

TROLLS and TROLLKIN

RUNEQUEST!
source pack alpha

RAY TURNEY



TROLLS and TROLLKIN

This is the first of a series of pre-rolled monsters books, each monster different and each generated by computer to eliminate any conceivable bias. More such works, possibly presenting entire tribes of a specific monster or a selection of several monsters, are planned. They provide a way to use the variety inherent in the RUNEQUEST! system, in which each monster is an independent character, without the necessity of extensive preparation by the Referee.

Important: these monsters will be useless to you unless you have a copy of the RUNEQUEST! rules.

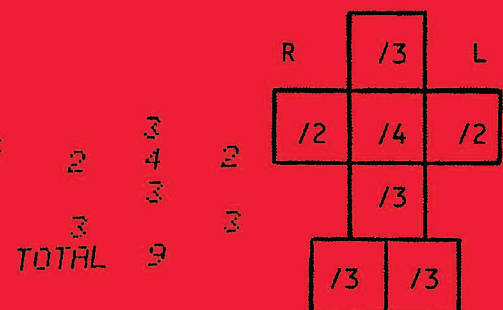
A sample of a generated Dark Troll is shown below, followed by a line-by-line explanation of the character.

DARK TROLL NUMBER 0			
STR 15	INT 11	POW 10	CON 8 DEX 10 SIZ 15
M. Flail 35%	Flail Parry 30%	Light Mace 25%	Small Shield 25%
M. Flail SR: 4	Light Mace SR: 7	Spell SR: 3	3
Defence 0%	D.B.Plus 1D4	Move: 6 T. F. 13	2 4 2
8 Pt. Body	7 Pt. Head	5 Pt. Limbs	3
Healins 2	Disruption	Countermagic 1	3 3
Climbins 70%	Ambush 75%	Ridins 25%	TOTAL 9

- Line 1 - The type of monster is given, followed by an identification number. Referees may wish to substitute names.
- Line 2 - STR, INT, POW, CON, DEX, SIZ are explained in RUNEQUEST!
- Line 3 - The Attack or Parry percentage which the monster has with the given weapon.
- Line 4 - The monster's Strike Rank with given weapons.
- Line 5 - The monster's Defence percentage, followed by its Damage Bonus, Movement class, and Treasure factor, respectively.
- Line 6 - The protection which the monster's armor provides, by body area.
- Line 7 - The Spells which the monster knows, and their strengths.
- Line 8 - The Skills which the monster has, and their percentage of effectiveness.

Note: Trollkin are characterized by six lines, rather than eight as with the Dark Trolls. Shield Parry percentages of Trollkin will be found at the end of their Line 4. Armor is included in their Line 5, which begins with the Defence percentage. Spells and Skills have been combined on Line 6.

The humanoid outline to the right is a fleshed-out hit point distribution chart like that shown for the character above, with the character's values inserted. To the left of the explanatory chart is a repeat of the actual hit point chart. TOTAL refers to the total hit points of the character.



DARK TROLL NUMBER 1

STR 15 INT 11 POW 9 CON 8 DEX 11 SIZ 17
 Slins 25% Maul 30% Maul Parry 25% Light Mace 25% S. Shield 20%
 Sli SR: 3 Maul SR: 5 Light Mace SR: 7 Spell SR: 3 4
 Defence 0% D.B.Plus 1D4 Move: 6 T. F. 13 3 5 3
 8 Point Body, 7 Point Head, 5 Point Limbs 4
 Healings 2, Disruption, Bludseon 1 4 4
 Climbing 70%, Hide in Cover 40%, Riding 25% TOTAL 10

DARK TROLL NUMBER 2

STR 15 INT 13 POW 14 CON 7 DEX 11 SIZ 17
 Slins 35% Maul 45% Maul Parry 30% Light Mace 30% S. Shield 20%
 Sli SR: 3 Maul SR: 5 Light Mace SR: 7 Spell SR: 3 3
 Defence 0% D.B.Plus 1D4 Move: 6 T. F. 14 2 4 2
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 3
 Healings 2, Demoralize, Countermagic 3, Bludseon 4 3 3
 Climbing 70%, Hide in Cover 40%, Riding 25% TOTAL 9

DARK TROLL NUMBER 3

STR 12 INT 14 POW 10 CON 9 DEX 7 SIZ 18
 M. Flail 35% Flail Parry 20% Light Mace 25% Small Shield 15%
 M. Flail SR: 5 Light Mace SR: 8 Spell SR: 4 4
 Defence 0% D.B.Plus 1D4 Move: 7 T. F. 15 3 5 3
 6 Point Head & Body, 5 Point Limbs 4
 Healings 2, Demoralize, Paddins, Darkwall, Mobility 4 4
 Climbing 65%, Camouflage 40%, Riding 25% TOTAL 11

DARK TROLL NUMBER 4

STR 16 INT 13 POW 13 CON 7 DEX 15 SIZ 14
 Javelin 35% Warhammer(1H) 40% Large Shield 35%
 Javelin SR: 2 Warhammer SR: 7 Spell SR: 2 3
 Defence 10% D.B.Plus 1D4 Move: 6 T. F. 14 2 4 2
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 3
 Healings 2, Disruption, Extinguish, Bludseon 2 3 3
 Climbing 70%, Hide in Cover 70%, Riding 25% TOTAL 8

DARK TROLL NUMBER 5

STR 20 INT 14 POW 6 CON 14 DEX 11 SIZ 12
 Javelin 35% Maul 45% Maul Parry 35% Light Mace 35% Small Shield 30%
 Javelin SR: 3 Maul SR: 6 Light Mace SR: 8 Spell SR: 3 5
 Defence 5% D.B.Plus 1D4 Move: 7 T. F. 16 4 6 4
 6 Point Head & Body, 5 Point Limbs 5
 Healings 2, Demoralize, Paddins, Darkwall, Mobility 5 5
 Climbing 70%, Ambush 75%, Riding 25% TOTAL 14

DARK TROLL NUMBER 6

STR 20 INT 5 POW 12 CON 11 DEX 13 SIZ 15
 Javelin 35% Warhammer(1H) 50% Large Shield 50%
 Javelin SR: 2 Warhammer SR: 6 Spell SR: 2 4
 Defence 0% D.B.Plus 1D6 Move: 7 T. F. 13 3 5 3
 6 Point Head & Body, 5 Point Limbs 4
 Healings 2, Disruption 4 4
 Climbing 55% TOTAL 12

DARK TROLL NUMBER 7

STR 17 INT 10 POW 12 CON 13 DEX 7 SIZ 18
 M. Flail 40% Flail Parry 30% Light Mace 25% Small Shield 20%
 M. Flail SR: 5 Light Mace SR: 8 Spell SR: 4 5
 Defence 0% D.B.Plus 1D6 Move: 7 T. F. 15 4 6 4
 6 Point Head & Body, 5 Point Limbs 5
 Healings 2, Befuddle, Invisibility, Detection Block 1 5 5
 Climbing 70%, Ambush 75%, Riding 25% TOTAL 15

DARK TROLL NUMBER 8

STR 18 INT 11 POW 15 CON 12 DEX 9 SIZ 15
 Maul 40% Maul Parry 35% Light Mace 30% Small Shield 30%
 Maul SR: 5 Light Mace SR: 7 Spell SR: 3 5
 Defence 0% D.B.Plus 1D6 Move: 7 T. F. 15 4 6 4
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 5
 Healings 2, Disruption, Extinguish, Bludgeon 2 5 5
 Climbing 70%, Ambush 50%, Ridings 25% TOTAL 13

DARK TROLL NUMBER 9

STR 21 INT 10 POW 14 CON 12 DEX 9 SIZ 12
 M. Flail 45% Flail Parry 40% Light Mace 35% Small Shield 35%
 M. Flail SR: 5 Light Mace SR: 8 Spell SR: 3 4
 Defence 0% D.B.Plus 1D6 Move: 6 T. F. 18 3 5 3
 8 Point Body, 7 Point Head & Limbs 4
 Healings 2, Demoralize, Padding, Darkwall, Mobility 4 4
 Climbing 70%, Ambush 50%, Ridings 25% TOTAL 12

DARK TROLL NUMBER 10

STR 11 INT 12 POW 12 CON 9 DEX 12 SIZ 19
 Sling 25% M. Flail 35% M. Flail Parry 25% Light Mace 25% Small Shield 20%
 Sling SR: 3 M. Flail SR: 4 Light Mace SR: 7 Spell SR: 3 4
 Defence 0% D.B.Plus 1D4 Move: 7 T. F. 15 3 5 3
 6 Point Head & Body, 5 Point Limbs 4
 Healings 2, Disruption, Mind Speech 1, Bludgeon 1 4 4
 Climbing 55% TOTAL 11

DARK TROLL NUMBER 11

STR 17 INT 9 POW 10 CON 10 DEX 8 SIZ 12
 M. Flail 40% Flail Parry 35% Light Mace 25% Small Shield 25%
 M. Flail SR: 6 Light Mace SR: 9 Spell SR: 4 4
 Defence 0% D.B.Plus 1D4 Move: 6 T. F. 15 3 5 3
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 4
 Healings 2, Demoralize, Padding, Darkwall, Mobility 4 4
 Climbing 65%, Hide in Cover 40%, Ridings 25% TOTAL 10

DARK TROLL NUMBER 12

STR 15 INT 9 POW 12 CON 10 DEX 10 SIZ 17
 M. Flail 35% Flail Parry 25% Light Mace 25% Small Shield 20%
 M. Flail SR: 4 Light Mace SR: 7 Spell SR: 3 4
 Defence 0% D.B.Plus 1D4 Move: 6 T. F. 17 3 5 3
 8 Point Body, 7 Point Head & Limbs 4
 Healings 2, Demoralize, Padding, Darkwall, Mobility 4 4
 Climbing 65%, Camouflage 40%, Ridings 25% TOTAL 12

DARK TROLL NUMBER 13

STR 17 INT 12 POW 12 CON 10 DEX 12 SIZ 21
 Sling 35% Maul 40% Maul Parry 25% Light Mace 30% S. Shield 20%
 Sli SR: 3 Maul SR: 5 Light Mace SR: 7 Spell SR: 3 5
 Defence 0% D.B.Plus 1D6 Move: 7 T. F. 15 4 6 4
 6 Point Head & Body, 5 Point Limbs 5
 Healings 2, Demoralize, Padding, Darkwall, Mobility 5 5
 Climbing 70%, Ridings 25%, Camouflage 70% TOTAL 13

DARK TROLL NUMBER 14

STR 18 INT 13 POW 8 CON 8 DEX 14 SIZ 13
 Sling 40% Maul 45% Maul Parry 40% Light Mace 40% S. Shield 35%
 Sli SR: 2 Maul SR: 5 Light Mace SR: 7 Spell SR: 2 3
 Defence 10% D.B.Plus 1D4 Move: 6 T. F. 13 2 4 2
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 3
 Healings 2, Demoralize, Silence 3 3
 Climbing 70%, Hide in Cover 40%, Ridings 25% TOTAL 9

