Protection 1, Solace; (known by Mirror) Dispel Magic 6, Strength 2 (adds +3 to all attacks and parries and +1d6 to damage bonus).

Skills: Conceal 45, Darksense/Scan 80, Darksense/Search 70, First Aid 120, Treat Disease 110, Treat Poison 90, Troll Lore 140

Languages (Speak/Read): Darktongue 40/40, Tradetalk 23/—

Treasure: carries none; slave trollkin carry 325l; ransom is 2050£.

Armor: bezaunted limbs, lamellar torso, and ring head.

ATTENDANTS

Allied Spirit: Mirror in bat, with POW 15, INT 9, and 2 HP.

Four Good Trollkin Warriors, each with a Heal 3 spell and skills: First Aid 75, Treat Disease 60, Treat Poison 50. These are values.

DORSNON

Priestess Dorsnon is a great sleeping behemoth of a troll, ancient in her wisdom, formal in her demeanor to all the tribe, Cruel and Heartless towards strangers, whom she hates. The elder priestess is passive and lazy, slow to anger and stubborn. Once aroused she is as brave and courageous as any, and



outwardly so emotional that she seems to draw great energy from such expression.

DORSNON, Kyger Litor Chief Priestess and Shaman

statistics	location	melee	missile	points	
STR 19	Move 3	r leg	01-04	01-03 7/8.....	
CON 18	Hit Pts: 20.....	l leg	05-08	04-06 7/8.....	
SIZ 21	Fatg: 37	abd	09-11	07-10 7/8.....	
INT 16	-37 = 0.....	chest	12	11-15 7/8.....	
POW 18	Magic Pts: 18+	r arm	13-15	16-17 7/6.....	
DEX 11	matrix 10+	l arm	16-18	18-19 7/6.....	
APP 16	fetch 68= 96	head	19-20	20 7/8.....	
weapon	sr	attack%	damage	parry%	pts
Battle Axe	5	55	1d8+2+1d6	55	8.....
Troll Maul	4	55	2d8+1d6	55	16.....
Sling	3/9	55	1d8	—	—

Spirit Magic (68%): Bludgeon 4, Darkwall (2), Disruption, Heal 6, Mindspeech 3; (known by Fetch) Detect Enemies, Dispel Magic 4, Jump 4

Divine Magic (78%): Absorption 6, Blinding 2, Command Cult Spirit x2, Command Shade, Darksee, Dismiss Magic 4, Divination 5, Extension 3, Healing Trance, Spellteaching, Spirit Block 2, Summon Shade, Warding, Worship Kyger Litor

Skills: Conceal 60, Darksense/Scan 80, Darksense/Search 70, Devise 75, Evaluate 95, Listen 90, Orate 110, Troll Lore 65

Languages (Speak/Read): Darktongue 90/45, Tradetalk 45/45

Treasure: 10 point magic point matrix, 3 point Spell Strengthening crystal; for every MP in a spell, this crystal boosts the spell by an equal amount up to a maximum of 3, to help in penetrating defensive spells. It never runs out of magic points.

Armor: full lamellar

Fetch: INT 9, POW 68. Currently holds two Fear spirits (POW 14 and 16, respectively), a Healing spirit (POW 14), and nine small shades, only one cubic meter each, for harassment purposes.

Shade One: POW 2, HP 2

Shade Two: POW 1, HP 3

Shade Three: POW 3, HP 4

Shade Four: POW 4, HP 6

Shade Five: POW 4, HP 2

Shade Six: POW 2, HP 1

Shade Seven: POW 5, HP 2

Shade Eight: POW 1, HP 1

Shade Nine: POW 2, HP 5

ATTENDANTS

THINKER: Good Trollkin Warrior; has two extra points of armor over all hit locations and these spells: Befuddle (2), Dispel Magic 2, Heal 5, Mobility 1. He also has a POW of 14 and an INT of 12. He is a value trollkin.

CHOLKAL: excellent Dark Troll Warrior bodyguard
BOG: average Great Troll bodyguard

DOZKAL

Old Dozkal never escaped the tyranny of her mother, and seems overly subservient to the elder priestesses at all times and, by extension, to all figures of superior authority. In her



busy life she is dutiful to children, stern with her underlings, and short-tempered with her peers. She is rude to strangers, and glad to provoke them to their own destruction. Dozkal is aggressive, impulsive, energetic, and dependable, much unlike her mother. She is incontestably brave and loyal.

DOZKAL, Kyger Litor acolyte

statistics	location	melee	missile	points
STR 16	Move 3	r leg 01-04	01-03	6/5
CON 11	Hit Pts: 16.....	l leg 05-08	04-06	6/5
SIZ 20	Fatg: 27-	abd 09-11	07-10	8/5
INT 16	-25 = 2.....	chest 12	11-15	8/6
POW 18	Magic Pts: 18+	r arm 13-15	16-17	8/6
DEX 9	crystals 32=	l arm 16-18	18-19	6/4
APP 13	50.....	head 19-20	20	7/5

weapon	sr	attack%	damage	parry%	pts
BallCh	6	45	1d10+1+1d6	45	8
Big Axe	4	45	2d6+2+1d6	30	10
Kite	7	45	1d6+1d6	45	16

Spirit Magic (79%): Darkwall (2), Disruption, Extinguish 2, Heal 2, Jump 2, Mindspeech 2, Mobility 1; (in matrices) Dispel Magic 6, Shimmer 4

Divine Magic (89%): Absorption 3, Divination 3, Extension 3, Healing Trance, Spellteaching, Warding 4, Worship Kyger Litor

Skills: Darksense/Scan 60, Darksense/Search 50, Hide 45, Orate 20, Sneak 45, Swim 45

Languages (Speak/Read): Darktongue 45/45, Tradetalk 20/—

Treasure: Ring matrices for Dispel Magic 6 and Shimmer 4; four magic point storing crystals containing 12, 8, 6 and 6 respectively; 4 doses of Blade Venom POT 10 for smearing on the weapons of her underlings. 120E; 4 gems (worth 50, 75, 89 and 325E); ransom is 1500E.

Armor: ring limbs, chain torso, and scale head.

ATTENDANTS

SNONANG: Good Dark Troll Hunter. He has sacrificed for one use of the Rune Spells Blinding 3 and Sureshot. Knows these languages: Darktongue 35/39, Sartarite 30/20, Tradetalk 30, Tarsh 20/10, Pavic 20/10. Has bound power spirit in amulet, POW 14.

COMERE: Good Trollkin Warrior with +25% added to all weapon attacks and parries and First Aid 60%. He is a value.

JONAKEL

The master hunter shows a spirit of independence. He is courteous to his family, but openly friendly to his followers. He seems more amused by his overlords, who in turn know better than risk embarrassing themselves by pushing him to far. He



is cautious with strangers, preferring to avoid them if not confident of their peacefulness. Jonakel is cautious, brave, patient, clever, and humorous for a troll. His presence brings merriment to the clan, both for the laughter and the food he brings.

JONAKEL, Master Hunter, Kyger Litor initiate

statistics	location	melee	missile	points
STR 22	Move 3	r leg 01-04	01-03	5/7
CON 16	Hit Pts: 19.....	l leg 05-08	04-06	5/7
SIZ 21	Fatg: 38-	abd 09-11	07-10	6/7
INT 18	24 = 14.....	chest 12	11-15	6/8
POW 17	Magic Pts: 17.....	r arm 13-15	16-17	5/5
DEX 17		l arm 16-18	18-19	5/5
APP 20		head 19-20	20	6/7

weapon	sr	attack%	damage	parry%	pts
T Javelin (5)	2	125	1d10+2d3	45	8
RH Hvy Mace	4	85	1d10+2d6	95	10
LH Lng Knife	5	90	1d4+3+2d6	45	8
Sling	2/7	120	1d8	—	—

Dodge: 65

Spirit Magic (80%): Detect Enemies, Disruption, Farsee 3, Mobility 1, Multimissile 6, Second Sight (3), Silence 2, Speedart; (known by Buzzer) Extinguish 2, Heal 6, Ironhand 4, Slow 2; (known by intellect spirit) Protection 4; (known by second intellect spirit) Dispel Magic

Divine Magic (95%): Blinding 3, Spirit Block 4 (one-use), Draw Beast 2, Sureshot x4, Worship Hunter

Skills: Conceal 95, Climb 70, Darksense/Scan 115, Darksense/Search 80, Devise 130, Hide 80, Jump 60, Listen 105, Make Wolf Tracks 80, Orate 70, Peaceful Cut 95, Sneak 110, Track 100

Languages (Speak/Read): Darktongue 45/30, Tradetalk 25/—

Treasure: two bound intellect spirits in separate amulets, with INT 4, POW 8, and INT 6, POW 13 respectively. 2 point Spell Reinforcing crystal, which adds 10 percentiles to Jonakel's chances of overcoming defender's MPs when casting an attack spell. Elf Stick — a 50cm long wooden stick capped with lead which points towards the nearest Al-drayami when given a magic point. It does not give distance, just direction.

59 clacks, 22£; ransom is 2100£.

Armor: bezaunted limbs, ring torso and head.

ATTENDANTS

BUZZER: trained hunting wasp who is also Jonakel's familiar.

Note: the sting is capable of impaling.

Skills: Dodge 100, Fly 100, Hide 100, Scan 95

SIDEKICK: a Good Dark Troll Hunter, with 15% added to all Skills, weapon attacks, and parries.

Five Good Dark Troll Hunters.

KOZAKANG



The chieftain is respectful to overlords and formal with his family members, whom he rarely sees. He is friendly towards troll underlings and open, but cautious, with strangers.

Kozakang is extroverted and receptive, a result of his cult training. He has a reputation for patience, dependability, and confidence.



KOZAKANG, Argan Argar and Kyger Litor initiate

statistics	location	melee	missile	points	
STR 16	Move 3	r leg	01-04	01-03 8/6.....	
CON 16	Hit Pts: 17.....	l leg	05-08	04-06 8/6.....	
SIZ 18	Fatg: 32-	abd	09-11	07-10 8/6.....	
INT 17	32 = 0.....	chest	12	11-15 8/8.....	
POW 13	Magic Pts: 13+	r arm	13-15	16-17 8/5.....	
DEX 12	ally 15 = 28.....	l arm	16-18	18-19 8/5.....	
APP 16		head	19-20	20 8/6.....	
weapon	sr	attack%	damage	parry%	pts
Maul	4	90	2d8+1d6	85	16.....
2H spear	4	110	1d10+1+1d6	115	12.....
Sling	2/7	95	1d8	—	—

Dodge: 20

Spirit Magic (43%): Befuddle (2), Darkwall (2), Detect Silver, Disruption, Extinguish 2, Heal 6, Repair 2, Speedart; (known by Speaker) Detect Enemies, Detect Gold, Detect Life, Fanaticism, Glamour 2, Jump 3

Skills: Climb 90, Conceal 100, Darksense/Scan 100, Darksense/Search 100, Evaluate 100, Hide 80, Listen 90, Orate 95, Sneak 80

Languages (Speak/Read): Darktongue 90/45, Sartarite, Tradetalk 45/45

Treasure: 12 healing potions (cure 6 points each); magic gourd - when a message is spoken into it and the gourd sealed, the next time the gourd is opened, the message can be heard clearly coming from it.

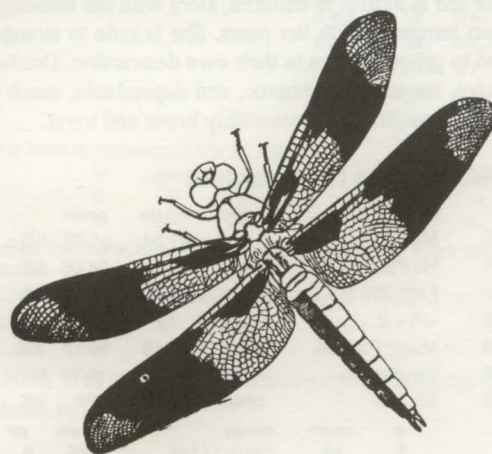
Armor: chain

ATTENDANTS

SPEAKER: Allied spirit in watch beetle. Has INT 9, POW 13.

