TAKEN BY TROLLS

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Preface

I laughed a lot, writing this short adventure. I don't really know why, but it felt like the trolls came to life and became a part of the world in a way I haven't experienced before. I hope you'll like it, and for all of you who haven't played role-playing games before: don't worry, you don't have to know all the rules beforehand. Take it as it comes.

Theo – RiotMinds

✦ TAKEN BY TROLLS ✦

Taken by Trolls is an introductory adventure for those of you who have never played role-playing games before. It's simple and quick to play through, and offers a few of the most important ingredients of a role-playing game. Additionally, it lets you catch a glimpse of the official world of Trudvang.

If you have played before, the adventure may look simple, one-tracked and very short.

A seasoned game master can easily break the linear plot to make it more of a normal adventure, to give the players more freedom. Do consider, however, that if the players have never played before, it may be appropriate to keep the plot simple.

To play Taken by Trolls, all players, except for the game master, each need a player character. Before starting off, be sure that all characters are finished and ready. Please see that there is an even mix, i.e. there is someone who can fight, someone who knows the wilderness and someone to assist the others with skills and knowledge.

The adventure should take anywhere between 2 and 4 hours to complete, but don't be alarmed if it drags on, there is nothing wrong with that.

It's important that the game master has read through the material at least a couple of times before playing.

If you, the reader, is not supposed to be the game master, you should stop reading from here.

Background

Deek, Pith and Tumbler had hid themselves in the discarded hay by the pile of dung. There, nobody would notice the smell of the three trolls. In fact, it made them feel at home. They had visited the farm a couple of times before, and even if they didn't know the names of all the people who lived there, they recognized most of them. There was the King, which was what they called the master of the farm; the Cow, one of the maids; the Limp, the old man; and last, but not least, the Princess, she with the long and beautiful hair.

Magne had twelve sons, but only one daughter. She was the youngest of all her siblings, and the day she was born, everyone said that she must have been the prettiest baby girl born in all of Eiland. Magne was mighty proud and when farmers came from places far and wide to see her beauty, they said that she must have elf blood in her veins. Her hair grew thick and full, and so blonde as if it was spun of gold. Wherever she went, her hair shone like a crown. Her father knew that a beauty like her would be easy to marry off, and before she had seen ten apple-falls, the farm had been visited by many suitors, asking for her hand. Her name was Sola, but to Magne, she had always been the Princess.

Deek, Pith and Tumbler are three grey trolls, chased from their burrow after a falling out with the troll king Cobblering. For almost a year, they have drifted around the outskirts of the human farms, stealing what they can to survive. They've been caught a few times and got chased off; once, they got into a fight, but that was the only time. Eventually, the trolls found themselves at Barefield, Magne's farm, and quickly understood that they had struck gold. As they lay in the dung pile, they had heard one of the men (the one they would later call the King) speaking to a little girl. The man had called her Princess, and the trolls realised that they were dealing with a real, human princess, in the flesh. To be absolutely certain, they came back to the farm several times. Cobblering, the troll king who had chased them off, had a son who would soon need a wife, and what better wife than a real, proper human princess! Deek, Pith and Tumbler were absolutely certain that Cobblering would let them back in their burrow if they brought a princess for his son.

They were meticulous in their planning, that is, as meticulous as trolls can be. A few times, they had seen the Princess wander off on her own to a meadow not far from Barefield. Patiently, they waited for her to go there once more. On at least two occasions, neither of them were particularly good with maths, they had been forced to abort their plans. They had even caught a fawn to put in the meadow once they'd captured the girl, since Deek had pointed out that it would probably make the King feel a little better. Maybe, he would fall in love with the fawn and maybe, that would make him forget about his daughter. Tumbler had said that even though it might work, it would rather be because the King was feeling peckish. Pith, the sceptic, thought they'd be better off eating the fawn themselves. As Pith had voiced his opinion, all three agreed that Pith's was the best idea, and Deek cooked a delicious stew.

Eventually, they had managed to kidnap the Princess.

Chapter 1

✦ AND SO IT BEGINS ✦

As the adventure begins, the characters find themselves at Jukashearth, a farm owned by Magne's cousin, Kraltjan Bite. They're there to help Kraltjan with the harvest and to earn some coin before they move on. The time at the farm is drawing to an end, as the characters are making ready to move for the town of Grimpenny, Kraltjan asks if they would mind doing him a favor.