DARK TROLL NUMBER 15

STR 19 INT 9 POW 15 CON 7 DEX 10 SIZ 17
 Maul 40% Maul Parry 30% Light Mace 30% Small Shield 25%
 Maul SR: 5 Light Mace SR: 7 Spell SR: 3 3
 Defence 0% D.B.Plus 1D6 Move: 7 T. F. 14 2 4 2
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 3
 Healing 2, Befuddle, Paddins, Dispell Magic 2 3 3
 Climbing 70%, Ridins 25%, Camouflase 70% TOTAL 9

DARK TROLL NUMBER 16

STR 18 INT 13 POW 7 CON 12 DEX 9 SIZ 12
 Maul 45% Maul Parry 35% Light Mace 35% Small Shield 30%
 Maul SR: 6 Light Mace SR: 8 Spell SR: 3 4
 Defence 5% D.B.Plus 1D4 Move: 7 T. F. 15 3 5 3
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 4
 Healing 2, Demoralize, Darkwall, Mind Speech 1 4 4
 Ridins 25%, Climbing 60%, Sense Ambush 50% TOTAL 12

DARK TROLL NUMBER 17

STR 15 INT 11 POW 9 CON 10 DEX 14 SIZ 18
 Composite Bow 35% Warhammer(1H) 30% Small Shield 30%
 Composite Bow SR: 2 Warhammer SR: 6 Spell SR: 2 4
 Defence 0% D.B.Plus 1D6 Move: 7 T. F. 15 3 5 3
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 4
 Healing 2, Demoralize, Paddins, Darkwall, Mobility 4 4
 Climbing 65%, Camouflase 40%, Ridins 25% TOTAL 12

DARK TROLL NUMBER 18

STR 20 INT 9 POW 11 CON 8 DEX 10 SIZ 18
 M. Flail 45% Flail Parry 35% Light Mace 35% Small Shield 25%
 M. Flail SR: 4 Light Mace SR: 7 Spell SR: 3 4
 Defence 0% D.B.Plus 1D6 Move: 6 T. F. 15 3 5 3
 8 Point Body, 7 Point Head & Limbs 4
 Healing 2, Demoralize, Silence 4 4
 Climbing 70%, Tracking 40%, Ridins 25% TOTAL 10

DARK TROLL NUMBER 19

STR 15 INT 9 POW 15 CON 13 DEX 10 SIZ 17
 Maul 35% Maul Parry 25% Light Mace 30% Small Shield 20%
 Maul SR: 5 Light Mace SR: 7 Spell SR: 3 5
 Defence 0% D.B.Plus 1D4 Move: 7 T. F. 14 4 6 4
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 5
 Healing 2, Disruption, Countermagic 1 5 5
 Climbing 55% TOTAL 15

DARK TROLL NUMBER 20

STR 9 INT 9 POW 9 CON 11 DEX 14 SIZ 19
 Slings 35% M. Flail 40% M. Flail Parry 30% Light Mace 30% Small Shield 25%
 Slings SR: 2 M. Flail SR: 3 Light Mace SR: 6 Spell SR: 2 5
 Defence 0% D.B.Plus 1D4 Move: 7 T. F. 15 4 6 4
 6 Point Head & Body, 5 Point Limbs 5
 Healing 2, Disruption, Mind Speech 1, Bludgeon 1 5 5
 Climbing 70%, Ridins 25%, Camouflase 70% TOTAL 13

DARK TROLL NUMBER 21

STR 17 INT 10 POW 13 CON 16 DEX 5 SIZ 13
 M. Flail 30% Flail Parry 30% Light Mace 25% Small Shield 25%
 M. Flail SR: 7 Light Mace SR: 10 Spell SR: 5 6
 Defence 0% D.B.Plus 1D4 Move: 7 T. F. 16 5 7 5
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 6
 Healing 2, Befuddle, Invisibility, Detection Block 1 6 6
 Ridins 25%, Climbing 60%, Sense Ambush 50% TOTAL 17

DARK TROLL NUMBER 22

STR 20 INT 7 POW 14 CON 8 DEX 9 SIZ 14			
M. Flail 30% Flail Parry 35% Light Mace 30% Small Shield 30%			
M. Flail SR: 5 Light Mace SR: 8 Spell SR: 3			3
Defence 0% D.B.Plus 1D6 Move: 6 T. F. 16	2	4	2
8 Point Body, 7 Point Head & Limbs			3
Healing 2, Demoralize, Padding, Darkwall, Mobility		3	3
Climbing 65%, Camouflage 40%, Riding 25%			
		TOTAL	9

DARK TROLL NUMBER 23

STR 18 INT 14 POW 10 CON 11 DEX 9 SIZ 14			
M. Flail 45% Flail Parry 35% Light Mace 35% Small Shield 30%			
M. Flail SR: 5 Light Mace SR: 8 Spell SR: 3			4
Defence 5% D.B.Plus 1D4 Move: 7 T. F. 14	3	5	3
6 Point Head & Body, 5 Point Limbs			4
Healing 2, Disruption, Countermagic 1		4	4
Climbing 70%, Riding 25%, Camouflage 70%			
		TOTAL	12

DARK TROLL NUMBER 24

STR 19 INT 10 POW 7 CON 13 DEX 12 SIZ 16			
Javelin 30% Warhammer(1H) 40% Large Shield 40%			
Javelin SR: 3 Warhammer SR: 7 Spell SR: 3			5
Defence 0% D.B.Plus 1D6 Move: 7 T. F. 16	4	6	4
8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs			5
Healing 2, Demoralize, Padding, Darkwall, Mobility		5	5
Climbing 70%, Ambush 75%, Riding 25%			
		TOTAL	14

DARK TROLL NUMBER 25

STR 20 INT 10 POW 13 CON 14 DEX 14 SIZ 20			
Composite Bow 45% Warhammer(1H) 40% Small Shield 35%			
Composite Bow SR: 2 Warhammer SR: 6 Spell SR: 2			6
Defence 0% D.B.Plus 1D6 Move: 7 T. F. 16	5	7	5
8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs			6
Healing 2, Demoralize, Silence, Bludgeon 2		6	6
Riding 25%, Climbing 60%, Sense Ambush 50%			
		TOTAL	16

DARK TROLL NUMBER 26

STR 15 INT 12 POW 9 CON 7 DEX 7 SIZ 14			
M. Flail 30% Flail Parry 30% Light Mace 20% Small Shield 20%			
M. Flail SR: 6 Light Mace SR: 9 Spell SR: 4			3
Defence 0% D.B.Plus 1D4 Move: 6 T. F. 14	2	4	2
8 Point Body, 7 Point Head & Limbs			3
Healing 2, Disruption		3	3
Climbing 65%, Camouflage 40%, Riding 25%			
		TOTAL	8

DARK TROLL NUMBER 27

STR 13 INT 13 POW 10 CON 11 DEX 14 SIZ 18			
Javelin 35% Warhammer(1H) 50% Large Shield 35%			
Javelin SR: 2 Warhammer SR: 6 Spell SR: 2			5
Defence 5% D.B.Plus 1D4 Move: 7 T. F. 14	4	6	4
6 Point Head & Body, 5 Point Limbs			5
Healing 2, Disruption, Bludgeon 1		5	5
Climbing 70%, Ambush 50%, Riding 25%			
		TOTAL	13

DARK TROLL NUMBER 28

STR 15 INT 11 POW 13 CON 5 DEX 8 SIZ 16			
M. Flail 35% Flail Parry 30% Light Mace 25% Small Shield 20%			
M. Flail SR: 5 Light Mace SR: 8 Spell SR: 4			2
Defence 0% D.B.Plus 1D4 Move: 7 T. F. 13	1	3	1
6 Point Head & Body, 5 Point Limbs			2
Healing 2, Disruption, Countermagic 1		2	2
Climbing 55%			
		TOTAL	6

DARK TROLL NUMBER 29

STR 15 INT 5 POW 8 CON 11 DEX 10 SIZ 17
 M. Flail 35% Flail Parry 30% Light Mace 20% Small Shield 20%
 M. Flail SR: 4 Light Mace SR: 7 Spell SR: 3 5
 Defence 0% D.B.Plus 1D4 Move: 7 T. F. 17 4 6 4
 6 Point Head & Body, 5 Point Limbs 5
 Healing 2, Disruption 5 5
 Climbing 65%, Hide in Cover 40%, Riding 25% TOTAL 13

DARK TROLL NUMBER 30

STR 17 INT 12 POW 13 CON 8 DEX 8 SIZ 18
 M. Flail 40% Flail Parry 30% Light Mace 30% Small Shield 20%
 M. Flail SR: 5 Light Mace SR: 8 Spell SR: 4 4
 Defence 0% D.B.Plus 1D6 Move: 7 T. F. 13 3 5 3
 6 Point Head & Body, 5 Point Limbs 4
 Healing 2, Disruption, Countermagic 1 4 4
 Climbing 70%, Ambush 75%, Riding 25% TOTAL 10

DARK TROLL NUMBER 31

STR 14 INT 11 POW 9 CON 11 DEX 9 SIZ 16
 M. Flail 30% Flail Parry 30% Light Mace 25% Small Shield 25%
 M. Flail SR: 4 Light Mace SR: 7 Spell SR: 3 4
 Defence 0% D.B.Plus 1D4 Move: 7 T. F. 15 3 5 3
 6 Point Head & Body, 5 Point Limbs 4
 Healing 2, Demoralize, Darkwall, Mind Speech 1 4 4
 Climbing 70%, Ambush 50%, Riding 25% TOTAL 12

DARK TROLL NUMBER 32

STR 12 INT 11 POW 9 CON 15 DEX 7 SIZ 21
 M. Flail 25% Flail Parry 15% Light Mace 25% Small Shield 10%
 M. Flail SR: 5 Light Mace SR: 8 Spell SR: 4 7
 Defence 0% D.B.Plus 1D6 Move: 7 T. F. 14 6 8 6
 6 Point Head & Body, 5 Point Limbs 7
 Healing 2, Disruption, Countermagic 1 7 7
 Climbing 55% TOTAL 18

DARK TROLL NUMBER 33

STR 19 INT 7 POW 9 CON 9 DEX 12 SIZ 18
 Javelin 25% Warhammer(1H) 35% Large Shield 35%
 Javelin SR: 3 Warhammer SR: 7 Spell SR: 3 4
 Defence 0% D.B.Plus 1D6 Move: 6 T. F. 17 3 5 3
 8 Point Body, 7 Point Head & Limbs 4
 Healing 2, Befuddle, Padding, Dispell Magic 2 4 4
 Climbing 70%, Hide in Cover 70%, Riding 25% TOTAL 11

DARK TROLL NUMBER 34

STR 15 INT 10 POW 11 CON 14 DEX 13 SIZ 17
 Javelin 30% Warhammer(1H) 35% Large Shield 30%
 Javelin SR: 2 Warhammer SR: 6 Spell SR: 2 6
 Defence 0% D.B.Plus 1D4 Move: 7 T. F. 16 5 7 5
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 6
 Healing 2, Disruption, Extinguish, Bludgeon 2 6 6
 Climbing 70%, Hide in Cover 40%, Riding 25% TOTAL 16

DARK TROLL NUMBER 35

STR 17 INT 12 POW 9 CON 14 DEX 9 SIZ 17
 M. Flail 40% Flail Parry 30% Light Mace 30% Small Shield 25%
 M. Flail SR: 4 Light Mace SR: 7 Spell SR: 3 6
 Defence 0% D.B.Plus 1D6 Move: 6 T. F. 18 5 7 5
 8 Point Body, 7 Point Head & Limbs 6
 Healing 2, Demoralize, Silence, Bludgeon 2 6 6
 Climbing 70%, Ambush 50%, Riding 25% TOTAL 16