OROF: Value trollkin. Average warrior with 10 percentiles added to all weapon attacks and parries. Has POW of 12 and knows Dispel Magic 4.

LUGGER: Value trollkin. Average warrior with 10 percentiles added to all weapon attacks and parries. Has POW of 12 and knows Vigor 4.



LAGOR

Lagor is an unusual troll, thanks to his unusual experiences. He treats his family and overlords with the strictest formality. Towards underlings he is very stern, as required by his military profession. Towards strangers he is cautious, but open

and willing to extend himself. For a troll, he is remarkably friendly towards humans.

LAGOR, Humakt and Kyger Litor initiate

statistics	location	melee	missile	points
STR 20	Move 3	r leg	01-04	01-03 7/6
CON 15	Hit Pts: 17.....	l leg	05-08	04-06 7/6
SIZ 19	Fatg: 35-	abd	09-11	07-10 8/6
INT 13	32 = 3.....	chest	12	11-15 8/8
POW 13	Magic Pts: 13.....	r arm	13-15	16-17 7/5
DEX 13		l arm	16-18	18-19 7/5
APP 16		head	19-20	20 7/5

weapon	sr	attack%	damage	parry%	pts
Bastard Sword	6	90	1d10+1+1d6	70	12
Dagger	7	75	1d4+2+1d6	70	6
T Dagger	3/9	85	1d4+1d3	—	6
Shortsword	6	60	1d6+1d6	45	10
Kite S	7	20	1d6+1d6	95	16

Dodge: 40

Spirit Magic (41%): Bladesharp 4, Disruption, Extinguish 2, Heal 2, Protection 2, Repair 2

Divine Magic (66%) (one use): Truesword, Turn Undead

Skills: Climb 50, Darksense/Scan 80, Darksense/Search 75, First Aid 75, Hide 75, Jump 60, Sense Assassin 45, Sneak 85, Swim 50, Track 55

Languages (Speak/Read): Darktongue 65/25, Sartarite 25/20,



Tradetalk 25/—

Treasure: plate helm stops 12 points of damage. 150 bolgs, 5 gems in sword hilt worth 35, 50, 120, and 354£ respectively. Ransom is 1100£.

Armor: scale limbs, brigandine torso, plate head

Humakt's Gifts: recover fatigue at double normal rate, +20% to sense assassin skill.

Humakt's Geases: remain silent (including spellcasting) during Har-mony week each season, and drink no alcoholic beverages.

ATTENDANTS

Five Average Dark Troll Warriors: all Humakti, so use greatswords instead of mauls and bastard swords instead of maces. They lack the Bludgeon spell, and use Bladesharp 4 instead.

Five Average Dark Troll Warriors: normal Kyger Litor warriors under Lagor's command.

MAKSTAN

Priestess Makstan deals with outsiders for the family as necessary. She is affectionate towards her family and Queen

Martoraz, Her overseer and mother. She distrusts strangers and is harsh with her immediate underlings.

Makstan is aggressive, extroverted, and openly emotional at all times. She is dependable and open to new ideas.

MAKSTAN, Kyger Litor acolyte

statistics	location	melee	missile	points
STR 17	Move 3	r leg	01-04	01-03 5/6
CON 12	Hit Pts: 17.....	l leg	05-08	04-06 5/6
SIZ 22	Fatg: 29-	abd	09-11	07-10 6/6
INT 12	20 = 9.....	chest	12	11-15 6/6
POW 18	Magic Pts: 18.....	r arm	13-15	16-17 5/5
DEX 14		l arm	16-18	18-19 5/5
APP 14		head	19-20	20 6/6

weapon	sr	attack%	damage	parry%	pts
H Mace	5	70	1d10+1d6	55	10
Sling	3/9	70	1d8	—	—
Kite S	7	20	1d6+1d6	95	16

Dodge: 30

Spirit Magic (82%): Bludgeon 2, Darkwall (2), Heal 6, Mindspeech 1; (known by Brewall) Countermagic 3, Detect Magic, Dispel Magic 2, Repair 2, Speedart

Divine Magic (92%): Absorption 2, Blinding 2, Command Shade, Counterchaos, Divination 1, Extension 1, Spell Teaching, Summon Shade, Tree Chopping Song, Worship Kyger Litor



Skills: Climb 60, Conceal 40, Darksense/Scan 60, Darksense/Search 40, Evaluate 55, Listen 45, Orate 45, Taste Analysis 80

Languages (Speak/Read): Darktongue 80/40, Mostali 13/25, Old Pavic 10/20, Sartarite 10/—, Tradetalk 15/—

Treasure: 6 healing potions (cure 6 HPs each), 4 magic restoring potions (restore 4 MPs each), 2 POT 14 mineral poison doses.

20 bolgs, 50 clacks, 100£, 2 wheels; ransom is 1200£.

Armor: bezaunted limbs, ring vitals

ATTENDANTS

BREWALL: Allied spirit in ham beetle with 7 HP, INT 9, POW 21

SQUEK: Value Trollkin. Good Trollkin warrior who possesses the skills of Taste Analysis 90 and Sling 85

Good Great Troll Warrior bodyguard

MARTORAZ

Outsiders never see her. To her clan, the Queen is cautious, optimistic, generous, pious, and wise. She is affectionate but formal to her family, and stern to her immediate underlings.

She is patient and considerate of the other elders. She mistrusts Zorak Zoran cultists and favors Sigron. She is always accompanied by her ferocious old mother.

MARTORAZ, Kyger Litor and Mistress Sazdorf High Priestess and Shaman

statistics	location	melee	missile	points	
STR 21	Move 3	r leg	01-04	01-03 10/8	
CON 17	Hit Pts: 22.....	l leg	05-08	04-06 10/8	
SIZ 26	Fatg: 38-	abd	09-11	07-10 10/8	
INT 18	40 = -2.....	chest	12	11-15 10/9	
POW 18	Magic Pts: 18+	r arm	13-15	16-17 10/6	
DEX 16	34 crystals +	l arm	16-18	18-19 10/6	
APP 19	83 fetch = 135	head	19-20	20 10/8	
weapon	sr	attack%	damage	parry%	pts
H Mace	4	80	1d10+2d6	80	10.....
Sling	2/7	80	1d8	—	—
Kite S	7	20	1d6+1d6	95	16.....

Dodge: 40

Spirit Magic (69%): Befuddle (2), Bind Magic Spirit (3), Demoralize (2), Detect Enemies, Detect Gold, Extinguish 2, Heal 7, Spirit Screen 3; (known by Fetch) Detect Magic, Mindspeech 3, Speedart, Vigor 4; (known by intellect spirits) Bludgeon 4, Countermagic 4, Dispel Magic 8
Divine Magic (79%): Absorption 4, Attack Soul 3, Axis Mundi, Blinding 3, Command Cult Spirit 2, Command Shade 2, Counterchaos x3, Crush 2, Darksee 2, Dismiss Magic 7, Divination 5, Extension 5, Gift Spell, Healing Trance, Incarnate Ancestor, Mindlink 6, Soul Sight 3, Spellteaching 2, Spirit Block 2, Summon Ancestor 4, Summon Shade, Warding 6, Worship Kyger Litor, Worship Mistress Sazdorf

Skills: Climb 80, Darksense/Scan 100, Darksense/Search 75, Devise 80, Evaluate 90, Hide 75, Jump 80, Listen 100, Orate 140, Sneak 75, Track 50

Languages (Speak/Read): Aldryami 12/25, Darktongue 130/100, Sartarite 30/20, Tarsh 10/—, Trade 45/—

Treasure: three magic point crystals, holding 13, 11, and 10 points respectively. Magic drums which strengthen attack spells cast vs. chaotic opponents when beaten while the spell is cast (the spells are doubled in magic points, so that a Slow 1 would act as a Slow 2, while a Disruption would break through magical protection as if it had 2 magic points). Crystal which adds 3 to her magic points for the purposes of overcoming or resisting a foe in spirit combat only. Ring which enables the wearer to cast two spells simultaneously.

Normally carries no cash. The Sazdorf would be willing to expend all tribal wealth and trollkin to retrieve her.

Armor: Chain plus 3 point skin from heroquesting

ATTENDANTS

Fetch: INT 9, POW 83; holds two intellect spirits (INT 8, POW 6, and INT 8, POW 7), two Fear spirits (POW 21 and POW 16), and four 3-cubic meter shade with average stats.

MARJAZ, mother and bodyguard of Martoraz, Kyger Litor acolyte

statistics	location	melee	missile	points	
STR 19	Move 3	r leg	01-04	01-03 8/6	
CON 15	Hit Pts: 17.....	l leg	05-08	04-06 8/6	
SIZ 19	Fatg: 34-	abd	09-11	07-10 8/6	
INT 13	32 = 2.....	chest	12	11-15 9/8	
POW 17	Magic Pts: 17+	r arm	13-15	16-17 8/5	
DEX 13	17 spirit = 34	l arm	16-18	18-19 8/5	
APP 15		head	19-20	20 8/6	
weapon	sr	attack%	damage	parry%	pts
Bite	6	80	1d6+1d6	—	—
Fist	7	80	1d3+1d6	60	—.....
RH Mace	6	90	1d10+1d6	75	10.....
LH Mace	6	90	1d10+1d6	75	10.....
Staff Sling	3	85	1d10	60	10.....

Spirit Magic (60%): Bind Intellect Spirit, Bludgeon 4, Darkwall (2), Heal 6; (known by spirit) Demoralize (2), Detect Enemies, Detect Gold, Detect Life, Disruption, Ironhand 2, Protection 4

Divine Magic (80%): Blinding 2, Counterchaos

Skills: Conceal 70, Climb 50, Darksense/Scan 95, Darksense/Search 100, Devise 75, listen 70, Orate 70, Sleight 70, Sneak 85

Languages (Speak/Read): Darktongue 75/25, Tradetalk 29/—

Treasure: two amulets, one holding a power spirit (pow 17) and the other holding an intellect spirit (INT 10, POW 17). Six cups of unicorn ivory — these shatter when anything containing poison is placed in within. Marjaz places a piece of food inside one of these cups every mealtime.

120 bolgs (used as tips to trolls); ransom is 1900£.

Armor: plate chest, chain elsewhere

SIXTOOTH, leader of the Sazdorf trollkin

statistics	location	melee	missile	points
STR 14	Move 2	r leg	01-04	01-03 5/5.....
CON 15	Hit Pts: 14.....	l leg	05-08	04-06 5/5.....
SIZ 12	Fatg: 29-	abd	09-11	07-10 7/5.....
INT 14	17 = 12.....	chest	12	11-15 7/6.....
POW 14	Magic Pts: 14.....	r arm	13-15	16-17 5/4.....
DEX 20		l arm	16-18	18-19 5/4.....
APP 10		head	19-20	20 6/5.....

weapon	sr	attack%	damage	parry%	pts
Mace	6	60	1d8+1d4	40	8.....
Sling	1/5/9	90	1d8	—	—
1H Spear	5	80	1d6+1+1d4	45	10.....
Whip	1	90	1d4+1d2	—	6.....
Buckler	6	25	1d4+1d4	70	8.....

Dodge: 75

Spirit Magic (66%): Befuddle (2), Countermagic 1, Disruption, Heal 3, Mobility, Shimmer 4, Speedart

Skills: Climb 50, Darksense/Scan 75, Devise 50, Hide 60, Jump 60, Listen 50, Sleight 80, Sneak 75

Languages (Speak only): Darktongue 70, Sartarite 9, Tradetalk 20

Treasure: carries six glass globes, each containing a POT 1d10 contact poison. If target is hit, the globe breaks and the poison automatically splatters the victim, who takes poison damage. These globes are used as sling missiles.