He has goods he heeds delivered to his cousin Magne. Barefield, Magne's farm, lies two days north on foot, at a brisk pace. Kraltjan says the detour might lose them a few days, but he's willing to pay them three pieces of silver each to deliver the cart of goods to his cousin. He also points out that he regrettably cannot offer any of his men, as they're waiting for Magne's hirdmen to arrive any day now to join them on their way to the thing. Since they will have a small feast before going to the thing, he cannot offer any thralls either.

Should they accept the mission, Kraltjan proposes they leave as soon as possible, as there is no time to lose. The next morning, Kraltjan's thralls have loaded a horse-drawn cart with barrels and crates.

The last few days, Magne's farm has seen a lot of activity. In ten days, a thing will be held outside Grimpenny, and all men of the shield-jarls are expected to come to show which side they stand on, and to support their shield-jarl on important matters. Magne and his family have stood on the side of House Laudabrot for many generations, who in turn support the shield-jarl Wulfgart Shordrot of Saaga. Bodvarr Bjarki, one of Eiland's most famous warriors, belongs to House Laudabrot and serves in Wulfgart's personal hird. Furthermore, Bodvarr's brother, Hrolfi Kraki, is married to Shordrot's eldest daughter, tying the families even closer.

Magne has sent his entire hird to the thing in advance, to prepare their camp and assist the Laudabrots in whatever way they can. The hird is led by Durge Hrimlip, the Wildbron. The hird travels from Barefield the day before the characters are offered the mission. Magne himself has decided to wait a few more days and then take the route past the Laudabrot farm and join his retinue.

Tips to the game master:

In this episode, the game master explains to the characters where they are when the adventure begins. The more you describe the farm and those who live there, the better. Additionally, feel free to add your own details; all this information helps the players build Trudvang.

Chapter 2

✦ THE JOURNEY ✦

The trip to Barefield should take approximately two days, if the characters travel with the cart on the winding road. During the first day, they'll have a leafy forest on their east-hand side, and to the west, the landscape is hilly with ash groves and meadows with black heather.

Sometime during this day, they'll spot a large farmstead in the distance. A successful Wilderness check (Geography discipline and Land Knowledge specialty) will reveal that it is shield-jarl Ainbjorn Laudabrot's farm.

During the afternoon, the characters encounter Magne's hird on their way to Jukashearth. They travel on strong, battle-trained horses. The hird consists of eight warriors led by Durge Hrimlip. Durge is the only one in the party to not have a shaven head. A successful Knowledge check (Culture knowledge (Osthem) discipline and Lore and Legends Specialty) (modified by +5) lets the character know that those who have killed someone in battle may shave their heads. Another successful check, without modification, reveals that Wildbrons do not share this custom.

If the characters travel along the road, they will be stopped by the hird. Durge will ask who they are and what their business is. If anyone in the party looks like a scoundrel, he will become suspicious, since there have been highwaymen skulking about in the woods. If the characters say that they come from Jukashearth and are on their way to Barefield with the cart, Durge will examine the cargo. He nods and hums and says something unintelligible to one of his men, after which he lets the party be on their way and urges them to be careful. He also says that they should be able to find the hird's old campsite if they keep on going for little while. There, they ought to be safe.

A successful Shadow Arts check (Shadowing discipline and Finding and Spotting specialty) (modified by +5) is required to spot the campsite. It's a small cave in which the hird has built a fireplace and covered the floor with spruce twigs. Outside, there is a simple lean-to that can be placed cover the entrance.

If the characters fail to find the campsite, they will encounter Husk Wilde and his three siblings. Husk is a highwayman operating in the area, and when they spot the party, they will attack. Should Husk be critically wounded or if any of his siblings should die, they will retreat into the woods. Husk and his siblings will attack in the woods, as the party searches for the campsite.

The next day, the landscape changes. The forest grows thinner and the road stretches across rolling hills with smaller, concentrations of trees. Here and there, they see pillars of smoke, telling of nearby farmsteads.

Given that they haven't stopped much on the way, they will arrive at Barefield just as twilight descends. They are greeted by Magne's thrall Dirt, and upon stating their business, he will run off to fetch Magne.