DARK TROLL NUMBER 36

STR 16 INT 9 POW 6 CON 11 DEX 9 SIZ 17
 M. Flail 30% Flail Parry 25% Light Mace 25% Small Shield 20%
 M. Flail SR: 4 Light Mace SR: 7 Spell SR: 3 5
 Defence 0% D.B.Plus 1D6 Move: 7 T. F. 14 4 6 4
 6 Point Head & Body, 5 Point Limbs 5
 Healings 2, Disruption, Bludgeon 1 5 5
 Climbing 70%, Ambush 75%, Riding 25% TOTAL 13

DARK TROLL NUMBER 37

STR 19 INT 5 POW 12 CON 8 DEX 11 SIZ 10
 Javelin 30% Warhammer(1H) 35% Large Shield 35%
 Javelin SR: 3 Warhammer SR: 8 Spell SR: 3 3
 Defence 0% D.B.Plus 1D4 Move: 6 T. F. 12 2 4 2
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 3
 Healings 2, Bludgeon 1 3 3
 Climbing 65%, Hide in Cover 40%, Riding 25% TOTAL 8

DARK TROLL NUMBER 38

STR 18 INT 16 POW 6 CON 9 DEX 10 SIZ 15
 Maul 50% Maul Parry 40% Light Mace 40% Small Shield 30%
 Maul SR: 5 Light Mace SR: 7 Spell SR: 3 4
 Defence 5% D.B.Plus 1D6 Move: 7 T. F. 14 3 5 3
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 4
 Healings 2, Demoralize, Paddins, Darkwall, Mobility 4 4
 Climbing 70%, Riding 25%, Camouflage 70% TOTAL 10

DARK TROLL NUMBER 39

STR 21 INT 8 POW 14 CON 9 DEX 9 SIZ 13
 Maul 40% Maul Parry 40% Light Mace 35% Small Shield 35%
 Maul SR: 6 Light Mace SR: 8 Spell SR: 3 4
 Defence 0% D.B.Plus 1D6 Move: 6 T. F. 17 3 5 3
 8 Point Body, 7 Point Head & Limbs 4
 Healings 2, Demoralize, Paddins, Darkwall, Mobility 4 4
 Climbing 55% TOTAL 10

DARK TROLL NUMBER 40

STR 17 INT 13 POW 10 CON 11 DEX 14 SIZ 15
 Javelin 40% Warhammer(1H) 50% Large Shield 40%
 Javelin SR: 2 Warhammer SR: 6 Spell SR: 2 4
 Defence 10% D.B.Plus 1D4 Move: 6 T. F. 14 3 5 3
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 4
 Healings 2, Disruption, Bludgeon 1 4 4
 Climbing 55% TOTAL 12

DARK TROLL NUMBER 41

STR 14 INT 11 POW 11 CON 7 DEX 7 SIZ 20
 M. Flail 30% Flail Parry 20% Light Mace 20% Small Shield 15%
 M. Flail SR: 5 Light Mace SR: 8 Spell SR: 4 3
 Defence 0% D.B.Plus 1D6 Move: 6 T. F. 14 2 4 2
 8 Pt. Body, 7 Pt. Head, 5 Pt. Limbs 3
 Healings 2, Demoralize, Countermagic 3, Bludgeon 4 3 3
 Climbing 70%, Riding 25%, Camouflage 70% TOTAL 9

DARK TROLL NUMBER 42

STR 19 INT 15 POW 14 CON 11 DEX 10 SIZ 19
 Maul 45% Maul Parry 30% Light Mace 35% Small Shield 25%
 Maul SR: 5 Light Mace SR: 7 Spell SR: 3 5
 Defence 0% D.B.Plus 1D6 Move: 6 T. F. 17 4 6 4
 8 Point Body, 7 Point Head & Limbs 5
 Healings 2, Befuddle, Paddins, Dispell Magic 2 5 5
 Climbing 70%, Hide in Cover 40%, Riding 25% TOTAL 13

TROLLKIN NUMBER 1

STR 7 INT 12 POW 11 CON 13 DEX 10 SIZ 7			4
Spear(2H) 25% Spear Parry 25% Light Mace 25%	3	5	3
Spear SR: 5 Light Mace SR: 8 Spell SR: 3 S. Shield 30%		4	
Defence 000% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5	4		4
Healing 2 Spot Hidden Items 55%			TOTAL: 12

TROLLKIN NUMBER 2

STR 7 INT 13 POW 10 CON 8 DEX 14 SIZ 12			3
Slings 40% Spear(2H) 35% Spear Parry 30% Light Mace 35%	2	4	2
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%		3	
Defence 10% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5	3		3
Speedart 1 Spot Hidden Items 35%			TOTAL: 8

TROLLKIN NUMBER 3

STR 6 INT 11 POW 7 CON 8 DEX 15 SIZ 12			3
Slings 30% Light Mace 30% Small Shield 35%	2	4	2
Slings SR: 2 L. Mace SR: 7		3	
Defence 5% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5	3		3
Speedart 1 Spot Hidden Items 55%			TOTAL: 8

TROLLKIN NUMBER 4

STR 6 INT 11 POW 6 CON 12 DEX 10 SIZ 12			4
Spear(2H) 25% Spear Parry 25% Light Mace 25%	3	5	3
Spear SR: 5 Light Mace SR: 8 Spell SR: 3 S. Shield 25%		4	
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 7 Move: 5	4		4
No Spells Spot Hidden Items 55%			TOTAL: 12

TROLLKIN NUMBER 5

STR 11 INT 7 POW 3 CON 10 DEX 17 SIZ 10			3
Slings 25% Spear(2H) 25% Spear Parry 30% Light Mace 30%	2	4	2
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 30%		3	
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 7 Move: 5	3		3
No Spells Spot Hidden Items 35%			TOTAL: 9

TROLLKIN NUMBER 6

STR 12 INT 5 POW 8 CON 12 DEX 13 SIZ 8			4
Slings 30% Spear(2H) 30% Spear Parry 30% Light Mace 25%	3	5	3
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%		4	
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 9 Move: 5	4		4
Disruption Spot Hidden Items 65%			TOTAL: 11

TROLLKIN NUMBER 7

STR 9 INT 10 POW 9 CON 12 DEX 16 SIZ 10			4
Slings 30% Spear(2H) 30% Spear Parry 30% Light Mace 35%	3	5	3
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 35%		4	
Defence 5% D.B. No Bonus Armor: 3Pts T. F. 9 Move: 5	4		4
Healing 2 Spot Hidden Items 45%			TOTAL: 12

TROLLKIN NUMBER 8

STR 9 INT 8 POW 4 CON 11 DEX 15 SIZ 10			4
Slings 25% Spear(2H) 20% Spear Parry 25% Light Mace 20%	3	5	3
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 25%		4	
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 7 Move: 5	4		4
Countermagic 1 Spot Hidden Items 45%			TOTAL: 10

TROLLKIN NUMBER 9

STR 7 INT 7 POW 4 CON 12 DEX 12 SIZ 9			4
Slings 15% Spear(2H) 15% Spear Parry 20% Light Mace 15%	3	5	3
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 20%		4	
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5	4		4
Countermagic 1 Spot Hidden Items 55%			TOTAL: 11

TROLLKIN NUMBER 10

STR 9 INT 9 POW 6 CON 13 DEX 17 SIZ 12			5
Sling 35% Spear(2H) 35% Spear Parry 35% Light Mace 35%	4	6	4
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 35%			5
Defence 10% D.B. No Bonus Armor: 3Pts T. F. 9 Move: 5	5		5
Healing 2 Spot Hidden Items 35%			TOTAL: 13

TROLLKIN NUMBER 11

STR 10 INT 10 POW 2 CON 16 DEX 10 SIZ 9			5
Spear(2H) 20% Spear Parry 20% Light Mace 25%	4	6	4
Spear SR: 5 Light Mace SR: 8 Spell SR: 3 S. Shield 20%			5
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 7 Move: 5	5		5
No Spells Spot Hidden Items 55%			TOTAL: 15

TROLLKIN NUMBER 12

STR 13 INT 10 POW 12 CON 12 DEX 9 SIZ 11			4
Spear(2H) 25% Spear Parry 25% Light Mace 25%	3	5	3
Spear SR: 5 Light Mace SR: 8 Spell SR: 3 S. Shield 25%			4
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5	4		4
Healing 2 Spot Hidden Items 55%			TOTAL: 12

TROLLKIN NUMBER 13

STR 9 INT 10 POW 11 CON 11 DEX 12 SIZ 11			4
Sling 25% Spear(2H) 30% Spear Parry 30% Light Mace 25%	3	5	3
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 25%			4
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 9 Move: 5	4		4
Countermagic 1 Spot Hidden Items 45%			TOTAL: 11

TROLLKIN NUMBER 14

STR 9 INT 10 POW 5 CON 11 DEX 16 SIZ 9			4
Sling 30% Spear(2H) 30% Spear Parry 30% Light Mace 30%	3	5	3
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 35%			4
Defence 5% D.B. No Bonus Armor: 3Pts T. F. 9 Move: 5	4		4
Countermagic 1 Spot Hidden Items 65%			TOTAL: 11

TROLLKIN NUMBER 15

STR 9 INT 10 POW 8 CON 9 DEX 15 SIZ 11			3
Sling 30% Spear(2H) 30% Spear Parry 30% Light Mace 30%	2	4	2
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 35%			3
Defence 5% D.B. No Bonus Armor: 3Pts T. F. 7 Move: 5	3		3
No Spells Spot Hidden Items 55%			TOTAL: 9

TROLLKIN NUMBER 16

STR 9 INT 13 POW 6 CON 13 DEX 16 SIZ 12			5
Sling 40% Spear(2H) 35% Spear Parry 30% Light Mace 35%	4	6	4
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 30%			5
Defence 10% D.B. No Bonus Armor: 3Pts T. F. 9 Move: 5	5		5
Healing 2 Spot Hidden Items 55%			TOTAL: 13

TROLLKIN NUMBER 17

STR 14 INT 12 POW 8 CON 10 DEX 11 SIZ 7			3
Sling 25% Spear(2H) 25% Spear Parry 25% Light Mace 25%	2	4	2
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 25%			3
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 7 Move: 5	3		3
Disruption Spot Hidden Items 35%			TOTAL: 9

TROLLKIN NUMBER 18

STR 8 INT 10 POW 9 CON 10 DEX 17 SIZ 10			4
Sling 35% Spear(2H) 35% Spear Parry 35% Light Mace 35%	3	5	3
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 35%			4
Defence 10% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5	4		4
Healing 2 Spot Hidden Items 35%			TOTAL: 10

TROLLKIN NUMBER 19
 STR 13 INT 10 POW 5 CON 6 DEX 12 SIZ 8 2
 Slings 25% Spear(2H) 30% Spear Parry 25% Light Mace 25% 1 3 1
 Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 25% 2 2
 Defence 0% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5 2 2
 Countermagic 1 Spot Hidden Items 45% TOTAL: 5