60 bolgs, 25 clacks, 16£; ransom is 500£.

Armor: bezaunted limbs, scale torso, ring head.

QUIK: value trollkin. Average Trollkin Warrior, but has a Move of 5 and a dodge of 80. He also has the skills of Climb 90, Jump 90, Run 100.

Excellent Dark Troll Warrior bodyguard.

Good Great Troll bodyguard.

SIGRON

Sigron is a wily old warrior, well-versed in war and family influence. He has powerful relatives, and he has attained about the highest position a male troll can hold.

Sigron's main weakness is for dwarf, which he loves to eat. His greatest strength is his discipline which, among anyone but trolls, would be called iron. Sigron expects the same discipline from his own junior officers, but knows that his orders will be greatly diluted by the time they reach the lower ranks. Sigron rarely counts on the trollkin to fight at all, but is canny and conservative in his use of them.

Sigron openly favors any trolls who follow his word closely. His officers are competitive among themselves to please him, and Sigron exploits this shamelessly.



SIGRON, Kaarg's Son

statistics	location	melee	missile	points
STR 20	Move 3	r leg	01-04	01-03 8/6
CON 15	Hit Pts: 18.....	l leg	05-08	04-06 8/6
SIZ 21	Fatg: 35-	abd	09-11	07-10 8/6
INT 17	34 = 1.....	chest	12	11-15 9/8
POW 16	Magic Pts: 16+	r arm	13-15	16-17 8/5
DEX 14	17 ally = 33.....	l arm	16-18	18-19 8/5
APP 18		head	19-20	20 8/6

weapon	sr	attack%	damage	parry%	pts
Javelin	3	90	1d10+2d3	50	8
2H Flail	4	130	2d6+2+2d6	115	20
1H Mace	5	120	1d10+2+2d6	120	10

Dodge: 40

Spirit Magic (61%): Countermagic 3, Darkwall (2), Demoralize (2), DETect Magic, Detect Silver, Extinguish 2, Jump 2, Protection 4; (known by Anvil) Heal 6, Speedart

Divine Magic (81%): Blinding 4 (one-use)

Skills: Climb 90, Conceal 110, Darksense/Scan 90, Darksense/Search 90, Devise 120, Jump 85, Listen 100

Languages (Speak only): Darktongue 80, Sartartite 50, Tradetalk 40

Treasure: special black wood flail handle with 15 armor points. Enchanted lead mace. Amulet holding two magic spirits (INT 6, POW 12 and INT 5, POW 15). The first spirit knows Strength 6 (raises Sigron's STR to 38, increasing all attacks and parries by 5 percentiles, and damage bonus by +1d6). The second spirit knows Vigor 5 (raises Sigron's HP to 23, increasing all hit locations by 2 HPs except arms, which are raised by 1). These two spirits are taught to cast their spells on Sigron at command — Sigron normally has them do so whenever entering combat.

120£, ransom is 2700£.

Armor: plate chest, chain elsewhere

ATTENDANTS

ANVIL: allied spirit (in mace) INT 9 POW 17

PUPIL: value trollkin. As per Average Trollkin Worker, but has 14 HP. Pupil has large eyes, is not demoralized in sunlight, and has Visual Scan and Visual Search each at 90%. Pupil is Sigron's javelin carrier.

LOSTANI: Excellent Dark Troll Warrior with +10 to all weapon attacks and parries, and with 19 Hit Points.

TONGKAL

Tongkal is a soldier, treating his family with formal courtesy and his immediate underlings with stern formality. He duti-

fully respects the clan leaders. He likes to be rude with strangers to provoke them into fighting.

Tongkal is aggressive, energetic, brave, dependable, and disrespectful of Kyger Litor.



TONGKAL, Kyger Litor and Gorrakiki-beetle initiate

statistics	location	melee	missile	points
STR 18	Move 3	r leg	01-04	01-03 7/6
CON 13	Hit Pts: 18.....	l leg	05-08	04-06 7/6
SIZ 22	Fatg: 31-	abd	09-11	07-10 7/6
INT 13	33 = -2.....	chest	12	11-15 7/8
POW 18	Magic Pts: 18.....	r arm	13-15	16-17 7/5
DEX 12		l arm	16-18	18-19 7/5
APP 7		head	19-20	20 7/6

weapon	sr	attack%	damage	parry%	pts
H	5	100	1d10+2d6	90	10
Sling	3/9	90	1d8	—	—
Kite S	7	20	1d6+1d6	95	16

Dodge: 15

Spirit Magic (69%): Bludgeon 3, Countermagic 3, Demoralize (2), Disruption, Heal 4

Divine Magic (79%): Beetle's Head, Carapace 2, Sprout Arms (all one use)

Skills: Beetle Breeding 100, Climb 80, Conceal 90, Darksense/Scan 80, Darksense/Search 60, Devise 90, Insect Care 100, Jump 90

Languages (Speak only): Darktongue 45, Tradetalk 25

Treasure: ring holding magic spirit.

12 bolgs, 120 clacks, 23£; ransom is 2200£.

Armor: Lamellar

Magic Spirit: in ring. INT 13, POW 23. Knows Coordination 2 (adds +4 to all attacks and parries and lowers SR by 1), Dispel Magic 2, Protection 4, and Repair 2. Will cast these for Tongkal on demand.

ATTENDANTS

SHOOTER: value trollkin. Good Trollkin Warrior, plus has Blowgun attack of 90 and Hide 80. Blowgun darts are smeared with POT 12 poison.

Four Average Great Troll Warriors. These are Tongkal's command.

Average Dark Troll Warriors

<i>weapon</i>	<i>sr</i>	<i>atk%</i>	<i>damage</i>	<i>parry%</i>	<i>pts</i>
H Mace	6	50	1d10+1d6	45	10
Troll Maul	5	30	2d8+1d6	25	16
Target	7	15	1d6+1d6	30	12



Spirit Magic (50%): Bludgeon 1, Darkwall (2), Disrupt (1), Heal 2.

Skills: Conceal 25, Climb 30, Darksense/Scan 40, Darksense/Search 30, Devise 25, Jump 40, Listen 40.

Treasure: 1d100 bolgs, 1d20 clacks, 1d6£; ransom is 2d100£.

Armor: Cuirbouilli on arms and legs, bezainted hauberk and helm.

TOR JONSTONE, Average Dark Troll Warrior

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 15.....	r leg	01-04	01-03	4/5
FP 9.....	l leg	05-08	04-06	4/5
MP 12.....	abdom	09-11	07-10	5/5
mace 10.....	chest	12	11-15	5/6
maul 16.....	r arm	13-15	16-17	4/4
Shield 12.....	l arm	16-18	18-19	4/4
	head	19-20	20	5/5

TROKK MAGGOTCHEWER, Average Dark Troll Warrior

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 15.....	r leg	01-04	01-03	4/5
FP 9.....	l leg	05-08	04-06	4/5
MP 12.....	abdom	09-11	07-10	5/5
mace 10.....	chest	12	11-15	5/6
maul 16.....	r arm	13-15	16-17	4/4
Shield 12.....	l arm	16-18	18-19	4/4
	head	19-20	20	5/5

JASHSTUL, Average Dark Troll Warrior

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 15.....	r leg	01-04	01-03	4/5
FP 9.....	l leg	05-08	04-06	4/5
MP 12.....	abdom	09-11	07-10	5/5
mace 10.....	chest	12	11-15	5/6
maul 16.....	r arm	13-15	16-17	4/4
Shield 12.....	l arm	16-18	18-19	4/4
	head	19-20	20	5/5

GUHRRP, Average Dark Troll Warrior

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 15.....	r leg	01-04	01-03	4/5
FP 9.....	l leg	05-08	04-06	4/5
MP 12.....	abdom	09-11	07-10	5/5
mace 10.....	chest	12	11-15	5/6
maul 16.....	r arm	13-15	16-17	4/4
Shield 12.....	l arm	16-18	18-19	4/4
	head	19-20	20	5/5

ZONK EYE-POKER, Average Dark Troll Warrior

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 15.....	r leg	01-04	01-03	4/5
FP 9.....	l leg	05-08	04-06	4/5
MP 12.....	abdom	09-11	07-10	5/5
mace 10.....	chest	12	11-15	5/6
maul 16.....	r arm	13-15	16-17	4/4
Shield 12.....	l arm	16-18	18-19	4/4
	head	19-20	20	5/5

GNORRT BOWELSTOMPER, Average Dark Troll Warrior

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 15.....	r leg	01-04	01-03	4/5
FP 9.....	l leg	05-08	04-06	4/5
MP 12.....	abdom	09-11	07-10	5/5
mace 10.....	chest	12	11-15	5/6
maul 16.....	r arm	13-15	16-17	4/4
Shield 12.....	l arm	16-18	18-19	4/4
	head	19-20	20	5/5

GNURTZ, Average Dark Troll Warrior

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 15.....	r leg	01-04	01-03	4/5
FP 9.....	l leg	05-08	04-06	4/5
MP 12.....	abdom	09-11	07-10	5/5
mace 10.....	chest	12	11-15	5/6
maul 16.....	r arm	13-15	16-17	4/4
Shield 12.....	l arm	16-18	18-19	4/4
	head	19-20	20	5/5

SLAGG GORESIPPER, Average Dark Troll Warrior

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 15.....	r leg	01-04	01-03	4/5
FP 9.....	l leg	05-08	04-06	4/5
MP 12.....	abdom	09-11	07-10	5/5
mace 10.....	chest	12	11-15	5/6
maul 16.....	r arm	13-15	16-17	4/4
Shield 12.....	l arm	16-18	18-19	4/4
	head	19-20	20	5/5

DREGG MARROWSUCKER, Average Dark Troll Warrior

attributes	location	melee	missile	pts
HP15.....	r leg	01-04	01-03	4/5.....
FP9.....	l leg	05-08	04-06	4/5.....

MP 12.....	abdom	09-11	07-10	5/5.....
mace 10.....	chest	12	11-15	5/6.....
maul 16.....	r arm	13-15	16-17	4/4.....
Shield 12.....	l arm	16-18	18-19	4/4.....
	head	19-20	20	5/5.....

Good Dark Troll Warriors

weapon	sr	atk%	damage	parry%	pts
H Mace	6	65	1d10+1d6	50	10
Troll Maul	5	50	2d8+1d6	45	16
Sling	3/9	30	1d8	—	—
Target S	7	25	1d6+1d6	45	12



Spirit Magic (40%): Bludgeon 2, Darkwall (2), Disrupt, Fanaticism, Heal 2.

Skills: Conceal 35, Climb 40, Darksense/Scan 50, Darksense/Search 30, Devise 40, Jump 50, Listen 50.

Treasure: 1d100 bolgs, 1d100 clacks, 1d10 £; ransom is 2d100 £.

Armor: Ringmail on limbs, chainmail torso, scale helm.

GNART FOESTOMPER, Good Dark Troll Warrior

attributes	location	melee	missile	pts
HP 16.....	r leg	01-04	01-03	6/6.....
FP 0.....	l leg	05-08	04-06	6/6.....
MP 12.....	abdom	09-11	07-10	8/6.....
mace 10.....	chest	12	11-15	8/7.....
maul 16.....	r arm	13-15	16-17	6/4.....
Shield 12.....	l arm	16-18	18-19	6/4.....
	head	19-20	20	7/6.....

PLURT MARROWSUCKER, Good Dark Troll Warrior

attributes	location	melee	missile	pts
HP 17.....	r leg	01-04	01-03	6/6.....
FP 2.....	l leg	05-08	04-06	6/6.....
MP 12.....	abdom	09-11	07-10	8/6.....
mace 10.....	chest	12	11-15	8/7.....
maul 16.....	r arm	13-15	16-17	6/5.....
Shield 12.....	l arm	16-18	18-19	6/5.....
	head	19-20	20	7/6.....