Tips to the game master:

This is when the adventure really begins. The party has left the farm with a mission to deliver the goods. Same as before, the game master should describe their surroundings, what sounds and smells there are. Depending on how you want the characters to perceive the atmosphere, decide upon what weather you would like. Rain and chill create an unforgiving and forbidding atmosphere; fog creates mystery; brilliant sunshine and blue skies promise a lovely summer's day.

Chapter 3

✦ BAREFIELD ✦

Barefield is a large farm with two longhouses, a workshop, a house for the thralls, a few outhouses and a simple barn. Upon arrival, the characters notice an unusual amount of activity among the farmers. They run like headless chickens back and forth over the yard, in and out of the houses. A couple of thralls stand on a field, yelling for someone.

After some time, Magne comes up to the party. He looks worried and in despair. He has an axe in one hand and quickly asks who they are and to state their business. Before they are able to finish, Magne interjects and says:

"By the black mail of Storme, those stinking trolls have taken my daughter. What do I care of mere goods now? You look capable, you have to help me. A hundred pieces of silver to whomever tracks down those trolls and bring me back my daughter."

Magne speaks without thinking. When he has calmed down a bit, he tells them that his entire hird is on their way to the thing, and no one is left at the farm capable enough to hunt trolls and bring back his girl. He hold up his hand and shows them a few glass beads, strung to a string of dried sinew, and tells them he found it by the dung pile and that it has to be trolls. The last time anyone saw her daughter, she was picking flowers in the meadow. In the same place, some thralls found more beads of the same kind. They also found troll tracks that lead into the forest.

Magne asks again if the party would consider following the tracks and bring back the girl. He is certain the trolls took her and is willing to pay a hundred pieces of silver on her return. If they accept, he says that they should leave as soon as possible, and tells the thralls to quickly pack a few bags of food for the characters.

In the meadow, the party can see fresh tracks from large feet. A successful Wildeness check (Hunting Experience discipline and Tracker specialty) lets them know that they're dealing with a creature significantly larger than a human. A successful Knowledge check (Race Knowledge discipline and Monster lore specialty) lets them now that they are troll tracks.

Tips to the game master:

Here comes something unexpected. Magne needs help with something the players had no idea was going to happen. How will their characters react to this? Encourage the playersa to play their characters to bring life into the adventure. Magne asks them for help, but why would they? A hundred pieces of silver should be reason enough for some, but not to others. Some players might want to say no just to see what happens. This is your first challenge as the game master. An easy way would be to increase the reward; a reward big enough ought to make everyone accept. Or would it? If they still refuse, it is time to be creative. Maybe the trolls return during the night and kidnap one of the characters. Maybe Magne will lie and say that the trolls sit on a great treasure, with magical items and thousands of gold pieces just to get the party to do what he wants. The list could go on. As a last resort, the game master could simply ask the players what they would want in return. They decide, after all, what their characters do. Maybe, as the game master, you could figure something out, something that fits the narrative and still makes them accept the mission.

Chapter 4

✦ THE PURSUIT ✦

It should be easy to follow the tracks, given they keep a brisk pace and don't make longer detours. If they quicken the pace, let them feel that they are closing in. The tracks could seem fresher, they might hear distant voices, they could find a campfire still smouldering. They shouldn't catch up, however; the trolls are meant to reach their burrow.

It is completely up to the game master how many hours or days that pass between the different places in the forest. A suggestion is that it will take two days at a quick pace, three if they take it a bit easier.

If they follow the tracks, they will come across a number of places and encounters described below.

They are listed in an order that is the most suitable, but feel free to rearrange.

1. The ravine

The tracks lead straight into a dark ravine. The walls are so smooth, it is as if the mountain was cut through like butter. It is no more than a meter wide, and since the walls are angled slightly to the west, hardly any light finds its way down.

If the party enters the ravine, they will soon discover a group of small creatues, goblins, sitting on a ledge, watching them. The ledge is three meters above, and the goblins won't do anything unless the party provokes them. Their misty eyes shine in the dark. The walls behind them are covered in inscription and crude drawings. Most seem to depict trolls with large noses, others seem to be runes written in an unknown language.

The goblins live in the ravine and will only speak to the party if offered a gift, otherwise they will only observe the party and their journey through the ravine. If presented a gift and if any of the characters speak Bastjurmal, the party will learn that three large trolls passed through the ravine a few hours ago. One of them carried a human girl in a blue and white dress.