TROLLKIN NUMBER 20
 STR 11 INT 13 POW 9 CON 10 DEX 14 SIZ 8 3
 Slings 35% Spear(2H) 35% Spear Parry 30% Light Mace 40% 2 4 2
 Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30% 3 3
 Defence 10% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5 3 3
 Countermagic 1 Spot Hidden Items 45% TOTAL: 9

TROLLKIN NUMBER 21
 STR 8 INT 14 POW 4 CON 10 DEX 14 SIZ 12 3
 Slings 30% Spear(2H) 30% Spear Parry 25% Light Mace 30% 2 4 2
 Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30% 3 3
 Defence 5% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5 3 3
 No Spells Spot Hidden Items 35% TOTAL: 9

TROLLKIN NUMBER 22
 STR 8 INT 15 POW 9 CON 13 DEX 10 SIZ 11 5
 Spear(2H) 30% Spear Parry 25% Light Mace 35% 4 6 4
 Spear SR: 5 Light Mace SR: 8 Spell SR: 3 S. Shield 25% 5 5
 Defence 5% D.B. No Bonus Armor:3Pts T. F. 9 Move: 5 5 5
 Disruption Spot Hidden Items 55% TOTAL: 13

TROLLKIN NUMBER 23
 STR 12 INT 11 POW 11 CON 5 DEX 12 SIZ 10 2
 Slings 25% Spear(2H) 25% Spear Parry 25% Light Mace 25% 1 3 1
 Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 25% 2 2
 Defence 0% D.B. No Bonus Armor:3Pts T. F. 6 Move: 5 2 2
 Healings 2 Spot Hidden Items 45% TOTAL: 5

TROLLKIN NUMBER 24
 STR 5 INT 7 POW 6 CON 12 DEX 18 SIZ 11 4
 Slings 30% Light Mace 35% Small Shield 35% 3 5 3
 Slings SR: 1 L. Mace SR: 6 4 4
 Defence 5% D.B. No Bonus Armor:3Pts T. F. 9 Move: 5 4 4
 Disruption Spot Hidden Items 45% TOTAL: 12

TROLLKIN NUMBER 25
 STR 11 INT 9 POW 8 CON 8 DEX 16 SIZ 8 3
 Slings 30% Spear(2H) 30% Spear Parry 30% Light Mace 30% 2 4 2
 Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 30% 3 3
 Defence 5% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5 3 3
 Disruption Spot Hidden Items 65% TOTAL: 7

TROLLKIN NUMBER 26
 STR 7 INT 12 POW 6 CON 11 DEX 15 SIZ 11 4
 Slings 30% Spear(2H) 30% Spear Parry 30% Light Mace 30% 3 5 3
 Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30% 4 4
 Defence 5% D.B. No Bonus Armor:3Pts T. F. 9 Move: 5 4 4
 Speedart 1 Spot Hidden Items 35% TOTAL: 11

TROLLKIN NUMBER 27
 STR 11 INT 11 POW 8 CON 11 DEX 16 SIZ 7 4
 Slings 35% Spear(2H) 40% Spear Parry 40% Light Mace 35% 3 5 3
 Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 30% 4 4
 Defence 5% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5 4 4
 Disruption Spot Hidden Items 55% TOTAL: 10

TROLLKIN NUMBER 28

STR 10	INT 12	POW 10	CON 15	DEX 14	SIZ 11				5
Slings 30%	Spear(2H) 30%	Spear Parry 30%	Light Mace 30%				4	6	4
Sli SR: 2	Spear SR: 4	L. Mace SR: 7	S. Shield 30%						5
Defence 5%	D.B. No Bonus	Armor: 3Pts	T. F. 10	Move: 5			5		5
Countermagic 1	Healing 2	Spot	Hidden Items 55%				TOTAL: 15		

TROLLKIN NUMBER 29

STR 14	INT 13	POW 2	CON 13	DEX 11	SIZ 7				4
Slings 25%	Spear(2H) 25%	Spear Parry 20%	Light Mace 25%				3	5	3
Sli SR: 3	Spear SR: 5	L. Mace SR: 8	S. Shield 20%						4
Defence 0%	D.B. No Bonus	Armor: 3Pts	T. F. 8	Move: 5			4		4
Countermagic 1	Spot	Hidden Items 55%					TOTAL: 11		

TROLLKIN NUMBER 30

STR 13	INT 12	POW 6	CON 12	DEX 12	SIZ 10				4
Slings 30%	Spear(2H) 30%	Spear Parry 25%	Light Mace 25%				3	5	3
Sli SR: 3	Spear SR: 5	L. Mace SR: 8	S. Shield 25%						4
Defence 0%	D.B. No Bonus	Armor: 3Pts	T. F. 9	Move: 5			4		4
Healing 2	Spot	Hidden Items 55%					TOTAL: 12		

TROLLKIN NUMBER 31

STR 14	INT 6	POW 8	CON 11	DEX 16	SIZ 12				4
Slings 25%	Spear(2H) 30%	Spear Parry 30%	Light Mace 25%				3	5	3
Sli SR: 1	Spear SR: 3	L. Mace SR: 6	S. Shield 30%						4
Defence 0%	D.B. Plus 104	Armor: 3Pts	T. F. 10	Move: 6			4		4
Disruption	Spot	Hidden Items 35%					TOTAL: 11		

TROLLKIN NUMBER 32

STR 11	INT 11	POW 7	CON 13	DEX 14	SIZ 10				5
Slings 30%	Spear(2H) 35%	Spear Parry 30%	Light Mace 30%				4	6	4
Sli SR: 2	Spear SR: 4	L. Mace SR: 7	S. Shield 30%						5
Defence 5%	D.B. No Bonus	Armor: 3Pts	T. F. 9	Move: 5			5		5
Disruption	Spot	Hidden Items 55%					TOTAL: 13		

TROLLKIN NUMBER 33

STR 11	INT 8	POW 9	CON 6	DEX 17	SIZ 9				2
Slings 30%	Spear(2H) 30%	Spear Parry 35%	Light Mace 30%				1	3	1
Sli SR: 1	Spear SR: 3	L. Mace SR: 6	S. Shield 35%						2
Defence 5%	D.B. No Bonus	Armor: 3Pts	T. F. 8	Move: 5			2		2
Healing 2	Spot	Hidden Items 45%					TOTAL: 6		

TROLLKIN NUMBER 34

STR 12	INT 11	POW 5	CON 11	DEX 13	SIZ 10				4
Slings 30%	Spear(2H) 30%	Spear Parry 30%	Light Mace 30%				3	5	3
Sli SR: 2	Spear SR: 4	L. Mace SR: 7	S. Shield 30%						4
Defence 5%	D.B. No Bonus	Armor: 3Pts	T. F. 8	Move: 5			4		4
No Spells	Spot	Hidden Items 55%					TOTAL: 11		

TROLLKIN NUMBER 35

STR 10	INT 11	POW 9	CON 14	DEX 13	SIZ 12				5
Slings 30%	Spear(2H) 30%	Spear Parry 30%	Light Mace 30%				4	6	4
Sli SR: 2	Spear SR: 4	L. Mace SR: 7	S. Shield 30%						5
Defence 5%	D.B. No Bonus	Armor: 3Pts	T. F. 9	Move: 5			5		5
Disruption	Spot	Hidden Items 35%					TOTAL: 14		

TROLLKIN NUMBER 36

STR 15	INT 11	POW 8	CON 15	DEX 9	SIZ 8				5
Spear(2H) 25%	Spear Parry 25%	Light Mace 25%					4	6	4
Spear SR: 5	Light Mace SR: 8	Spell SR: 3	S. Shield 25%						5
Defence 0%	D.B. No Bonus	Armor: 3Pts	T. F. 7	Move: 6			5		5
No Spells	Spot	Hidden Items 55%					TOTAL: 14		

TROLLKIN NUMBER 37
 STR 10 INT 10 POW 4 CON 15 DEX 14 SIZ 9 5
 Slings 25% Spear(2H) 25% Spear Parry 25% Light Mace 25% 4 6 4
 Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 25% 5
 Defence 0% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5 5 5
 Countermagic 1 Spot Hidden Items 55% TOTAL: 14

TROLLKIN NUMBER 38
 STR 11 INT 6 POW 4 CON 13 DEX 12 SIZ 10 4
 Slings 15% Spear(2H) 15% Spear Parry 20% Light Mace 15% 3 5 3
 Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 25% 4
 Defence 0% D.B. No Bonus Armor: 3Pts T. F. 7 Move: 5 4 4
 No Spells Spot Hidden Items 55% TOTAL: 12

TROLLKIN NUMBER 39
 STR 9 INT 6 POW 8 CON 7 DEX 13 SIZ 9 3
 Slings 30% Spear(2H) 25% Spear Parry 30% Light Mace 25% 2 4 2
 Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30% 3
 Defence 0% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5 3 3
 Countermagic 1 Spot Hidden Items 45% TOTAL: 7

TROLLKIN NUMBER 40
 STR 10 INT 11 POW 6 CON 10 DEX 7 SIZ 11 4
 Spear(2H) 20% Spear Parry 20% Light Mace 25% 3 5 3
 Spear SR: 6 Light Mace SR: 9 Spell SR: 4 S. Shield 20% 4
 Defence 0% D.B. No Bonus Armor: 3Pts T. F. 7 Move: 5 4 4
 Countermagic 1 Spot Hidden Items 65% TOTAL: 10

TROLLKIN NUMBER 41
 STR 10 INT 10 POW 9 CON 9 DEX 9 SIZ 10 3
 Spear(2H) 25% Spear Parry 25% Light Mace 25% 2 4 2
 Spear SR: 5 Light Mace SR: 8 Spell SR: 3 S. Shield 25% 3
 Defence 0% D.B. No Bonus Armor: 3Pts T. F. 7 Move: 5 3 3
 Healing 2 Spot Hidden Items 35% TOTAL: 9

TROLLKIN NUMBER 42
 STR 13 INT 14 POW 3 CON 8 DEX 15 SIZ 9 3
 Slings 30% Spear(2H) 30% Spear Parry 25% Light Mace 30% 2 4 2
 Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 25% 3
 Defence 5% D.B. No Bonus Armor: 3Pts T. F. 7 Move: 5 3 3
 No Spells Spot Hidden Items 35% TOTAL: 7

TROLLKIN NUMBER 43
 STR 9 INT 11 POW 4 CON 7 DEX 18 SIZ 11 2
 Slings 30% Spear(2H) 30% Spear Parry 30% Light Mace 30% 1 3 1
 Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 35% 2
 Defence 5% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5 2 2
 Countermagic 1 Spot Hidden Items 45% TOTAL: 6

TROLLKIN NUMBER 44
 STR 9 INT 9 POW 5 CON 9 DEX 16 SIZ 11 3
 Slings 30% Spear(2H) 30% Spear Parry 30% Light Mace 30% 2 4 2
 Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 30% 3
 Defence 5% D.B. No Bonus Armor: 3Pts T. F. 7 Move: 5 3 3
 No Spells Spot Hidden Items 65% TOTAL: 9

TROLLKIN NUMBER 45
 STR 10 INT 5 POW 3 CON 16 DEX 10 SIZ 7 5
 Spear(2H) 15% Spear Parry 20% Light Mace 15% 4 6 4
 Spear SR: 5 Light Mace SR: 8 Spell SR: 3 S. Shield 20% 5
 Defence 0% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5 5 5
 Countermagic 1 Spot Hidden Items 55% TOTAL: 14