BLORF CRACKTUSK, Good Dark Troll Warrior

attributes	location	melee	missile	pts
HP 16.....	r leg	01-04	01-03	6/6.....
FP 0.....	l leg	05-08	04-06	6/6.....
MP 12.....	abdom	09-11	07-10	8/6.....
mace 10.....	chest	12	11-15	8/7.....
maul 16.....	r arm	13-15	16-17	6/4.....
Shield 12.....	l arm	16-18	18-19	6/4.....
	head	19-20	20	7/6.....

BURT BUG-GOBLER, Good Dark Troll Warrior

attributes	location	melee	missile	pts
HP 17.....	r leg	01-04	01-03	6/6.....
FP 1.....	l leg	05-08	04-06	6/6.....
MP 12.....	abdom	09-11	07-10	8/6.....
mace 10.....	chest	12	11-15	8/7.....
maul 16.....	r arm	13-15	16-17	6/5.....
Shield 12.....	l arm	16-18	18-19	6/5.....
	head	19-20	20	7/6.....

BOGGLI VEINDRIP, Good Dark Troll Warrior

attributes	location	melee	missile	pts
HP 19.....	r leg	01-04	01-03	6/7.....
FP 6.....	l leg	05-08	04-06	6/7.....
MP 12.....	abdom	09-11	07-10	8/7.....
mace 10.....	chest	12	11-15	8/8.....
maul 16.....	r arm	13-15	16-17	6/5.....
Shield 12.....	l arm	16-18	18-19	6/5.....
	head	19-20	20	7/7.....

LORKA WADDLESTRIDE, Good Dark Troll Warrior

attributes	location	melee	missile	pts
HP 19.....	r leg	01-04	01-03	6/7.....
FP 6.....	l leg	05-08	04-06	6/7.....
MP 12.....	abdom	09-11	07-10	8/7.....
mace 10.....	chest	12	11-15	8/8.....
maul 16.....	r arm	13-15	16-17	6/5.....
Shield 12.....	l arm	16-18	18-19	6/5.....
	head	19-20	20	7/7.....

Dark Troll Hunters

weapon	sr	atk%	damage	parry%	pts
Short Spear	7	70	1d8+1+1d6	50	10
Troll Maul	5	50	2d8+1d6	45	16
Sling	3/9	70	1d8	—	—
Target	7	25	1d6+1d6	45	12

Spirit Magic (40%): Darkwall (2), Disrupt, Heal 3, Multimissile 2.

Skills: Animal Lore 50, Conceal 35, Climb 40, Darksense/Scan 90, Darksense/Search 60, Devise 50, Jump 50, Listen 50, Sneak 60, Track 60.

Treasure: 1d100 bolgs, 1d100 clacks, 1d10 £; ransom is 2d100 £.

Armor: Cuirboilli on limbs, bezaunted torso, ring hood.

PHLAT MANFINDER, Dark Troll Hunter

attributes	location	melee	missile	pts
HP 16.....	r leg	01-04	01-03	3/6
FP 0.....	l leg	05-08	04-06	3/6
MP 12.....	abdom	09-11	07-10	4/6
spear 10.....	chest	12	11-15	4/7
maul 16.....	r arm	13-15	16-17	3/4
Shield 12.....	l arm	16-18	18-19	3/4
	head	19-20	20	5/6

SRATH ELFGNAWER, Dark Troll Hunter

attributes	location	melee	missile	pts
HP 17.....	r leg	01-04	01-03	3/6
FP 2.....	l leg	05-08	04-06	3/6
MP 12.....	abdom	09-11	07-10	4/6
spear 10.....	chest	12	11-15	4/7
maul 16.....	r arm	13-15	16-17	3/5
Shield 12.....	l arm	16-18	18-19	3/5
	head	19-20	20	5/6

ZOREG BOARSPIKER, Dark Troll Hunter

attributes	location	melee	missile	pts
HP 16.....	r leg	01-04	01-03	3/6
FP 0.....	l leg	05-08	04-06	3/6
MP 12.....	abdom	09-11	07-10	4/6
spear 10.....	chest	12	11-15	4/7
maul 16.....	r arm	13-15	16-17	3/4
Shield 12.....	l arm	16-18	18-19	3/4
	head	19-20	20	5/6

BRAGA DARKWALKER, Dark Troll Hunter

attributes	location	melee	missile	pts
HP 17.....	r leg	01-04	01-03	3/6
FP 1.....	l leg	05-08	04-06	3/6
MP 12.....	abdom	09-11	07-10	4/6
spear 10.....	chest	12	11-15	4/7
maul 16.....	r arm	13-15	16-17	3/5
Shield 12.....	l arm	16-18	18-19	3/5
	head	19-20	20	5/6

WAGGLI WOODCHEWER, Dark Troll Hunter

attributes	location	melee	missile	pts
HP 19.....	r leg	01-04	01-03	3/7
FP 6.....	l leg	05-08	04-06	3/7
MP 12.....	abdom	09-11	07-10	4/7
spear 10.....	chest	12	11-15	4/8
maul 16.....	r arm	13-15	16-17	3/5
Shield 12.....	l arm	16-18	18-19	3/5
	head	19-20	20	5/7

ORSO THE BEATER, Dark Troll Hunter

attributes	location	melee	missile	pts
HP 19.....	r leg	01-04	01-03	3/7
FP 6.....	l leg	05-08	04-06	3/7
MP 12.....	abdom	09-11	07-10	4/7
spear 10.....	chest	12	11-15	4/8
maul 16.....	r arm	13-15	16-17	3/5
Shield 12.....	l arm	16-18	18-19	3/5
	head	19-20	25/7	



Average Great Troll Warriors

weapon	sr	atk%	damage	parry%	pts
Shield	4	65	1d8+2d6	70	12
H Mace	5	40	1d10+2d6	25	10

Spirit Magic (35%): Heal 2, Strength 2 (adds +3 to all attacks and parries and +1d6 to damage bonus).

Skills: Conceal 25, Darksense/Scan 40, Listen 40, Search 55.

Treasure: these trolls are all slaves and carry no treasure. Their owner will ransom them for 100 L each.

Armor: Ringmail on all locations.



KARRL, Average Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8.....
FP 25.....	l leg	05-08	04-06	8/8.....
MP 11.....	abdom.	09-11	07-10	8/8.....
Shield 12.....	chest	12	11-15	8/10.....
mace 10.....	r arm	13-15	16-17	8/6.....
	l arm	16-18	18-19	8/6.....
	head	19-20	20	7/7.....

KATH, Average Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8.....
FP 25.....	l leg	05-08	04-06	8/8.....
MP 11.....	abdom.	09-11	07-10	8/8.....
Shield 12.....	chest	12	11-15	8/10.....
mace 10.....	r arm	13-15	16-17	8/6.....
	l arm	16-18	18-19	8/6.....
	head	19-20	20	7/7.....

SAHNDI, Average Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8.....
FP 25.....	l leg	05-08	04-06	8/8.....
MP 11.....	abdom.	09-11	07-10	8/8.....
Shield 12.....	chest	12	11-15	8/10.....
mace 10.....	r arm	13-15	16-17	8/6.....
	l arm	16-18	18-19	8/6.....
	head	19-20	20	7/7.....

SCHOON, Average Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8.....
FP 25.....	l leg	05-08	04-06	8/8.....
MP 11.....	abdom.	09-11	07-10	8/8.....
Shield 12.....	chest	12	11-15	8/10.....
mace 10.....	r arm	13-15	16-17	8/6.....
	l arm	16-18	18-19	8/6.....
	head	19-20	20	7/7.....

RAHN, Average Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8.....
FP 25.....	l leg	05-08	04-06	8/8.....
MP 11.....	abdom.	09-11	07-10	8/8.....
Shield 12.....	chest	12	11-15	8/10.....
mace 10.....	r arm	13-15	16-17	8/6.....
	l arm	16-18	18-19	8/6.....
	head	19-20	20	7/7.....

ALSTER, Average Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8.....
FP 25.....	l leg	05-08	04-06	8/8.....
MP 11.....	abdom.	09-11	07-10	8/8.....
Shield 12.....	chest	12	11-15	8/10.....
mace 10.....	r arm	13-15	16-17	8/6.....
	l arm	16-18	18-19	8/6.....
	head	19-20	20	7/7.....

Good Great Troll Warriors

weapon	sr	atk%	damage	parry%	pts
Shield	4	85	1d8+2d6	90	12
H Mace	5	100	1d10+2d6	55	10

Spirit Magic (35%) Fanaticism (1), Heal 2, Strength 2 (adds +3 to all attacks and parries and +1d6 to damage bonus).

Skills: Conceal 20, Darksense/Scan 50, Listen 50, Search 55.

Treasure: these trolls are all slaves and carry no treasure. Their owner will ransom them for 200 L each.

Armor: Ringmail on all locations.

GEF, Good Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8
FP 25.....	l leg	05-08	04-06	8/8
MP 11.....	abdom.	09-11	07-10	8/8
Shield 12.....	chest	12	11-15	8/10
mace 10.....	r arm	13-15	16-17	8/6
	l arm	16-18	18-19	8/6
	head	19-20	20	7/7

CREG, Good Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8
FP 25.....	l leg	05-08	04-06	8/8
MP 11.....	abdom.	09-11	07-10	8/8
Shield 12.....	chest	12	11-15	8/10
mace 10.....	r arm	13-15	16-17	8/6
	l arm	16-18	18-19	8/6
	head	19-20	20	7/7

BROOCE, Good Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8
FP 25.....	l leg	05-08	04-06	8/8
MP 11.....	abdom.	09-11	07-10	8/8
Shield 12.....	chest	12	11-15	8/10
mace 10.....	r arm	13-15	16-17	8/6
	l arm	16-18	18-19	8/6
	head	19-20	20	7/7

STEEV, Good Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8
FP 25.....	l leg	05-08	04-06	8/8
MP 11.....	abdom.	09-11	07-10	8/8
S 12.....	chest	12	11-15	8/10
mace 10.....	r arm	13-15	16-17	8/6
	l arm	16-18	18-19	8/6
	head	19-20	20	7/7

PALL, Good Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8
FP 25.....	l leg	05-08	04-06	8/8
MP 11.....	abdom.	09-11	07-10	8/8
Shield 12.....	chest	12	11-15	8/10
mace 10.....	r arm	13-15	16-17	8/6
	l arm	16-18	18-19	8/6
	head	19-20	20	7/7

BAHBJONZ, Good Great Troll Warrior

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	8/8
FP 25.....	l leg	05-08	04-06	8/8
MP 11.....	abdom.	09-11	07-10	8/8
Shield 12.....	chest	12	11-15	8/10
mace 10.....	r arm	13-15	16-17	8/6
	l arm	16-18	18-19	8/6
	head	19-20	20	7/7



Belorg's Cave Trolls

weapon	sr	atk%	damage	parry%	pts
Club	4	60	1d10+2+2d6	40	12
Claw	7	80	1d6+2d6	—	—

Skills: Smell out prey 60, Darksense/Scan 60, Darksense/Search 60, Chew all the meat off the bone 89.

Treasure: these trolls are all slaves and carry no treasure. Their owner will ransom them for 300£ each.

Armor: 3-point skin.

BLOODFANG, Cave Troll

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	3/8.....
FP 35.....	l leg	05-08	04-06	3/8.....
MP 11.....	abdom.	09-11	07-10	3/8.....
club 12.....	chest	12	11-15	3/10.....
	r arm	13-15	16-17	3/6.....
	l arm	16-18	18-19	3/6.....
	head	19-20	20	3/7.....

SCABBY, Cave Troll

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	3/8.....
FP 25.....	l leg	05-08	04-06	3/8.....
MP 11.....	abdom.	09-11	07-10	3/8.....
club 12.....	chest	12	11-15	3/10.....
	r arm	13-15	16-17	3/6.....
	l arm	16-18	18-19	3/6.....
	head	19-20	20	3/7.....