If the goblins are attacked, only four will stay and fight; the rest will flee into small crevices and holes. It's impossible for anyone human-sized to fit in the tunnels.

2. The smell of burning flesh

The smell of burning flesh fills the air around the party. If they follow the smell, they will soon hear a rumbling laughter and a giggling sound.

Further into the forest, they see the backs of two trolls. One is significantly larger than a human, the other no bigger than a dog. In front of them, a large bonfire roars over which a smaller, human-like creature is skewered and roasted.

The big troll, a mix of grey and kingstroll, calls himself Yte, and the smaller one, a forest troll, he calls Tiny-Tangle. Tiny-Tangle is a female troll, but it's hard to tell.

It's not impossible that the party jumps to conclusions and assumes that the Princess is the one being roasted.

The two trolls have no quarrel with humans, and will avoid any fighting as long as nobody tries to steal their food.

If approached, they will stand up and try to cover whatever it is they're cooking, mostly because they don't want to share. Should anyone in the party ask them what they're cooking, they will first respond that it's "nothing," and if pressed, "a piglet." In reality, they're cooking a goblin. They will only tell the truth if the party confronts them and tells them that it really doesn't look like

a piglet. The trolls are actually quite embarrassed of their dinner.

Should any fighting break out, Tiny-Tangle will be the most eager to participate. She is completely fearless, and will attempt to jump on top of one of the characters and stab them with her dagger. Yte will draw his sword, currently acting as the skewer over the fire. Upon raising it, he will realise that there is a grilled goblin on it, but save for a surprised look on his face, he won't pay it any attention. He will swing his two-handed sword nonetheless, attacking the same character as Tiny-Tangle.

3. The tracks split up

Suddenly, the tracks take off in two different directions. Some lead straight on on the path, the others trail off into the woods to the right.

The party arrives at a faecal spot. A huge pile of troll dung sits on a rock. The smell and the heavy flies buzzing around the pile makes it hard not to vomit.

Feel free to let the characters do a Situation roll with situation value 10 (modified by Psyche), if they fail, they will throw up.

4. Dwarves

The sound of pickaxes and sledgehammers against rock cuts through the forest.

At the brow of a hill, the party spots a tall rock wall towering above the trees further down. A gathering of dwarves are busy cutting open a hole in the mountainside. If there are no dwarves in the party, this may very well be the first encounter with them.

The dwarves are all of the same brotherhood, and are led by the eldest brother Nurgalinga. He will, however, introduce himself as Njordir. Nurgalinga is, like many dwarves among him, very superstitious, and is uncomfortable knowing what people who do not know him might do with his proper name.

The dwarves have just dug their way up from their underground kingdom. The hole is a new entrance to it, and they're working on making it fit a sturdy stone door. They know that this is human territory, and try to stick to their part of the forest; the last thing they want is for people to come here. Nonetheless, Nurgalinga is very forthcoming and will try to aid the party in whatever way he can. In broken Nordvrok, he can give testimony that he saw three trolls with a human girl travelling past on the path about a day ago. They kept a steady pace, didn't seem to pay the dwarves any attention, and quickly disappeared into the woods again.

5. The giant's skull

The tracks lead up to an enormous moss-covered boulder, crowned by a gnarly pine tree. The boulder rests with all its weight on the back part, which makes it possible to crawl in underneath it. In doing so, it appears that the boulder is in fact hollow, it is the skull of a giant! On the inside, the white cranium is visible, and feels like bone tissue to the touch.

The tracks lead in under the skull, and inside, the trolls appear to have camped for the night. One of them has left their knife behind. It is a simple dagger, with a handle of bone and a bronze blade. By the fireplace, a piece of Sola's dress can be found by successfully passing a Shadow Arts check (Shadowing discipline and Finding and Spotting specialty). The piece of cloth is white and blue, and made of cotton.

When the trolls were here, they started fighting. Deek and Pith cursed and yelled at Tumbler for not having the decency of relieving himself by the entrance rather than by the fireplace. Tumbler, too tired and too hungry, burst into tears that rolled down his cheeks and howled like a wolf. Sola pitied him and tore off a piece of her dress to dry his tears with. Moved, Tumbler meant to keep it but lost it as they left the camp.