TROLLKIN NUMBER 46

STR 6 INT 11 POW 6 CON 7 DEX 14 SIZ 11			3
Slings 30% Light Mace 30% Small Shield 35%	2	4	2
Slings SR: 2 L. Mace SR: 7			3
Defence 5% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	3		3
No Spells Spot Hidden Items 35%	TOTAL:		7

TROLLKIN NUMBER 47

STR 10 INT 7 POW 11 CON 9 DEX 19 SIZ 8			3
Slings 30% Spear(2H) 30% Spear Parry 35% Light Mace 35%	2	4	2
Sli SR: 0 Spear SR: 2 L. Mace SR: 5 S. Shield 35%			3
Defence 5% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	3		3
Disruption Spot Hidden Items 35%	TOTAL:		8

TROLLKIN NUMBER 48

STR 13 INT 9 POW 7 CON 14 DEX 16 SIZ 8			5
Slings 30% Spear(2H) 35% Spear Parry 30% Light Mace 30%	4	6	4
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 30%			5
Defence 5% D.B. No Bonus Armor:3Pts T. F. 9 Move: 5	5		5
Speedart 1 Spot Hidden Items 35%	TOTAL:		13

TROLLKIN NUMBER 49

STR 15 INT 14 POW 11 CON 8 DEX 13 SIZ 7			3
Slings 35% Spear(2H) 40% Spear Parry 30% Light Mace 35%	2	4	2
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			3
Defence 10% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	3		3
Countermagic 1 Spot Hidden Items 35%	TOTAL:		7

TROLLKIN NUMBER 50

STR 7 INT 12 POW 6 CON 13 DEX 14 SIZ 9			5
Slings 35% Spear(2H) 30% Spear Parry 30% Light Mace 30%	4	6	4
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			5
Defence 5% D.B. No Bonus Armor:3Pts T. F. 9 Move: 5	5		5
Speedart 1 Spot Hidden Items 55%	TOTAL:		13

TROLLKIN NUMBER 51

STR 12 INT 10 POW 9 CON 11 DEX 16 SIZ 8			4
Slings 30% Spear(2H) 30% Spear Parry 30% Light Mace 35%	3	5	3
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 30%			4
Defence 5% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	4		4
Speedart 1 Spot Hidden Items 45%	TOTAL:		10

TROLLKIN NUMBER 52

STR 10 INT 10 POW 10 CON 12 DEX 11 SIZ 9			4
Slings 25% Spear(2H) 25% Spear Parry 25% Light Mace 25%	3	5	3
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 30%			4
Defence 0% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	4		4
Disruption Spot Hidden Items 35%	TOTAL:		12

TROLLKIN NUMBER 53

STR 12 INT 7 POW 8 CON 7 DEX 13 SIZ 11			3
Slings 25% Spear(2H) 25% Spear Parry 30% Light Mace 30%	2	4	2
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			3
Defence 0% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	3		3
Countermagic 1 Spot Hidden Items 55%	TOTAL:		7

TROLLKIN NUMBER 54

STR 10 INT 11 POW 7 CON 16 DEX 10 SIZ 10			6
Spear(2H) 30% Spear Parry 25% Light Mace 25%	5	7	5
Spear SR: 5 Light Mace SR: 8 Spell SR: 3 S. Shield 25%			6
Defence 0% D.B. No Bonus Armor:3Pts T. F. 10 Move: 5	6		6
Speedart 1 Spot Hidden Items 35%	TOTAL:		16

TROLLKIN NUMBER 55

STR 6 INT 5 POW 10 CON 7 DEX 16 SIZ 9			3
Slings 30% Light Mace 25% Small Shield 30%		2 4	2
Slings SR: 1 L. Mace SR: 6			3
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5		3	3
Healing 2 Spot Hidden Items 35%			TOTAL: 7

TROLLKIN NUMBER 56

STR 8 INT 10 POW 7 CON 9 DEX 11 SIZ 12			3
Slings 25% Spear(2H) 25% Spear Parry 25% Light Mace 30%		2 4	2
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 30%			3
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5		3	3
Disruption Spot Hidden Items 45%			TOTAL: 9

TROLLKIN NUMBER 57

STR 8 INT 13 POW 4 CON 12 DEX 11 SIZ 9			4
Slings 25% Spear(2H) 25% Spear Parry 20% Light Mace 25%		3 5	3
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 20%			4
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 7 Move: 5		4	4
No Spells Spot Hidden Items 35%			TOTAL: 11

TROLLKIN NUMBER 58

STR 13 INT 11 POW 7 CON 13 DEX 14 SIZ 9			5
Slings 30% Spear(2H) 30% Spear Parry 30% Light Mace 30%		4 6	4
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			5
Defence 5% D.B. No Bonus Armor: 3Pts T. F. 9 Move: 5		5	5
Disruption Spot Hidden Items 35%			TOTAL: 13

TROLLKIN NUMBER 59

STR 12 INT 9 POW 6 CON 9 DEX 15 SIZ 7			3
Slings 30% Spear(2H) 35% Spear Parry 30% Light Mace 30%		2 4	2
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			3
Defence 5% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5		3	3
Healing 2 Spot Hidden Items 45%			TOTAL: 8

TROLLKIN NUMBER 60

STR 11 INT 6 POW 6 CON 4 DEX 7 SIZ 7			2
Spear(2H) 20% Spear Parry 20% Light Mace 15%		1 3	1
Spear SR: 6 Light Mace SR: 9 Spell SR: 4 S. Shield 20%			2
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 5 Move: 5		2	2
No Spells Spot Hidden Items 45%			TOTAL: 3

TROLLKIN NUMBER 61

STR 13 INT 9 POW 7 CON 14 DEX 15 SIZ 11			5
Slings 35% Spear(2H) 35% Spear Parry 30% Light Mace 30%		4 6	4
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			5
Defence 5% D.B. No Bonus Armor: 3Pts T. F. 9 Move: 6		5	5
Speedart 1 Spot Hidden Items 55%			TOTAL: 14

TROLLKIN NUMBER 62

STR 11 INT 14 POW 5 CON 15 DEX 17 SIZ 7			5
Slings 40% Spear(2H) 40% Spear Parry 35% Light Mace 40%		4 6	4
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 35%			5
Defence 15% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5		5	5
No Spells Spot Hidden Items 55%			TOTAL: 14

TROLLKIN NUMBER 63

STR 10 INT 7 POW 8 CON 10 DEX 15 SIZ 9			4
Slings 25% Spear(2H) 25% Spear Parry 30% Light Mace 25%		3 5	3
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			4
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 7 Move: 5		4	4
Disruption Spot Hidden Items 45%			TOTAL: 10

TROLLKIN NUMBER 64

STR 7 INT 9 POW 4 CON 13 DEX 19 SIZ 9			4
Slings 30% Spear(2H) 30% Spear Parry 30% Light Mace 30%	3	5	3
Sli SR: 0 Spear SR: 2 L. Mace SR: 5 S. Shield 35%		4	
Defence 5% D.B. No Bonus Armor: 3Pts T. F. 9 Move: 5	4		4
Countermagic 1 Spot Hidden Items 35%			TOTAL: 12

TROLLKIN NUMBER 65

STR 11 INT 10 POW 4 CON 4 DEX 16 SIZ 12			2
Slings 25% Spear(2H) 25% Spear Parry 25% Light Mace 25%	1	3	1
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 25%		2	
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 5 Move: 5	2		2
No Spells Spot Hidden Items 55%			TOTAL: 3

TROLLKIN NUMBER 66

STR 11 INT 14 POW 5 CON 12 DEX 6 SIZ 7			4
Spear(2H) 30% Spear Parry 20% Light Mace 25%	3	5	3
Spear SR: 6 Light Mace SR: 9 Spell SR: 4 S. Shield 20%		4	
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5	4		4
No Spells Spot Hidden Items 35%			TOTAL: 11

TROLLKIN NUMBER 67

STR 13 INT 11 POW 6 CON 9 DEX 11 SIZ 10			3
Slings 30% Spear(2H) 35% Spear Parry 35% Light Mace 30%	2	4	2
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 25%		3	
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5	3		3
Speedart 1 Spot Hidden Items 45%			TOTAL: 9

TROLLKIN NUMBER 68

STR 15 INT 11 POW 5 CON 12 DEX 17 SIZ 11			4
Slings 40% Spear(2H) 35% Spear Parry 35% Light Mace 35%	3	5	3
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 35%		4	
Defence 10% D.B. Plus 104 Armor: 3Pts T. F. 10 Move: 6	4		4
Countermagic 1 Spot Hidden Items 45%			TOTAL: 12

TROLLKIN NUMBER 69

STR 7 INT 8 POW 7 CON 4 DEX 15 SIZ 8			2
Slings 25% Spear(2H) 25% Spear Parry 30% Light Mace 30%	1	3	1
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%		2	
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 7 Move: 5	2		2
Speedart 1 Spot Hidden Items 45%			TOTAL: 3

TROLLKIN NUMBER 70

STR 11 INT 6 POW 10 CON 16 DEX 13 SIZ 11			6
Slings 25% Spear(2H) 25% Spear Parry 30% Light Mace 25%	5	7	5
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 35%		6	
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 9 Move: 6	6		6
Healing 2 Spot Hidden Items 35%			TOTAL: 16

TROLLKIN NUMBER 71

STR 11 INT 13 POW 7 CON 8 DEX 17 SIZ 11			3
Slings 45% Spear(2H) 40% Spear Parry 35% Light Mace 40%	2	4	2
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 35%		3	
Defence 15% D.B. No Bonus Armor: 3Pts T. F. 8 Move: 5	3		3
Countermagic 1 Spot Hidden Items 55%			TOTAL: 8

TROLLKIN NUMBER 72

STR 8 INT 7 POW 6 CON 6 DEX 9 SIZ 7			2
Spear(2H) 20% Spear Parry 25% Light Mace 25%	1	3	1
Spear SR: 5 Light Mace SR: 8 Spell SR: 3 S. Shield 25%		2	
Defence 0% D.B. No Bonus Armor: 3Pts T. F. 6 Move: 5	2		2
Countermagic 1 Spot Hidden Items 35%			TOTAL: 5

TROLLKIN NUMBER 73

STR 9 INT 11 POW 7 CON 13 DEX 17 SIZ 10			5
Sling 35% Spear(2H) 40% Spear Parry 35% Light Mace 35%	4	6	4
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 35%			5
Defence 10% D.B. No Bonus Armor:3Pts T. F. 9 Move: 5	5		5
Disruption Spot Hidden Items 35%			TOTAL: 13

TROLLKIN NUMBER 74

STR 6 INT 7 POW 4 CON 13 DEX 11 SIZ 8			4
Sling 20% Light Mace 15% Small Shield 20%	3	5	3
Sling SR: 3 L. Mace SR: 8			4
Defence 0% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	4		4
Countermagic 1 Spot Hidden Items 55%			TOTAL: 11

TROLLKIN NUMBER 75

STR 12 INT 10 POW 7 CON 6 DEX 13 SIZ 9			2
Sling 30% Spear(2H) 35% Spear Parry 30% Light Mace 30%	1	3	1
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			2
Defence 5% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	2		2
No Spells Spot Hidden Items 35%			TOTAL: 6