PUSBAGG, Cave Troll

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	3/8.....
FP 25.....	l leg	05-08	04-06	3/8.....
MP 11.....	abdom.	09-11	07-10	3/8.....
club 12.....	chest	12	11-15	3/10.....
	r arm	13-15	16-17	3/6.....
	l arm	16-18	18-19	3/6.....
	head	19-20	20	3/7.....

STINKY, Cave Troll

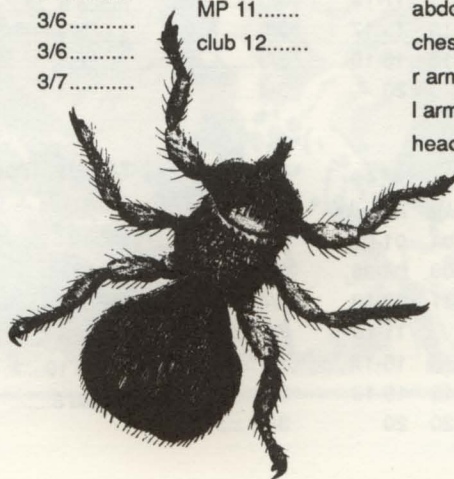
attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	3/8.....
FP 25.....	l leg	05-08	04-06	3/8.....
MP 11.....	abdom.	09-11	07-10	3/8.....
club 12.....	chest	12	11-15	3/10.....
	r arm	13-15	16-17	3/6.....
	l arm	16-18	18-19	3/6.....
	head	19-20	20	3/7.....

ONETHUMB, Cave Troll

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	3/8.....
FP 25.....	l leg	05-08	04-06	3/8.....
MP 11.....	abdom.	09-11	07-10	3/8.....
club 12.....	chest	12	11-15	3/10.....
	r arm	13-15	16-17	3/6.....
	l arm	16-18	18-19	3/6.....
	head	19-20	20	3/7.....

NONOSE, Cave Troll

attributes	location	melee	missile	pts
HP 23.....	r leg	01-04	01-03	3/8.....
FP 25.....	l leg	05-08	04-06	3/8.....
MP 11.....	abdom.	09-11	07-10	3/8.....
club 12.....	chest	12	11-15	3/10.....
	r arm	13-15	16-17	3/6.....
	l arm	16-18	18-19	3/6.....
	head	19-20	20	3/7.....



Trained Militia Trollkin

<i>weapon</i>	<i>sr</i>	<i>atk%</i>	<i>damage</i>	<i>parr%</i>	<i>pts</i>
Lt Mace	7	30	1d8	30	8
Sling	3/9	45	1d8	—	—
1H Spear	7	35	1d8+1	25	10
Buckler	8	10	1d4	35	8

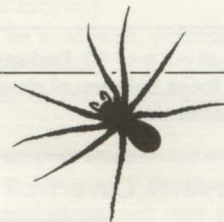
Dodge: 35%.

Spirit Magic (40%): Disrupt (1), Heal 2, Speedart (1).

Skills: Hide 25, Darksense/Scan 50, Sneak 35.

Treasure: 1d6 bolgs each.

Armor: Stiff leather.



Militia Trollkin One

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 12.....	r leg	01-04	01-03	3/4
FP 13.....	l leg	05-08	04-06	3/4
MP 9.....	abdom	09-11	07-10	3/4
mace 8.....	chest	12	11-15	3/5
spear 10.....	r arm	13-15	16-17	3/3
Shield 8.....	l arm	16-18	18-19	3/3
	head	19-20	20	3/4

Militia Trollkin Five

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 12.....	r leg	01-04	01-03	3/4
FP 13.....	l leg	05-08	04-06	3/4
MP 9.....	abdom	09-11	07-10	3/4
mace 8.....	chest	12	11-15	3/5
spear 10.....	r arm	13-15	16-17	3/3
Shield 8.....	l arm	16-18	18-19	3/3
	head	19-20	20	3/4

Militia Trollkin Two

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 12.....	r leg	01-04	01-03	3/4
FP 13.....	l leg	05-08	04-06	3/4
MP 9.....	abdom	09-11	07-10	3/4
mace 8.....	chest	12	11-15	3/5
spear 10.....	r arm	13-15	16-17	3/3
Shield 8.....	l arm	16-18	18-19	3/3
	head	19-20	20	3/4

Militia Trollkin Six

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 12.....	r leg	01-04	01-03	3/4
FP 13.....	l leg	05-08	04-06	3/4
MP 9.....	abdom	09-11	07-10	3/4
mace 8.....	chest	12	11-15	3/5
spear 10.....	r arm	13-15	16-17	3/3
Shield 8.....	l arm	16-18	18-19	3/3
	head	19-20	20	3/4

Militia Trollkin Three

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 12.....	r leg	01-04	01-03	3/4
FP 13.....	l leg	05-08	04-06	3/4
MP 9.....	abdom	09-11	07-10	3/4
mace 8.....	chest	12	11-15	3/5
spear 10.....	r arm	13-15	16-17	3/3
Shield 8.....	l arm	16-18	18-19	3/3
	head	19-20	20	3/4

Militia Trollkin Seven

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 12.....	r leg	01-04	01-03	3/4
FP 13.....	l leg	05-08	04-06	3/4
MP 9.....	abdom	09-11	07-10	3/4
mace 8.....	chest	12	11-15	3/5
spear 10.....	r arm	13-15	16-17	3/3
Shield 8.....	l arm	16-18	18-19	3/3
	head	19-20	20	3/4

Militia Trollkin Four

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 12.....	r leg	01-04	01-03	3/4
FP 13.....	l leg	05-08	04-06	3/4
MP 9.....	abdom	09-11	07-10	3/4
mace 8.....	chest	12	11-15	3/5
spear 10.....	r arm	13-15	16-17	3/3
Shield 8.....	l arm	16-18	18-19	3/3
	head	19-20	20	3/4

Militia Trollkin Eight

<i>attributes</i>	<i>location</i>	<i>melee</i>	<i>missile</i>	<i>pts</i>
HP 12.....	r leg	01-04	01-03	3/4
FP 13.....	l leg	05-08	04-06	3/4
MP 9.....	abdom	09-11	07-10	3/4
mace 8.....	chest	12	11-15	3/5
spear 10.....	r arm	13-15	16-17	3/3
Shield 8.....	l arm	16-18	18-19	3/3
	head	19-20	20	3/4

Militia Trollkin Nine

attributes	location	melee	missile	pts
HP 12.....	r leg	01-04	01-03	3/4.....
FP 13.....	l leg	05-08	04-06	3/4.....
MP 9.....	abdom	09-11	07-10	3/4.....
mace 8.....	chest	12	11-15	3/5.....
spear 10.....	r arm	13-15	16-17	3/3.....
Shield 8.....	l arm	16-18	18-19	3/3.....
	head	19-20	20	3/4.....

Militia Trollkin Ten

attributes	location	melee	missile	pts
HP 12.....	r leg	01-04	01-03	3/4.....
FP 13.....	l leg	05-08	04-06	3/4.....
MP 9.....	abdom	09-11	07-10	3/4.....
mace 8.....	chest	12	11-15	3/5.....
spear 10.....	r arm	13-15	16-17	3/3.....
Shield 8.....	l arm	16-18	18-19	3/3.....
	head	19-20	20	3/4.....

Worker Trollkin

weapon	sr	atk%	damage	parry%	pts
Club	7	30	1d6	30	6
Sickle	8	25	1d6	25	6
Sling	5	25	1d8	—	—

Dodge: 25%.

Spirit Magic (34%): Heal 1.

Skills: Darksense/Scan 45%, Hide 20%, Sneak 35%.

Treasure: 1d3 bolgs.



Worker Trollkin One

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Four

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Two

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Five

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Three

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Six

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Seven

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Eight

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Nine

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Ten

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Eleven

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Twelve

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....

l arm	16-18	18-19	1/3.....
head	19-20	20	1/3.....

Worker Trollkin Thirteen

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Fourteen

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Fifteen

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Sixteen

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Seventeen

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Eighteen

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....

MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Worker Trollkin Nineteen

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....

l arm	16-18	18-19	1/3.....
head	19-20	20	1/3.....

Worker Trollkin Twenty

attributes	location	melee	missile	pts
HP 9.....	r leg	01-04	01-03	1/3.....
FP 15.....	l leg	05-08	04-06	1/3.....
MP 7.....	abdom	09-11	07-10	1/3.....
club 6.....	chest	12	11-15	1/4.....
sickle 6.....	r arm	13-15	16-17	1/3.....
	l arm	16-18	18-19	1/3.....
	head	19-20	20	1/3.....

Assault Beetles

These are large, well-armored beetles with powerful jaws which champ horribly as they scurry to the attack. Their carapaces are oily in appearance, and mottled with brown and red markings. The following three general rules simulate arthropods' resistance to damage in the limbs and wings:

- 1) Arthropods are not incapacitated by shock when a leg or wing takes damage equal or exceeding location HP. Even the removal of several or all legs does not incapacitate an arthropod. However, loss of all legs on one side immobilizes them. Fewer than four legs reduces the arthropod's movement rate to one. Loss of a wing eliminates the creature's capacity to fly.
- 2) All damage that exceeds the base HP of an arthropod's leg is not counted against the arthropod's total HP.
- 3) Damage to wings does not affect total HP at all, nor does loss of a wing functionally incapacitate an arthropod.

weapon	sr	atk%	damage
Bite	7	50	1d10+1d6 (can impale)

Skill: Dig 60

BEETLE ONE

attributes	location	1d20	pts
HP 17.....	rh leg	01	6/3.....
FP 36.....	lh leg	02	6/3.....
MP 9.....	rc leg	03	6/3.....
	lc leg	04	6/3.....
	abdom.	05-09	6/8.....
	thorax	10-13	6/8.....
	rf leg	14	6/3.....
	lf leg	15	6/3.....
	head	16-20	6/6.....

BEETLE THREE

attributes	location	1d20	pts
HP 17.....	rh leg	01	6/3.....
FP 36.....	lh leg	02	6/3.....
MP 9.....	rc leg	03	6/3.....
	lc leg	04	6/3.....
	abdom.	05-09	6/8.....
	thorax	10-13	6/8.....
	rf leg	14	6/3.....
	lf leg	15	6/3.....
	head	16-20	6/6.....



BEETLE TWO

attributes	location	1d20	pts
HP 17.....	rh leg	01	6/3.....
FP 36.....	lh leg	02	6/3.....
MP 9.....	rc leg	03	6/3.....
	lc leg	04	6/3.....
	abdom.	05-09	6/8.....
	thorax	10-13	6/8.....
	rf leg	14	6/3.....
	lf leg	15	6/3.....
	head	16-20	6/6.....

BEETLE FOUR

attributes	location	1d20	pts
HP 17.....	rh leg	01	6/3.....
FP 36.....	lh leg	02	6/3.....
MP 9.....	rc leg	03	6/3.....
	lc leg	04	6/3.....
	abdom.	05-09	6/8.....
	thorax	10-13	6/8.....
	f leg	14	6/3.....
	lf leg	15	6/3.....
	head	16-20	6/6.....

BEETLE FIVE

attributes	location 1d20	pts
HP 17.....	rh leg 01	6/3
FP 36.....	lh leg 02	6/3
MP 9.....	rc leg 03	6/3
	lc leg 04	6/3
	abdom. 05-09	6/8
	thorax 10-13	6/8
	rf leg 14	6/3
	lf leg 15	6/3
	head 16-20	6/6



BEETLE SIX

attributes	location 1d20	pts
HP 17.....	rh leg 01	6/3
FP 36.....	lh leg 02	6/3
MP9.....	rc leg 03	6/3
	lc leg 04	6/3
	abdom. 05-09	6/8
	thorax 10-13	6/8
	rf leg 14	6/3
	lf leg 15	6/3
	head 16-20	6/6

The Nilmerg Horde

NILMERGS, LIKE GOBBLERS and gremlins, are manufactured by dwarfs. These small and nearly mindless creatures are each made to perform a single task or repair a single type of machine. Hence there are floor-cleaning nilmergs, crossbow-repair nilmergs, nail-hammering nilmergs, etc. Nilmergs are incapable of intelligent independent action and are rarely allowed outside dwarf strongholds. They are often trained to worship special pieces of machinery (such as the Dancing Silver Statue) which run on sacrificed magic points.

characteristics	average	attributes	location	melee	missile	points
STR 2d6	7	Move: 2	r leg	01-04	01-03	2
CON 2d6	7	HP: 5	l leg	05-08	04-06	2
SIZ 2		Fatg: 14	abdom.	09-11	07-10	2
INT 6		MP:3-4	chest	12	11-15	3
POW 1d6	3-4		r arm	13-15	16-17	2
DEX 2d6+6	13		l arm	16-18	18-19	2
			head	19-20	20	2

No effective attacks

Skills: Craft (specific object) 100-2.

Treasure: None.

Armor: None. However, the nilmerg's small size forces all foes to subtract 20% from their chance to hit it.

Please note: Nilmergs are so ineffective in combat that individual encounter stats for them are not included. Most nilmergs can be killed by a single blow from an experienced adventurer, and are not trained to retaliate.

Sazdorf Genealogy

(The following is translated from the Lhankor Mhy document "POPULUS TENEBRARUM".)

THE UNITY OF the Sazdorf clan comes through a common ancestor, Mistress Sazdorf. This ancestress begat the first family leaders hundreds of thousands of years ago. It is therefore difficult to remember them all correctly. It is easier and more important to remember those more recent ancestors whose lives have a more immediate effect upon the living.

The Genealogy Chart shows the four main families which survived the exodus to the current living site. There are many other trolls of the clan who do not show on these blood-

lines and are considered somewhat inferior by the priestesses, but are not denigrated for that. Their personal deeds are far more important than their distant bloodlines. All trolls are equal in the sonar of heir distant ancestress, but their actual status varies with their personal position and power.

The four families identify themselves by their most distant ancestor who joined the clan. As can be seen by the chart, the families usually follow the Dagori Inkarth tradition of keeping the female's names alliteratively consistent while the male's names generally begin with a consonant drawn from within their mother's name. The former pattern, which is

The chart shows a complete genealogy for the notable families of the clan. The vertical axis is a dateline of years and notes the birth of the individual next to it. As is troll custom, only the relevant female line is shown.

The clan consists of a ruling superstructure and four families. The upper class, as is common, shares more with each other than with their families, and are an established bureaucracy. The maternal family lines are favored over others less closely attached to the rulers. In addition to the ruling family there are about 20 other trolls with attachments to the clan, but not to a family. These more or less attach themselves to a priestess and are considered inferior members of the clan.

The clan totals some 290 members. Of those only 60 are trolls with full adult family status. Ten of these are Rune masters seeing to the spiritual and military needs of the community. None of the other types, even though they may qualify, have been granted that status. This is typical of troll politics.

Ten cave trolls are usually within range of the clan, tended to by gentle Belorg. These creatures are not really part of the regular community. They are more like pets than kin. They come and go as they please, but about half are usually in the run sat any time.

There are about 190 trollkin in the clan at any time, divided as usual into the four trollkin castes of values, fighters, workers, and food. There are a total of 25 values, well cared for by their owners, including eight superior trollkin among them. There are 45 fighters (including 10 superiors), and 105 workers (including seven superiors). This leaves about 15 trollkin who are trying to survive their status as food but who are too frightened, too weak, or too stupid to try an escape.

The CH family is the smallest and weakest of the four. The females of this family seem to be better at breeding great trolls than in maintaining the family line. Unless Chalazak shows an unusual streak of fertility at her 40+ years of age then this family is finished.

The D family has four fertile females plus two Rune Priestesses. There are also seven males including the Rune Lord of Kyger Litor. The family has a special interest in



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graph TD
    Queen[QUEEN MARTORAZ] --> Warlord[WARLORD SIGRON]
    Queen --> Belorg[BELOGR  
Keeper of cave trolls  
5-10 Cave Trolls]
    Queen --> Makstan[MAKSTAN  
RP of Kyger Litor  
1 Elder  
6 Mothers  
9 Young  
6 Providers]
    Queen --> Dorsnon[DORSNON  
RP of Kyger Litor  
3 Elders  
4 Mothers  
6 Young  
7 Providers]
    Queen --> Beljon[BELJON  
RP of Gorakiki  
3 Elders  
4 Mothers  
7 Young  
5 Providers]
    Queen --> Chalazak[CHALAZAK  
RP of Xiola Umbar  
2 Nurses]
    Queen --> Jonakel[JONAKEL  
6 Hunters]
    Queen --> Asteltak[ASTELETAK  
RL of Xiola Umbar  
3 Healers]
    Queen --> Kozakang[KOZAKANG  
Chief of Trollkin]

    Kozakang --> Elkozi[ELKOZI  
Watch Cmdr  
6 Elite Warriors]
    Kozakang --> Pengtak[PENG TAK  
Watch Cmdr  
12 Trollkin Warriors]
    Kozakang --> Balbek[BALBEK  
Watch Cmdr  
12 Trollkin Warriors]
    Kozakang --> Badass[BADASS  
Master Sergeant]
    Kozakang --> Lagor[LAGOR  
Brighteye Commander  
4 Humakti Trolls]
    Kozakang --> LiveLong[LIVE LONG  
Sergeant]
    Kozakang --> Frontline[FRONTLINE  
Sergeant]

    Makstan --> Voom[VOOM  
Site Foreman]
    Dorsnon --> Voom
    Beljon --> Shoulder[SHOULDER  
Site Foreman]
    Chalazak --> Shoulder

    Voom --> Family[FAMILY TROLLKIN]
    Shoulder --> Family
    Belorg --> Clan[CLAN TROLLKIN]
    Chalazak --> Clan
    
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QUEEN MARTORAZ

WARLORD SIGRON

BELOGR
Keeper of cave trolls
5-10 Cave Trolls

MAKSTAN
RP of Kyger Litor
1 Elder
6 Mothers
9 Young
6 Providers

DORSNON
RP of Kyger Litor
3 Elders
4 Mothers
6 Young
7 Providers

BELJON
RP of Gorakiki
3 Elders
4 Mothers
7 Young
5 Providers

CHALAZAK
RP of Xiola Umbar
2 Nurses

JONAKEL
6 Hunters

ASTELETAK
RL of Xiola Umbar
3 Healers

KOZAKANG
Chief of Trollkin

ELKOZI
Watch Cmdr
6 Elite Warriors

PENG TAK
Watch Cmdr
12 Trollkin Warriors

BALBEK
Watch Cmdr
12 Trollkin Warriors

BADASS
Master Sergeant

LAGOR
Brighteye Commander
4 Humakti Trolls

LIVE LONG
Sergeant

FRONTLINE
Sergeant

VOOM
Site Foreman

SHOULDER
Site Foreman

FAMILY TROLLKIN

CLAN TROLLKIN

MILITARY TROLLKIN

alchemy. Both Dengaz, young though she seems, and Dengtaz have children that they tend.

The B family has a total of twelve adult trolls. Beljon, the family head, pays minimal service to Kyger Litor and concentrates instead on her leadership of the Gorrakiki cult to maintain the specialized niche in the clan that the family has established. Generally her family tends insects and are much appreciated by the others. One other near Rune Master, Tongkal, is also in the family. There are four females and five other males as well.

The M family is the largest, with 14 full adult trolls present — six young males and six young females. There are also two priestesses. One is the high priestess of Kyger Litor and the other is the titular head of the family. The latter commands only about half of the family, though, for the other half pays their primary loyalty to the high priestess for cult reasons. The last Rune Master is Jonakel who is a male Rune Lord of the Hunter cult. He also heads the Hunter society.

The ruling superstructure of the clan binds the different families together. At the top is a single individual, Queen Martoraz. The other leaders report to her. This includes the Kyger Litor priestesses who head the respective families: ancient Dorsnon, Beljon, Makstan, and Chalazak. It also includes Sigron, the grizzled, wily warlord and the chief hunter Jonakel, who is brother to the queen.

The **Organization Chart** shows to whom each troll looks when leadership is needed. As would be expected, the family priestesses are the most noticeable centers of power. Sigron, the warlord, commands almost as much power, though, especially from the other warrior leaders in all the families. Chalazak's family appears to be headed for extinction though the Xiola Umbar initiates sometimes look to her first for leadership. Jonakel, the hunter, commands a surprising number of loyal followers, including members from all the families. All of his followers are male.

In general the clan splits into an inner and an outer portion in time of need, with the better warriors forming the outer defenses. They are divided up to guard different entrances and report to the Karrg's Son. Family loyalty among this group is irrelevant, especially since fighter trollkin make up a bulk of the force.

Do not underrate the military value of the inner group, however. The priestesses wield great power in their magics and the great troll guards form a formidable force. The Xiola Umbar priestesses are trained to defend their wards and even the most retiring Mothers know some weapon skills, for they spend time hunting and foraging for themselves while young.

Analysis of the Clan

It is useful to view the clan as a whole, and to briefly glance at some of the internal workings of its parts.

The clan can be divided into four parts: elders, Mothers, Providers, and trollkin.

The elders are the leaders, both religious and mundane, who guide the affairs of the clan. Generally these old uz have learned enough to gain the respect and support of the younger members.

The Mothers include the bearing females of the clan, plus those who administer to the needs of the young trolls. The

nursery is the most secret place, kept clean of all influences which might impair the health of the Mothers or children.

The Providers include all of the gatherers and hunters of the clan, and the warriors. Most males are in this group, as are most of the females who are purifying themselves after trollkin births.

The trollkin are a group by themselves, studiously ignored and oppressed by the trolls, but with divisions imposed by trolls and with little social fabric of their own.