TROLLKIN NUMBER 76

STR 6 INT 10 POW 5 CON 9 DEX 12 SIZ 12			3
Sling 25% Light Mace 25% Small Shield 25%	2	4	2
Sling SR: 3 L. Mace SR: 8			3
Defence 0% D.B. No Bonus Armor:3Pts T. F. 6 Move: 5	3		3
No Spells Spot Hidden Items 35%			TOTAL: 9

TROLLKIN NUMBER 77

STR 11 INT 11 POW 9 CON 9 DEX 16 SIZ 8			3
Sling 35% Spear(2H) 35% Spear Parry 30% Light Mace 30%	2	4	2
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 30%			3
Defence 5% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	3		3
Countermagic 1 Spot Hidden Items 45%			TOTAL: 8

TROLLKIN NUMBER 78

STR 14 INT 9 POW 8 CON 7 DEX 7 SIZ 7			2
Spear(2H) 20% Spear Parry 20% Light Mace 25%	1	3	1
Spear SR: 6 Light Mace SR: 9 Spell SR: 4 S. Shield 25%			2
Defence 0% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	2		2
Speedart 1 Spot Hidden Items 45%			TOTAL: 6

TROLLKIN NUMBER 79

STR 10 INT 11 POW 9 CON 5 DEX 12 SIZ 7			2
Sling 25% Spear(2H) 30% Spear Parry 30% Light Mace 25%	1	3	1
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 25%			2
Defence 0% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	2		2
Countermagic 1 Spot Hidden Items 35%			TOTAL: 4

TROLLKIN NUMBER 80

STR 9 INT 7 POW 3 CON 8 DEX 15 SIZ 7			2
Sling 20% Spear(2H) 20% Spear Parry 25% Light Mace 20%	1	3	1
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 25%			2
Defence 0% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	2		2
Countermagic 1 Spot Hidden Items 35%			TOTAL: 6

TROLLKIN NUMBER 81

STR 8 INT 12 POW 8 CON 8 DEX 15 SIZ 11			3
Sling 35% Spear(2H) 30% Spear Parry 30% Light Mace 30%	2	4	2
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			3
Defence 5% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	3		3
Disruption Spot Hidden Items 55%			TOTAL: 8

TROLLKIN NUMBER 82

STR 8 INT 11 POW 8 CON 4 DEX 15 SIZ 11			2
Sling 30% Spear(2H) 35% Spear Parry 30% Light Mace 30%	1	3	1
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			2
Defence 5% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	2		2
Speedart 1 Spot Hidden Items 65%			TOTAL: 4

TROLLKIN NUMBER 83

STR 10 INT 12 POW 6 CON 7 DEX 13 SIZ 11			3
Sling 30% Spear(2H) 35% Spear Parry 35% Light Mace 30%	2	4	2
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			3
Defence 5% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	3		3
Countermagic 1 Spot Hidden Items 55%			TOTAL: 7

TROLLKIN NUMBER 84

STR 13 INT 9 POW 5 CON 14 DEX 7 SIZ 12			5
Spear(2H) 20% Spear Parry 20% Light Mace 20%	4	6	4
Spear SR: 6 Light Mace SR: 9 Spell SR: 4 S. Shield 20%			5
Defence 0% D.B. Plus 104 Armor:3Pts T. F. 8 Move: 6	5		5
No Spells Spot Hidden Items 45%			TOTAL: 14

TROLLKIN NUMBER 85

STR 5 INT 11 POW 8 CON 8 DEX 14 SIZ 12			3
Sling 30% Light Mace 30% Small Shield 35%	2	4	2
Sling SR: 2 L. Mace SR: 7			3
Defence 5% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	3		3
Speedart 1 Spot Hidden Items 45%			TOTAL: 8

TROLLKIN NUMBER 86

STR 8 INT 8 POW 2 CON 10 DEX 15 SIZ 9			3
Sling 20% Spear(2H) 20% Spear Parry 25% Light Mace 25%	2	4	2
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			3
Defence 0% D.B. No Bonus Armor:3Pts T. F. 6 Move: 5	3		3
No Spells Spot Hidden Items 55%			TOTAL: 9

TROLLKIN NUMBER 87

STR 9 INT 10 POW 8 CON 6 DEX 11 SIZ 11			2
Sling 25% Spear(2H) 25% Spear Parry 25% Light Mace 25%	1	3	1
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 25%			2
Defence 0% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	2		2
Countermagic 1 Spot Hidden Items 55%			TOTAL: 6

TROLLKIN NUMBER 88

STR 10 INT 9 POW 7 CON 9 DEX 7 SIZ 11			3
Spear(2H) 20% Spear Parry 20% Light Mace 20%	2	4	2
Spear SR: 6 Light Mace SR: 9 Spell SR: 4 S. Shield 20%			3
Defence 0% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	3		3
Countermagic 1 Spot Hidden Items 45%			TOTAL: 9

TROLLKIN NUMBER 89

STR 11 INT 9 POW 8 CON 15 DEX 15 SIZ 7			5
Sling 30% Spear(2H) 30% Spear Parry 30% Light Mace 35%	4	6	4
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			5
Defence 5% D.B. No Bonus Armor:3Pts T. F. 9 Move: 5	5		5
Speedart 1 Spot Hidden Items 45%			TOTAL: 14

TROLLKIN NUMBER 90

STR 11 INT 8 POW 8 CON 10 DEX 13 SIZ 11			4
Sling 25% Spear(2H) 25% Spear Parry 30% Light Mace 25%	3	5	3
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 35%			4
Defence 0% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	4		4
Countermagic 1 Spot Hidden Items 35%			TOTAL: 10

TROLLKIN NUMBER 91

STR 9 INT 10 POW 6 CON 12 DEX 10 SIZ 10			4	
Spear(2H) 25% Spear Parry 25% Light Mace 25%	3	5	3	
Spear SR: 5 Light Mace SR: 8 Spell SR: 3 S. Shield 25%			4	
Defence 0% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	4		4	
Countermagic 1 Spot Hidden Items 45%	TOTAL: 12			

TROLLKIN NUMBER 92

STR 11 INT 11 POW 4 CON 4 DEX 14 SIZ 8			2	
Sling 25% Spear(2H) 25% Spear Parry 25% Light Mace 25%	1	3	1	
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			2	
Defence 0% D.B. No Bonus Armor:3Pts T. F. 5 Move: 5	2		2	
No Spells Spot Hidden Items 45%	TOTAL: 2			

TROLLKIN NUMBER 93

STR 8 INT 14 POW 10 CON 9 DEX 17 SIZ 9			3	
Sling 45% Spear(2H) 45% Spear Parry 35% Light Mace 40%	2	4	2	
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 35%			3	
Defence 15% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	3		3	
Speedart 1 Spot Hidden Items 55%	TOTAL: 9			

TROLLKIN NUMBER 94

STR 12 INT 12 POW 5 CON 10 DEX 9 SIZ 11			4	
Spear(2H) 30% Spear Parry 25% Light Mace 25%	3	5	3	
Spear SR: 5 Light Mace SR: 8 Spell SR: 3 S. Shield 25%			4	
Defence 0% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	4		4	
Countermagic 1 Spot Hidden Items 65%	TOTAL: 10			

TROLLKIN NUMBER 95

STR 7 INT 11 POW 4 CON 8 DEX 17 SIZ 11			3	
Sling 30% Spear(2H) 30% Spear Parry 30% Light Mace 30%	2	4	2	
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 30%			3	
Defence 5% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	3		3	
Countermagic 1 Spot Hidden Items 45%	TOTAL: 7			

TROLLKIN NUMBER 96

STR 6 INT 8 POW 7 CON 11 DEX 11 SIZ 10			4	
Sling 20% Light Mace 25% Small Shield 25%	3	5	3	
Sling SR: 3 L. Mace SR: 8			4	
Defence 0% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	4		4	
Healing 2 Spot Hidden Items 65%	TOTAL: 11			

TROLLKIN NUMBER 97

STR 11 INT 13 POW 7 CON 13 DEX 11 SIZ 10			5	
Sling 35% Spear(2H) 30% Spear Parry 25% Light Mace 30%	4	6	4	
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 25%			5	
Defence 5% D.B. No Bonus Armor:3Pts T. F. 9 Move: 5	5		5	
Disruption Spot Hidden Items 45%	TOTAL: 13			

TROLLKIN NUMBER 98

STR 10 INT 13 POW 3 CON 8 DEX 16 SIZ 8			2	
Sling 30% Spear(2H) 30% Spear Parry 25% Light Mace 30%	1	3	1	
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 25%			2	
Defence 5% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	2		2	
No Spells Spot Hidden Items 45%	TOTAL: 6			

TROLLKIN NUMBER 99

STR 14 INT 9 POW 7 CON 9 DEX 15 SIZ 10			3	
Sling 35% Spear(2H) 40% Spear Parry 40% Light Mace 35%	2	4	2	
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			3	
Defence 5% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	3		3	
Speedart 1 Spot Hidden Items 35%	TOTAL: 9			

TROLLKIN NUMBER 100

STR 13 INT 10 POW 2 CON 15 DEX 10 SIZ 8			5
Spear(2H) 25% Spear Parry 20% Light Mace 20%	4	6	4
Spear SR: 5 Light Mace SR: 8 Spell SR: 3 S. Shield 20%			5
Defence 0% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	5		5
No Spells Spot Hidden Items 45%	TOTAL:13		

TROLLKIN NUMBER 101

STR 9 INT 8 POW 8 CON 8 DEX 15 SIZ 8			3
Sling 25% Spear(2H) 25% Spear Parry 30% Light Mace 25%	2	4	2
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			3
Defence 0% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	3		3
Disruption Spot Hidden Items 65%	TOTAL: 7		

TROLLKIN NUMBER 102

STR 13 INT 8 POW 5 CON 13 DEX 12 SIZ 10			5
Sling 25% Spear(2H) 20% Spear Parry 25% Light Mace 20%	4	6	4
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 25%			5
Defence 0% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	5		5
Countermagic 1 Spot Hidden Items 35%	TOTAL:13		

TROLLKIN NUMBER 103

STR 14 INT 8 POW 5 CON 11 DEX 14 SIZ 11			4
Sling 25% Spear(2H) 25% Spear Parry 30% Light Mace 25%	3	5	3
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			4
Defence 0% D.B. Plus 104 Armor:3Pts T. F. 8 Move: 5	4		4
No Spells Spot Hidden Items 35%	TOTAL:11		

TROLLKIN NUMBER 104

STR 10 INT 9 POW 6 CON 11 DEX 13 SIZ 8			4
Sling 30% Spear(2H) 30% Spear Parry 30% Light Mace 30%	3	5	3
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			4
Defence 5% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	4		4
Countermagic 1 Spot Hidden Items 35%	TOTAL:10		

TROLLKIN NUMBER 105

STR 15 INT 7 POW 5 CON 9 DEX 12 SIZ 9			3
Sling 20% Spear(2H) 20% Spear Parry 25% Light Mace 25%	2	4	2
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 30%			3
Defence 0% D.B. No Bonus Armor:3Pts T. F. 6 Move: 5	3		3
No Spells Spot Hidden Items 45%	TOTAL: 9		