The Elders

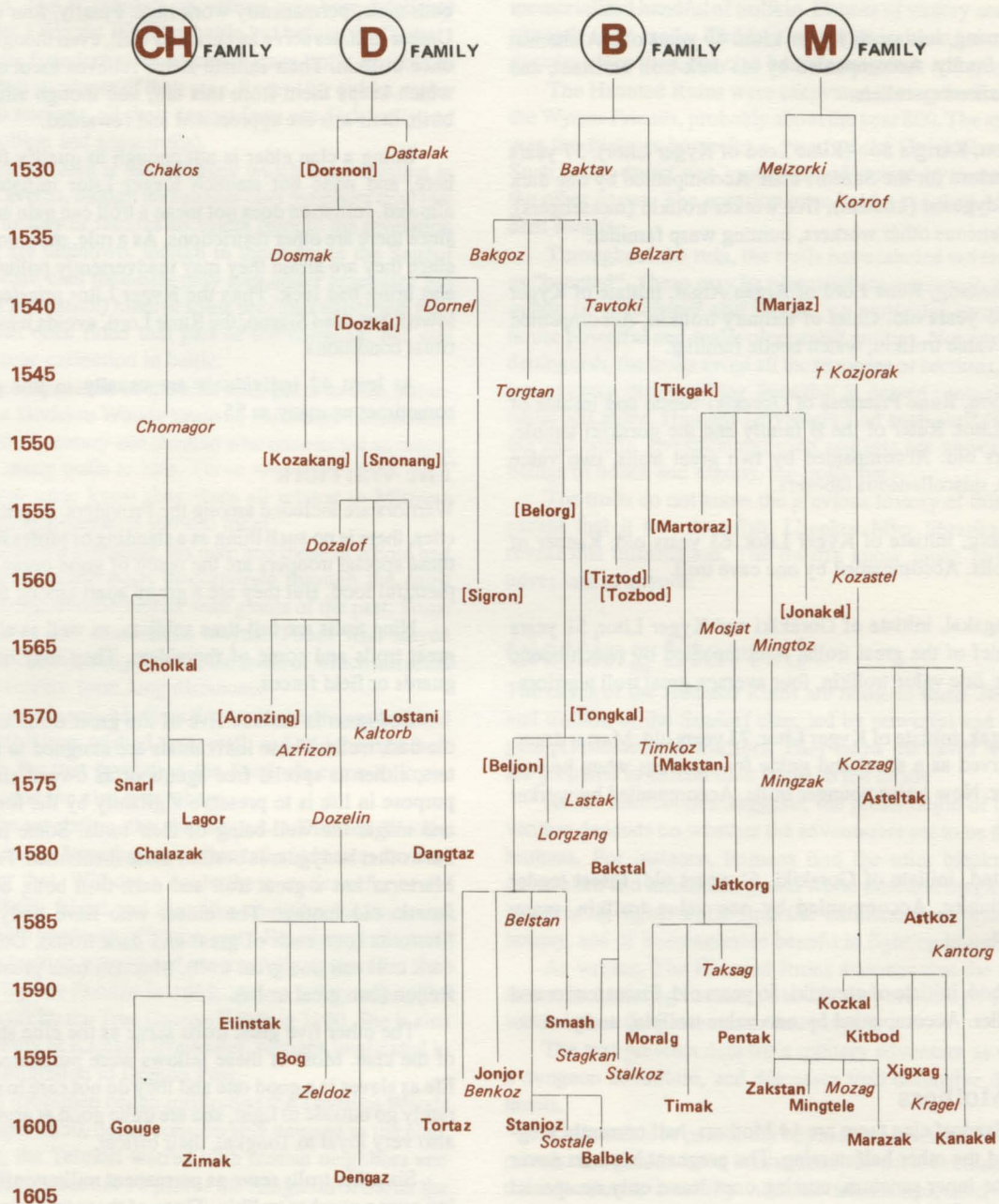
They are trolls who are 50 or more years of age. Although mere age is worthy of respect, most individuals who are this old have distinguished themselves in more than that way. Note however, that Chokal is more than 50 years but does not rate elder status, but Beljon and Makstan are both younger and do.

Of the sixteen here, ten are Rune Masters: all of those present in the clan. Some individuals who could qualify for Rune status have not been allowed it by the powers-that-be. This is not uncommon among trolls or humans, just as the natural outgrowth of an established bureaucracy. Most notable is Tongkal, for instance. He qualifies for status as a Karrg's Son, but has not received it because his family is primarily loyal to the Gorrakiki cult. Thus, even though he is a proven formidable warrior and leads other trolls into battle, Tongkal is refused Rune Lord status. Furthermore, even with a POW of 18, he has not qualified for full priest status in Gorrakiki. Instead he has assembled an array of insectoid Rune magic.

These are the 16 elders:

1. Queen Martoraz, High Priestess of Kyger Litor and Priestess of Mistress Sazdorf in the M family. 64 years old. Ruler of the clan. Accompanied by: giant beetle familiar, Marjaz (described below), Sixtooth (leader of the Sazdorf trollkin), and miscellaneous worker trollkin.
2. Makstan, Rune Priestess of Kyger Litor and Mistress Sazdorf of the M family. 45 years old. Ruler of the M family. Accompanied by familiar in a ham beetle.
3. Jonakel, Master Hunter (Rune Lord) of the Hunting God, and initiate of Kyger Litor. 58 years old. Leader of the clan Hunter society. Accompanied by his darktroll sidekick, and a hunting wasp.
4. Marjaz, initiate of Kyger Litor. 82 years old. Marjaz is loyal and dependable, a hunter who has spent her whole life acting as a bodyguard for her daughter.
5. Dorsnon, Rune Priestess of Kyger Litor and priestess of Mistress Sazdorf of the D family. 89 years old. Ruler of the D family, eldest surviving clan member, generally inactive but terrible when roused. Accompanied by two great trolls, one value trollkin, eight workers to bear litter, miscellaneous other workers, an allied spirit in a giant beetle.
6. Dozkal, Rune Priestess of Kyger Litor and Mistress Sazdorf. 75 years old. Assistant to ancient Dorsnon, her mother, and the day-to-day ruler of the family. Accompanied

SAZDORF GENEALOGY



Italics indicate dead trolls

[] - indicate elders of the clan

by Snarl, one average great troll warrior, Snonang (a good dark troll warrior), one value trollkin, miscellaneous workers, familiar in ham beetle.

7. Snonang, initiate of Kyger Litor. 63 years old. Once a famous hunter, Snonang has been bodyguard for his cousin for 40 years. Note languages. Accompanied by watch beetle familiar.

8. Aronzing, initiate of Kyger Litor. 49 years old. Alchemist for the family. Accompanied by his dark troll assistant, and miscellaneous workers.

9. Sigron, Karrg's Son (Rune Lord of Kyger Litor). 57 years old. Warlord for the Sazdorf clan. Accompanied by one dark troll bodyguard (Lostani), five worker trollkin (messengers), miscellaneous other workers, hunting wasp familiar.

10. Kozakang, Rune Lord of Argan Argar, initiate of Kyger Litor. 65 years old. Chief of military trollkin. Accompanied by two value trollkin, watch beetle familiar.

11. Beljon, Rune Priestess of Gorakiki-beetle and initiate of Kyger Litor. Ruler of the B family and the gorakiki temple. 48 years old. Accompanied by two great trolls, two value trollkin, miscellaneous laborers.

12. Belorg, initiate of Kyger Litor. 63 years old. Keeper of cave trolls. Accompanied by one cave troll.

13. Tongakal, initiate of Gorakiki and Kyger Litor. 51 years old. Chief of the great trolls. Accompanied by watch beetle familiar, one value trollkin, four average great troll warriors.

14. Tikgak, initiate of Kyger Litor. 73 years old. Master drummer, served as a scout and guide for caravans when he was younger. Now trains younger trolls. Accompanied by worker trollkin.

15. Tiztod, initiate of Gorakiki. 61 years old. Insect tender extraordinaire. Accompanied by one value trollkin, many workers.

16. Tozbod, initiate of gorakiki. 56 years old. Insect tender and storyteller. Accompanied by one value trollkin, many workers.

The Mothers

In the Sazdorf clan there are 14 Mothers, half currently pregnant and the other half nursing. The pregnant Mothers never leave the inner sanctum, nursing ones leave only on special occasions. Both aid in raising and tending the infants and children.

There are also 22 infant or child uzko here, plus three young great trolls. No infant trollkin are allowed in here, and whenever a female litters a batch, they are immediately whisked away to the trollkin section, out of the nursery. The nursery young are coddled and spoiled with every tender care which can be given to them, to reproduce the idyllic womb-

like environment of the mythos, strengthening them with divine attention until the gruesome moment of their birth into adulthood and the enemy world of light.

Others who count as Mothers include the Xiola Umbar priestess, Chalazak. She and her assistants come and go from this place, but the Kyger Litor Mothers do not. At one time or another, there are likely to be any of the three "field nurses" or the Rune Lord here as well. Two Xiola Umbar initiates, both male, permanently work here. Finally, four other Xiola Umbar initiates serve as nurses as well, even though they were once trollkin. Their initiate status relieves them of the curse which keeps them from this lair, and though still slaves by birth, their arts are appreciated and rewarded.

Being a clan elder is not enough to qualify for entrance here, and none but staunch Kyger Litor initiates are ever allowed. Initiation does not mean a troll can gain entry, either, since there are other restrictions. As a rule, most do not bother since they are afraid they may inadvertently pollute the place and bring bad luck. Thus the Kyger Litor priestesses are allowed, but even Sigron, the Rune Lord, avoids it except under ritual conditions.

At least 42 individuals are usually in this group, and sometimes as many as 55.

The Warriors

Warriors are included among the Providers. In primitive societies, there is no such thing as a standing or professional army; these special troopers are the result of good organization and plentiful food. But they are a group apart among the Sazdorf.

Nine trolls are full-time soldiers, as well as all ten of the great trolls and some of the elders. They may act as bodyguards or field forces.

Bodyguards include five of the great trolls and three of the dark trolls. These individuals are assigned to Rune Masters, either as special free agents or as owned slaves. Their purpose in life is to preserve vigilantly by the force of arms and magic the well-being of their lords. Some leaders also have other bodyguards besides those mentioned. For instance, Martoraz has a great troll and dark troll both, but also her fanatic old mother. The elders who have bodyguards are Martoraz (one each of great and dark trolls), Dorsnon (one dark troll and one great troll), Makstan (one great troll), and Beljon (two great trolls).

The other five great trolls serve as the elite shock troops of the clan. Most of these fellows were purchased, but their life as slaves is a good one and they do not care to rebel. They rarely go outside to fight, and are quite good at arms. They are also very loyal to Tongkal, their officer.

Six other trolls serve as permanent military officers, serving over a number trollkin. Three of these trolls are the watch commanders of trollkin platoons, and three are called the Brighteye squad because they are responsible for doing anything which requires going out in the daytime. These three are all Humakti in this clan.

In addition, there are 45 warrior trollkin, as detailed elsewhere in this writing, and six values who are subalterns noted for their skills and qualities as soldiers.

FORLOSS HILLS: bounding the southern edge of Battle Valley. These hills have wooded groves and copses in the vales, and grassy ridges. They are Aranwyth tribe pastures, frequently stalked by Sazdorf hunters.

FOOD RIGHT, FOOD LEFT: twin rivulets whose courses lead to many Aranwyth grazing grounds.

FUNNYBUG CAVE: in the western end of the Rocktapus. Though deep, intricate, and filled with crawling life, trolls swear that insects from here are unfit to eat, contaminated by the Hags.

GOODWATER SPRINGS: these springs rarely dry up and reputedly are of excellent taste to troll and human alike. Troll custom prohibits washing or swimming in the upper (inflow) pool.

GRAZING CIRCLE: Sazdorf insect flocks are kept within this perimeter.

THE GRIFFIN: one of the Six Hags, home to whirring clouds of bats. A round, gold-colored boulder is at its peak.

HARD FORD: each year the river scours a new course across this wide shingle, sometimes scooping out dangerous pools and rapids.

THE HAUNTED RUINS: home of the Sazdorf troll clan.

THE HAWK: one of the Six Hags, rookery to many species of hawk and vulture. During Storm Season, most lightning in the area comes to ground on this massif.

JUMP-ACROSS CHUTE: a narrow, deep stone chute through which the Dozalin pours. In Storm Season, the Chute may be the only safe way across the Dozalin. Depth is about 30 meters. Width at this point is about 2.5 meters; a successful Jump roll minus 20 percentiles lets the traveler cross safely. For 1£ per point of SIZ, a dark troll wanders by and offers to chuck reluctant humans to the other side, success guaranteed.

THE KING'S TOWER: near the summit of The Finger, the King of Sartar has built a sturdy stone watch tower and encampment which overlooks Battle Valley, the Wolf Hills, and the lands beyond.

THE LONG WALL: a broken stone fence about eight feet high, of drywall construction. Long-vanquished settlers at-

tempted to fence out the nomads with such futile constructions.

MOANING VALLEY: some daring humans farm this far wing of Stagland, but always with the knowledge that Praxians, Telmori, and trolls may pillage at any time.

THE OLD KING'S LOOK-OUT: once a strong tower, it is now a mound of stone blocks and rubble. The Sazdorfs would happily sell plunder rights to this valueless site for an inflated price.

QUICKSAND CREEK: when wet, deep silt deposited here can be deadly to unwary travelers.

THE SIDEDOOR TRAIL: a secondary route from Battle Valley into Stagland; infrequently used, except by Telmori.

THE SIX HAGS: known by humans as the Six Sisters. These six limestone massifs were spirits active during the Empire of the Wyrms Friends, and were unfriendly to trolls. Each sister had the head of a particular animal and a beautiful human body. Trolls agree that the Hags are a bad place to camp in over day, though agreeable enough to hunt through at night.

THE SMOOTH AND SANDY: a dry lake bed several kilometers across, cut through by Dozalin Creek since the upheaval which formed the Six Hags.

THE ROCKTAPUS: one of the Six Hags. Easy to recognize by tentacle-like stone flutes down the north side. Funnybug Cave is in the western end of The Rocktapus.

WHISPER CREEK: an undistinguished stream; the trolls hear the water whisper that home is near.

WOLF CREEK: drains the Wolf Hills through a fault bisecting the ridges.

WOLF HILLS: ridges north of Battle Valley, frequented by Sazdorf trolls and by Telmori shapechangers whom the trolls despise. Wooded draws and copses characterize the vales, while the ridges are grassy. Given by the King of Sartar to the Telmori, a disposition perennially contested by the trolls.

WYRM'S KEEP: a ruined Empire of the Wyrms Friends post with two curtain walls and several interior buildings. Travelers camp here in relative safety, and sometimes trade here with Sazdorf.

Approaching The Trolls

BEFORE THE ADVENTURERS begin to descend into the ruins, the gamemaster should read over this chapter to be acquainted with the history and politics of the Sazdorf trolls.

The Past

Mistress Sazdorf was born during the Godtime. When clan storytellers relate the Great Migration to Dagori Inkarth, they tell of her epic struggles. She heard the story of Death from

Eristi the Doubter; at Hanroo Field, she saw her slingstones bounce off the magic of the dead Sun God, while around her all of her brothers and sisters were destroyed.

Mistress Sazdorf walked the Backhill Path, learned to eat humans and animals, and fought bravely against the Dara Happans. When Gore and Gash held Gadblad's arms aloft, Sazdorf ran every night from mountain to ocean to mountain-top again with a skin full of water for the thirsty gods. She fought Chaos throughout the Great Darkness, and countless tales attest to her courage, strength, and cleverness.

R LEG	missile
01-04	01-03

Hit Points:				1	2	3	4
5	6	7	8	9	10	11	
12	13	14	15	16	17	18	
19	20	21	22	23	24	25	
26	27	28	29	30	31	32	
33	34	35	36	37	38	39	

Uz Only! Youz Keep Out, Hoomanz!

THE HAUNTED RUINS: once an ancient dwarfen mansion, now inhabited by the sinister Sazdorf troll clan.

For years the Sazdorf trolls have lived in the heart of Battle Valley, an isolated area lying on the border of Dragon Pass. All your life you have heard the rumors about the Sazdorf trolls. Your mother used to tell you that if you didn't eat your vegetables or wash behind your ears, the Sazdorf would take you into their lair, smother you with honey and then feed you to their insects — if they didn't eat you themselves!

Who knows for sure what untold secrets these mysterious beings hold in their crumbling palace? It is up to your adventurers to plumb the depths of **THE HAUNTED RUINS** and find out!

- Statistics and unique personalities for fourteen of the major trolls.
- Extensive maps of the lair
- Complete history
- Family tree
- A multi-color map of Battle Valley

THE HAUNTED RUINS is a sourcebook for the **RuneQuest** fantasy roleplaying game. • It contains a guide to the Sazdorf clan of trolls, complete with descriptions of troll personalities, and extensive guide to their underground palace, and information on the history of the tribe. • This book also includes a guide to Battle Valley, an area of strategic importance in Dragon Pass, detailing the areas where adventures are likely to occur in the valley, as well as a guide to the inhabitants of the valley.

What Is RuneQuest?

In **RuneQuest**, players create adventurers who explore an ancient world rich in magic. Everyone uses spells and anyone can be a warrior, equipped with cold steel and stout armor. The gods provide fantastic powers to their mortal worshipers and can intercede on their behalf. Each **RuneQuest** adventurer is unique, belonging to a distinct culture and learning the crafts, trades, and skills of his or her parents.

RuneQuest is a fantasy roleplaying game for two or more players, ages 12 and older.

What Is Glorantha?

Glorantha is a fantasy world of exotic myth and awesome magic, self-contained and unique in its creation. The existence and use of magical powers are central to the physics of Glorantha. Here the gods live, are worshiped, and act to protect their worshipers and to further their own mysterious goals.



MAKSTAN



DOZKAL



JONAKEL

You must own *Deluxe Edition RuneQuest®* to fully use the Haunted Ruins.



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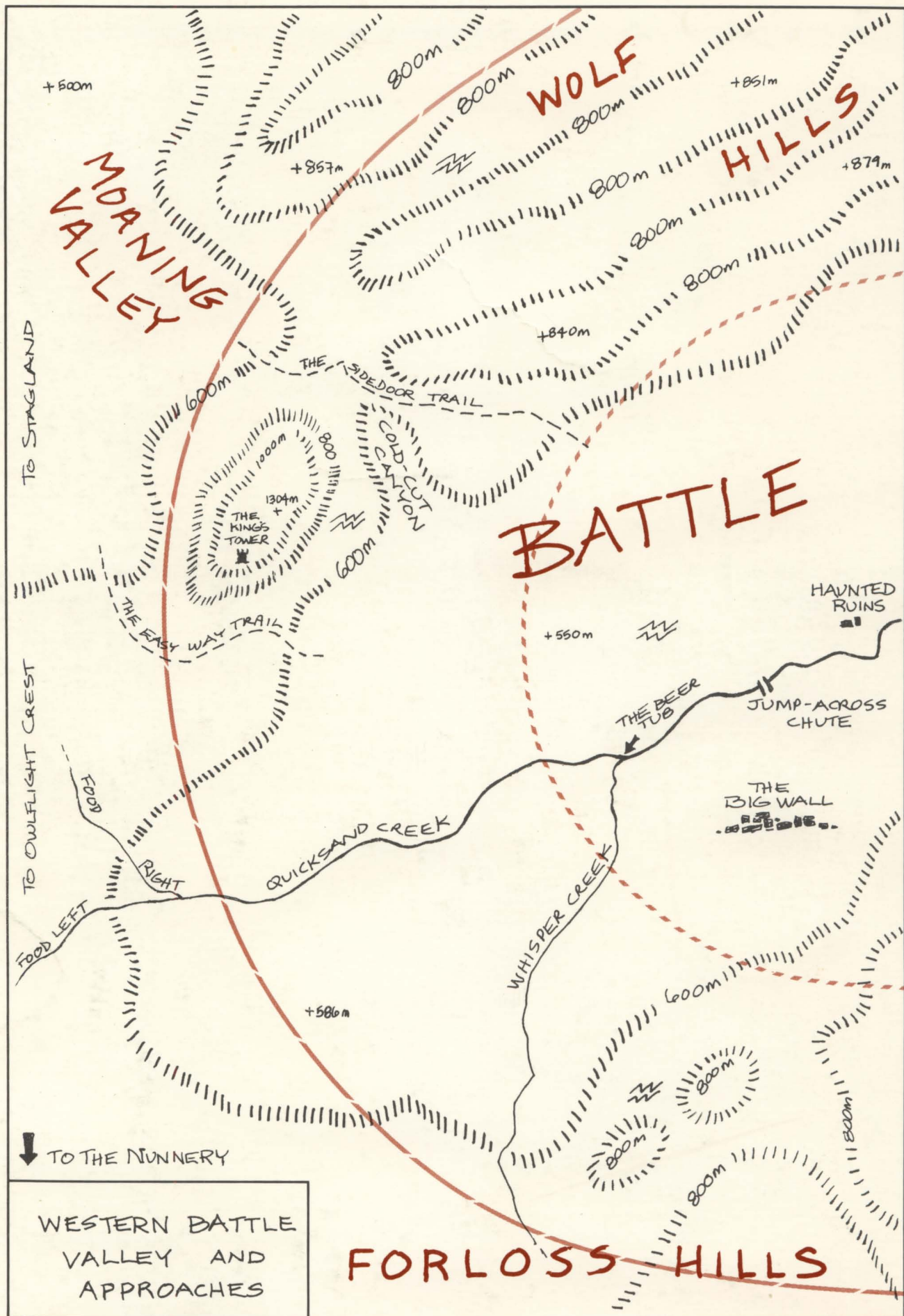
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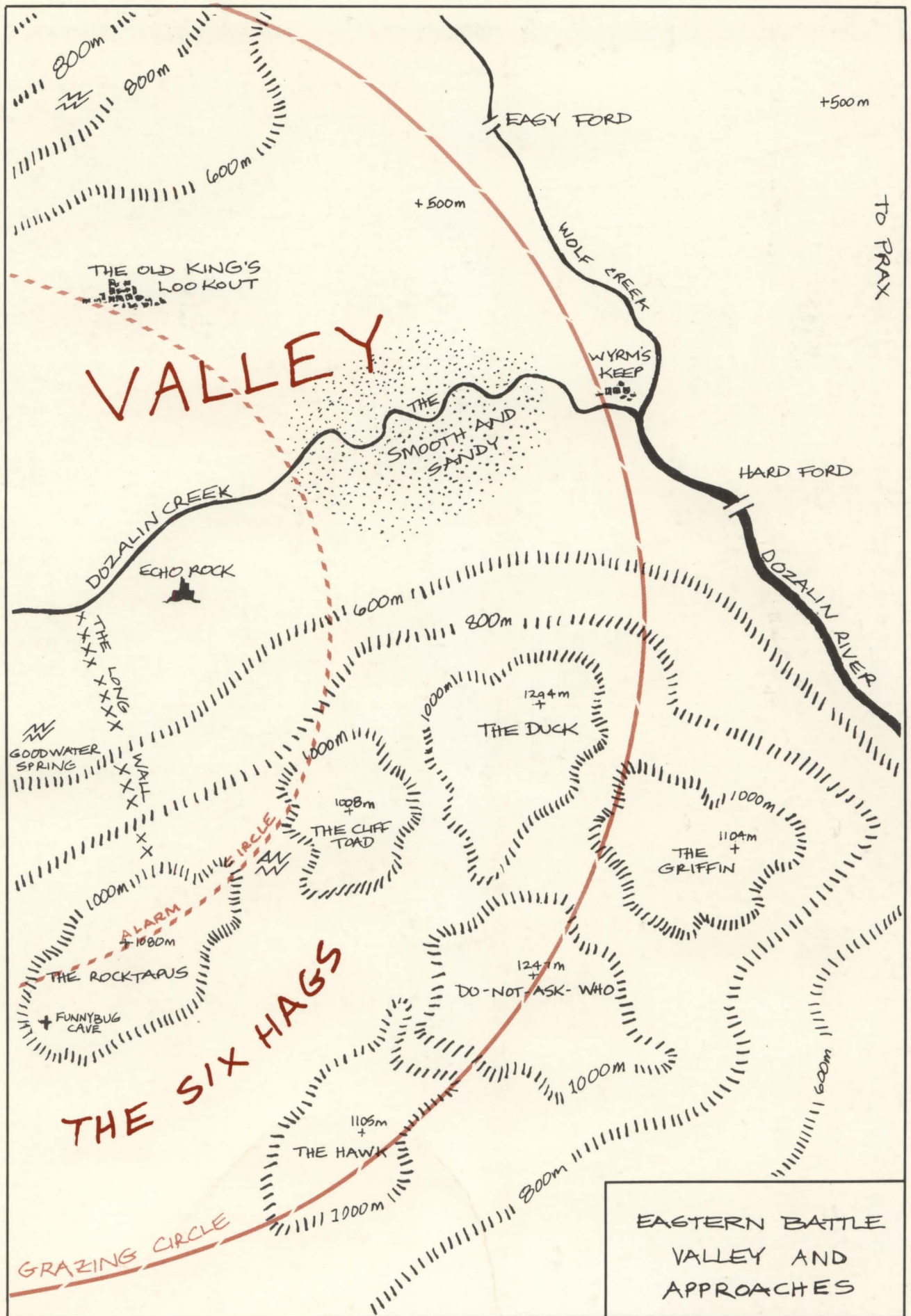
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