TROLLKIN NUMBER 106

STR 10 INT 11 POW 6 CON 12 DEX 16 SIZ 7			4
Sling 30% Spear(2H) 30% Spear Parry 30% Light Mace 30%	3	5	3
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 35%			4
Defence 5% D.B. No Bonus Armor:3Pts T. F. 9 Move: 5	4		4
Disruption Spot Hidden Items 45%	TOTAL:11		

TROLLKIN NUMBER 107

STR 8 INT 10 POW 8 CON 12 DEX 12 SIZ 9			4
Sling 25% Spear(2H) 25% Spear Parry 25% Light Mace 25%	3	5	3
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 25%			4
Defence 0% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	4		4
Countermagic 1 Spot Hidden Items 55%	TOTAL:12		

TROLLKIN NUMBER 108

STR 9 INT 10 POW 6 CON 6 DEX 16 SIZ 9			2
Sling 30% Spear(2H) 30% Spear Parry 30% Light Mace 35%	1	3	1
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 35%			2
Defence 5% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	2		2
No Spells Spot Hidden Items 55%	TOTAL: 6		

TROLLKIN NUMBER 109

STR 13 INT 11 POW 7 CON 14 DEX 17 SIZ 10			5
Sling 35% Spear(2H) 35% Spear Parry 35% Light Mace 35%	4	6	4
Sli SR: 1 Spear SR: 3 L. Mace SR: 6 S. Shield 40%			5
Defence 10% D.B. No Bonus Armor:3Pts T. F. 9 Move: 6	5		5
Speedart 1 Spot Hidden Items 55%			TOTAL:14

TROLLKIN NUMBER 110

STR 10 INT 9 POW 5 CON 11 DEX 8 SIZ 10			4
Spear(2H) 20% Spear Parry 20% Light Mace 20%	3	5	3
Spear SR: 6 Light Mace SR: 9 Spell SR: 4 S. Shield 20%			4
Defence 0% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	4		4
No Spells Spot Hidden Items 65%			TOTAL:11

TROLLKIN NUMBER 111

STR 10 INT 9 POW 8 CON 12 DEX 12 SIZ 7			4
Sling 25% Spear(2H) 25% Spear Parry 25% Light Mace 25%	3	5	3
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 25%			4
Defence 0% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	4		4
No Spells Spot Hidden Items 35%			TOTAL:11

TROLLKIN NUMBER 112

STR 8 INT 10 POW 6 CON 8 DEX 19 SIZ 12			3
Sling 35% Spear(2H) 35% Spear Parry 35% Light Mace 35%	2	4	2
Sli SR: 0 Spear SR: 2 L. Mace SR: 5 S. Shield 40%			3
Defence 10% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	3		3
Speedart 1 Spot Hidden Items 55%			TOTAL: 8

TROLLKIN NUMBER 113

STR 10 INT 7 POW 12 CON 7 DEX 11 SIZ 7			2
Sling 20% Spear(2H) 20% Spear Parry 25% Light Mace 20%	1	3	1
Sli SR: 3 Spear SR: 5 L. Mace SR: 8 S. Shield 25%			2
Defence 0% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	2		2
Countermagic 1 Healing 25 Spot Hidden Items 55%			TOTAL: 6

TROLLKIN NUMBER 114

STR 9 INT 7 POW 10 CON 9 DEX 10 SIZ 11			3
Spear(2H) 20% Spear Parry 25% Light Mace 20%	2	4	2
Spear SR: 5 Light Mace SR: 8 Spell SR: 3 S. Shield 25%			3
Defence 0% D.B. No Bonus Armor:3Pts T. F. 7 Move: 5	3		3
Countermagic 1 Spot Hidden Items 45%			TOTAL: 9

TROLLKIN NUMBER 115

STR 6 INT 9 POW 5 CON 11 DEX 19 SIZ 10			4
Sling 35% Light Mace 40% Small Shield 35%	3	5	3
Sling SR: 0 L. Mace SR: 5			4
Defence 10% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	4		4
No Spells Spot Hidden Items 55%			TOTAL:11

TROLLKIN NUMBER 116

STR 8 INT 9 POW 8 CON 15 DEX 15 SIZ 9			5
Sling 30% Spear(2H) 30% Spear Parry 30% Light Mace 30%	4	6	4
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			5
Defence 5% D.B. No Bonus Armor:3Pts T. F. 9 Move: 5	5		5
Speedart 1 Spot Hidden Items 35%			TOTAL:15

TROLLKIN NUMBER 117

STR 10 INT 10 POW 8 CON 12 DEX 13 SIZ 11			4
Sling 30% Spear(2H) 30% Spear Parry 30% Light Mace 30%	3	5	3
Sli SR: 2 Spear SR: 4 L. Mace SR: 7 S. Shield 30%			4
Defence 5% D.B. No Bonus Armor:3Pts T. F. 8 Move: 5	4		4
No Spells Spot Hidden Items 35%			TOTAL:12

TROLLKIN NUMBER 118

STR 8	INT 11	POW 10	CON 13	DEX 15	SI2 11			5	
Sling 35%	Spear(2H) 30%	Spear Parry 30%	Light Mace 30%			4	6	4	
Sli SR: 2	Spear SR: 4	L. Mace SR: 7	S. Shield 30%				5		5
Defence 5%	D.B. No Bonus	Armor:3Pts	T. F. 8	Move: 5					
No Spells		Spot Hidden Items 35%							TOTAL: 13

TROLLKIN NUMBER 119

STR 11	INT 9	POW 2	CON 13	DEX 9	SI2 8			4	
Spear(2H) 20%	Spear Parry 20%	Light Mace 25%				3	5	3	
Spear SR: 5	Light Mace SR: 8	Spell SR: 3	S. Shield 25%				4		4
Defence 0%	D.B. No Bonus	Armor:3Pts	T. F. 7	Move: 5					
No Spells		Spot Hidden Items 35%							TOTAL: 11

TROLLKIN NUMBER 120

STR 13	INT 9	POW 5	CON 9	DEX 15	SI2 8			3	
Sling 35%	Spear(2H) 30%	Spear Parry 30%	Light Mace 30%			2	4	2	
Sli SR: 2	Spear SR: 4	L. Mace SR: 7	S. Shield 30%				3		3
Defence 5%	D.B. No Bonus	Armor:3Pts	T. F. 7	Move: 5					
No Spells		Spot Hidden Items 35%							TOTAL: 8

TROLLKIN NUMBER 121

STR 9	INT 8	POW 9	CON 16	DEX 13	SI2 9			6	
Sling 30%	Spear(2H) 25%	Spear Parry 30%	Light Mace 25%			5	7	5	
Sli SR: 2	Spear SR: 4	L. Mace SR: 7	S. Shield 30%				6		6
Defence 0%	D.B. No Bonus	Armor:3Pts	T. F. 10	Move: 5					
Speedart 1		Spot Hidden Items 35%							TOTAL: 16

TROLLKIN NUMBER 122

STR 13	INT 9	POW 5	CON 8	DEX 14	SI2 7			3	
Sling 30%	Spear(2H) 30%	Spear Parry 30%	Light Mace 30%			2	4	2	
Sli SR: 2	Spear SR: 4	L. Mace SR: 7	S. Shield 30%				3		3
Defence 5%	D.B. No Bonus	Armor:3Pts	T. F. 7	Move: 5					
No Spells		Spot Hidden Items 45%							TOTAL: 7

TROLLKIN NUMBER 123

STR 6	INT 12	POW 11	CON 7	DEX 10	SI2 8			2	
Spear(2H) 30%	Spear Parry 25%	Light Mace 25%				1	3	1	
Spear SR: 5	Light Mace SR: 8	Spell SR: 3	S. Shield 25%				2		2
Defence 0%	D.B. No Bonus	Armor:3Pts	T. F. 8	Move: 5					
Disruption		Spot Hidden Items 45%							TOTAL: 6

TROLLKIN NUMBER 124

STR 9	INT 8	POW 8	CON 8	DEX 15	SI2 8			3	
Sling 25%	Spear(2H) 25%	Spear Parry 30%	Light Mace 25%			2	4	2	
Sli SR: 2	Spear SR: 4	L. Mace SR: 7	S. Shield 30%				3		3
Defence 0%	D.B. No Bonus	Armor:3Pts	T. F. 7	Move: 5					
Disruption		Spot Hidden Items 65%							TOTAL: 7

TROLLKIN NUMBER 125

STR 13	INT 8	POW 5	CON 13	DEX 12	SI2 10			5	
Sling 25%	Spear(2H) 20%	Spear Parry 25%	Light Mace 20%			4	6	4	
Sli SR: 3	Spear SR: 5	L. Mace SR: 8	S. Shield 25%				5		5
Defence 0%	D.B. No Bonus	Armor:3Pts	T. F. 8	Move: 5					
Countermagic 1		Spot Hidden Items 35%							TOTAL: 13

TROLLKIN NUMBER 126

STR 14	INT 8	POW 5	CON 11	DEX 14	SI2 11			4	
Sling 25%	Spear(2H) 25%	Spear Parry 30%	Light Mace 25%			3	5	3	
Sli SR: 2	Spear SR: 4	L. Mace SR: 7	S. Shield 30%				4		4
Defence 0%	D.B. Plus 1D4	Armor:3Pts	T. F. 8	Move: 5					
No Spells		Spot Hidden Items 35%							TOTAL: 11

HISTORY OF THE RACE OF TROLLS

By Greg Stafford

In the Godtime there were born many deities, and firstborn of all the races of the gods were the deities of darkness, who rose to fight against the emptiness of Chaos, preparing the Void for the Creation.

Among those deities born was one called KYGER LITOR, who is called the Mother of Trolls. But even before she created that mortal race she was famous for her deeds in fighting Chaos with her cousin, Zorak Zoran, and in creation, with her cousin Xiola Umbar.

Grandfather Mortal, the first of all humans (and humanoids) was the result of all the deities working together under the tutelage of the Celestial Court. Afterwards this original was copied by others, resulting in the many elementally-oriented beings commonly called the Old Races.

The Dark Trolls were just such an imitation, being the Men of Darkness. They were fashioned by the goddess called Kyger Litor. There are now many types of trolls who know her as Creatrix, but this diversity was not her creation but the result of many mythical and magical battles which have wracked and ruined the once proud people.

The original Trolls were as large as great trolls, as smart as a genius dark troll, and as numerous as Trollkin. Their magical abilities were akin to the deities, and they used them wisely to build great cities in their home world. They were common then, but rarer later, and it was later that they were called the Mistress Race. Their name in their Underworld birthplace is a secret.

In their ancestral home the Mistress Race lived during the timeless Godtime, occasionally being called upon to aid in the defense of their world as the War of the Gods grew more and more severe. It was during this time that Grandfather Mortal came to them with great tales and prophecies of woe, and the chilling tale of Death.

Shortly afterwards the sun was slain by his rival, and the spirit of that great god followed the path set by Grandfather Mortal, the first creature to ever die. Across the world to the Gates of the West, and then deep into

the Underworld went the fire god. He was weak and bleeding, leaving an ember glow across the sky and land where he travelled, but was still a bright and horrible thing when he reached the Lands of the Dead, where Grandfather Mortal was king of the Mistress Race.

The glare of the sungod and his accompanying host, which quickly grew in numbers and power, overwhelmed the sensitivities of the Mistress Race, which hitherto for had dwelt securely in unbroken blackness. Many were evaporated, most were severely burnt and mutated, but all turned and fled, using secret pathways to reach the surface world.

The death of the sun and the appearance of the Trolls and other forces of Darkness is called the Lesser Dark of the Great Night. The race which crawled to this world from below suffered the agonies of the alien environment of the world and its gods at war, in addition to the torment caused by the Sun and the loss of their homes. Most of the creatures which survived this at all were changed horribly, and are the ancestors of those creatures which humans know as Cave Trolls.

In the Surface World Kyger Litor fashioned her race anew, to better fit the new place, and which would provide armies for her fight against Chaos. This was the origin of the first of the numerous Dark Trolls, who quickly populated the world where they could.

The Greater Darkness began when the Spike, center of the universe and stronghold of the Law of the Cosmos, exploded and sent its pieces rebounding about the worlds. At the center of the world there was, for a moment, nothing but the empty Void, from whence the Legions of Chaos began pouring through.

The forms of the Chaos were many, and not important here except to note that evil demonic armies were called Krjalcki. I have noted that in many ancient manuscripts this term is also used to (mistakenly) denote the various Forces of Darkness. This is one of those many cases where the mortal victims of the Greater Darkness confused the real enemy of Chaos with those People of Darkness, who were not only allies but bearing the real brunt of the fight against the invading Krjalcki, often unsupported or opposed

by humans.

The Forces of Darkness were best suited, by experience and natural inclination, to oppose the forces of Chaos. Kyger Litor was a leader in that fight, and her Troll armies were the occupying forces for her victories. Where she won a great magic against the mutating forces of Chaos the trolls erected great castles built of lead, which emanated a radiating darkness and comfort for those who opposed Chaos.

DARK TROLLS IN HISTORY

There were many fortresses founded by Kyger Litor which survived into Time from the Great Darkness, but only one is immediately of interest. That one is near Dragon Pass, and the nation of Trolls about the Castle of Lead is called Dagori Inkarth. It is in the land called Shadows Dance, which gets its name from the presence of the Castle of Lead. It is said that there are too many shadows in those mountains, and that sometimes they do not flee from the light before them. Again, there are strange lights occasionally freed from the Eternal Torch which flare across the sky, making even the most physical darkness flee before it, dancing in frightened rout across the rocky crags.

During the Great Darkness the region of Dragon Pass was blessed by many occurrences which allowed it to survive the horrible times relatively intact. Important among those occurrences is the presence of the Dragons and their kin, and the proximity of a Castle of Lead with a very powerful and aggressive troll population. Just as important was the spirit of co-operation which all of the other local denizens exhibited when the time came to pit their souls against the power of evil.

Thus, when the Dawn came and the Sungod was freed from the underworld (and shackled to Time) the people of Dragon Pass found themselves as an island of civilization on a continent of broken peoples, shattered in intellect and consciousness, often bereft of their own active wills by the events of the Darkness and Compromise. They formed the Grand Council, and set out in missionary teams to educate the populations of savages in the lowlands.

A Dark Troll leader, High Priest of

Xiola Umbar, was a member of the Grand Council at this time, and the race was ruled by seven families of the Mistress Race from Dagori Inkarth. Xiola Umbar was Goddess of Solace Deep Within, who brought comfort and peace from fear, and protection from ignorance and inner darkness. The peace and wisdom of the Dragon Pass Grand Council spread quickly, cities were built, and worship of the regular pantheon was spread.

In Peloria, near Kostaddi, the Council met its first active opposition, and for the first time the hunters and herdsmen from the uplands met the nomads of the flats. Between them lay the farmers, proud with their fields and towns, but helpless before the rivalry between the Foster Brothers, Yelm and Orlanth. Yelm's Friends were the horse nomads, while Orlanth was friend to the fertile and stormy air, and was one of the chief deities of Dragon Pass.

About the same time as the conflict with the nomads was beginning the Council also moved its capital from Dragon Pass to the lands of Dorastor. A ruined civilization, including remnants of dwarf work left over from before the Darkness, had been found and resurrected, creating a brilliant leap in civilization through a few generations. A change in locale was accompanied by a change in worship, and in politics. The new leaders worshipped the new gods, and the name of the Grand Council was changed to be the Second Council.

Among the Darkness Deities the cult of Xiola Umbar lost its predominant position. Instead people loved her brother, Zorak Zoran, called Lord Master of the Legions of Death. Inspired by such a deity the trolls, and other humans who worshipped the god, went to war against the northern nomads, pitting their spells and infantry against the foe's cavalry and shaman-summoned spirits. The forces of the Second Council won the day at great loss to themselves, but there was victory at Argentium Thri'ile which was so decisive that the Nomads began a withdrawal from the whole Pelorian lowlands. Their departure revealed a thinly populated region previously populated by indigenous tribes previously enslaved by the nomads.

The Battle of Argentium Thri'ile was

won by the Praxian allies of the Second Council, whose unusual mounts, large numbers, and particularly adept shaman spirit-hunters carried one wing during the first day of battle, and then pursued for a week, slaughtering as they went. This began the longstanding hatred between the horse-riding nomads and the beast-riding ones. It also instituted a period of Praxian overlordship, by certain nobles and families, over regions of Peloria. Even Dara Happa was, for a short time, ruled by outsiders from the Impala tribe, who also worshipped the Sun.

The advance of the Second Council continued, although its growth was sporadic at time, and often encountered active resistance. During this time the trolls were forefront in the fighting, glad to praise their bloodthirsty deity this way, whatever the cost to themselves. And it cost them dear, for their population shrank even at home, and weakened their voice on the Council. Thus they were so weak that they could not prevent the plans which led to the Broken Council.

The Broken Council got its name when the Dark Trolls and Dragonewts both deserted the impending magical rituals of the Council. The dragonewts left because the focus of the ritual was a "pseudo cosmic egg," which they believed to be dragon eggs, and too sacred for others to use that way. The trolls left because Kyger Litor, their Creatrix and implacable foe of chaos, correctly read a prophecy of the coming of a chaos god from the egg, and would have nothing to do to aid such a venture.

The humans of Dragon Pass presumably followed the decisions of the Elder Races, although this is only a presumption.

There followed a period of warfare between the Broken Council and Dragon Pass. Parts of Peloria fought against the council as well, but early in the long war most foes were conquered or driven far away, and even Dragon Pass fell sometime around the year 420. This was after the peoples were harmed by the great and terrible magic of Dorastor and their new god, called Gbaji.

Gbaji, while still a mewling babe, gave his powers to the Two Curses of the council. One was directed against

the dragonewts, but failed when its energies were devoured by dragons. The other was directed against Kyger Litor and the Dark Trolls, and succeeded.

The Trolls Curse is in their children, for the proud race began giving birth to runts and weaklings. Fewer and fewer whole and healthy trolls were born, replaced instead by the deformed creatures called Trollkin. A great effort at countering the curse resulted in the appearance of trollkin litters rather than single births, but did not heal the horrible wound.

Warriors slain could not be replaced, and the powerful army was over half trollkin when it was defeated in battle by the Broken Council around 420. Dagori Inkarth, deep in Shadows Dance, was invaded by the council, but the citadel of the Castle of Lead was never sacked.

Afterwards the trolls were a hidden and outlaw race. The humans and dragonewts of the pass accepted shameful compromise, and served under the lords who worshipped chaos.

The god Gbaji was more active in the west, where his cult spread quickly at first, until its evil was revealed. But even then it took generations to cleanse a region. Nations worshipped the god, and it was a major task to annihilate the cult. This was accomplished by Arkat Humaktson.

Arkat was a superhero by the end of his mighty tasks. He led a crusade for 75 years by the strength of his might and magic. In this he was aided by his sons, Gerlant Flamesword and Talor the Laughing Warrior, both famous in their own right as well and founders of many noble houses.

Details of Arkat's epic war will appear in a future issue of Wyrms Footnotes. It has little to do with Pelorian history, for the region was in war at the frontiers all the time, but the rest either worshipped the god or were slaves.

Sometime around 449 (± 2 years) Arkat Humaktson landed in Esrolia with his professional army of Gbaji-hunters. At the shore he gathered some available allies and, after a short fight, sent the army and allies of the Broken Council into rout.

But Arkat was wounded unto mortality. Arkat had been wounded previously, and the agony of this

latest battle broke the superheroes wounds again, and his life and Power flowed from him like blood. Even so, Arkat led his army northward to answer a call from the Dark Trolls, to aid in their invasion of Dragon Pass. Arkat was near death when the armies met, but summoned a council with the leaders of the land. They came, they thought, to watch him die, and to steal a portion of his soul. The spies of Gbaji went with them, and even the Inhuman King was guarded by these evil assassins rather than his usual bodyguard.

Garazaf Hyloric was a Mistress Race Heroine after her healing of Arkat that day, and the Goddess of Solace Deep Within stood guard over those who slew the foes of chaos. The Inhuman King, pragmatic as usual, joined the trolls first, but other leaders also changed sides after their enlightenment and experience of the Gbaji cult's evil.

Shortly afterwards the army of Arkat Humaktson and the Alliance of Dragon Pass marched into Dorastor and the legends of its glorious defense and terrifying fall.

This marks the end of the Dawn Ages of the world.

To favor the trolls for their aid in the fight Arkat Humaktsson gave them lordship over the lands of Esrolia, for the leaders of that land had all been killed in the war. The trolls that ruled there instituted, or continued, the worship of Argan Argar, whose cult both could find agreeable. The region was afterwards called Dark Esrolia, until the Pharaoh Came.

The leaders of Dark Esrolia never became friends with the islanders of their shore. When foreigners, a distant race who also revered Arkat Humaktson, came from the sea seeking friends they were repulsed by the islanders, who were jealous of their own ocean ancestors, and did not wish to worship the other seas. Dark Esrolia was glad to befriend the foreigners, and helped conquer the islands. And so, for a time, the dark trolls ruled the isles and peered into the depths of the sea.

They were allies of the Empire of the Middle Sea, and the trolls of Esrolia became rich and famous for it. They had time for luxury and great magics, and raised their miraculous City of Black Glass, whose appearance was as a shadow rising from the ground,

even in harshest sunlight.

The cult of Argan Argar was thrown down by the coming of the Pharaoh, and the trolls retreated to the stygian Troll Woods of the Storm Hills. In Shadows Dance they continued in strength, but had little other than occasional trade to connect them with the Troll Woods nation. Thus they remained for much of the Second Age, except for periodic invasions due to population pressures of rapidly breeding Trollkin. They occasionally were victims of some magical plot as well, but captured the souls of heroes who failed.

During the madness of the Third Council the trolls were at the front fighting against Chaos. They braved the worst of the dragon powers and skills wielded by the Empire of the Wyrms Friends. The survivors among the trolls gloried in the final plunder of the decadent Third Council as did other peoples.

When humans turned against their alien allies and began invading Dragon Pass the trolls remained aloof, save for their ever-present trollkin mercenaries, bought only by the dragonewts. Trolls from the Holy Country marched with the Pharaoh's contingent which aided the dragonewts, and healers saved the wings of a large clutch of dream dragons who were wounded and hiding in Shadows Dance. Thus, when the region was cleaned of humans and cursed to their entry the dark trolls were excluded, and could enter the lands once held by men.

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