When/if the party has investigated the skull, they hear someone approaching from the forest. It's woodsman Freyke Longblade. Freyke carries a hunting bow on his back and a pair of rabbits in one hand. He approaches the party and, naturally, wonders what they are doing out here.

He then invites them to join him for the evening, and if they want, he can cook rabbit stew for them to share. If the characters ask Freyke if he has seen any trolls around, he will answer that he tries his best to avoid them. However, he can tell them that when he got here last night, he saw three trolls feasting on something they'd roasted. Not wanting to alarm them, he decided to leave them in peace.

If they spend the evening with him, Freyke will tell them about the giant's skull:

"There once was a forest giant called Ruudunn..."

Freyke tells them the story of a giant that, while initially friendly with the humans in the area, once got to taste man-flesh from his brother. He became so fond of it, that eventually, men and elves that once lived in the forest banded together and slew the giant. Before he fell, however, Ruudunn placed upon the elves a curse that would cause any of them who step foot where he fell to suffer a painful death. The elves, not eager to test him, moved away from this part of the forest. Today, only the skull of the great giant remains and is a well-known landmark. Unfortunately, trolls are much more common around here than men.

The tracks lead onward to the troll's burrow.

Tips to the game master:

This time, the party gets a first taste of the forests of Trudvang. Perhaps it is time for some of them to show their mettle. Survival in the forest is not an easy task, and to do so, they have to resort to many different things. Following the tracks will take hours, days, maybe even weeks, if you're so inclined. This requires the party to make camp in suitable locations and to track the trolls, to hunt and fish, and to sneak and climb. The list could go on. As if this isn't enough, there is always the risk of combat.

It's important to fill the gaps in between these encounters with your own information. Think about how the forest changes as they get closer to the burrow. Maybe it went from being open and lush to dark and dusky. Broad-leaved trees might have disappeared to make room for conifers, the landscape may have become filled with moss-covered rocks and windthrow.

Chapter 5

THE TROLL BURROW

The burrow is the cave of troll king Cobblering. He inherited the cave and was crowned king when his father, Dirtroot the grey troll, died many a summer ago. Cobblering is king over several grey troll tribes that reside in the area, and they often visit here to get the king's advice in matters big and small.

The burrow has three entrances: one to the west, one to the south and one to the north. The tracks lead to the western entrance. The southern entrance is camouflaged and difficult to find (a successful Shadow Arts check (Shadowing discipline and Finding and Spotting specialty) is required to spot it).

1. The entrance

The tracks lead into a dark tunnel between the roots of a great tree. Initially, the tunnel leads steeply downhill, but some ten meters in it starts to even out. By the entrance, there are food scraps, crudely chopped wood and a few rags with an awful smell scattered about.

2. A deep hole

The path that leads from the entrance splits in three, but to reach any of the other paths, a rickety wooden bridge over a giant, dark hole has to be crossed. It appears bottomless, but if somebody would throw down a rock, a faint splash can be heard after a few seconds. The hole serves two purposes: part defense and part watering hole. A bucket tied to a long rope can be seen by the eastern tunnel.

3. The goblin cave

Cobblering, the troll king, sees himself as a kind and benevolent king, which is why he let a group of goblins settle in the burrow after their old home caved in, killing many of them.

The goblins live in this room. On a ledge, reached by a rickety ladder that won't hold for anyone weighing more than 50 kg, is the goblin dormitory. The ledge is a jumble of shabby furs, simple stone tools, iron hooks fastened in the ceiling, woolen blankets and the odd chicken.

There is no record of how many goblins that actually live here. One day, there seem to be more than fifty, the other, significantly fewer. It's up to the game master to decide how many goblins that are present when the party enters the room. Most will take shelter on the ledge, however, and only a handful are willing to fight if they cannot make it to the ledge in time. The goblins on the ledge will throw rocks and other smaller objects on any intruders that make their way here.

4. Outhouse and storage

One side of the room acts as the king's lavatory, the other trolls have to go outside to relieve themselves, the other side acts as storage. A leather cover hangs in front on of the southern tunnel to keep the smell from entering the throne room.

Among the rubbish on the floor, iron nails, half doors, a sword eaten away by rust, a cracked kettle and other broken items can be found, things the troll king refuses to discard. "Waste not, want not," Cobblering tells the other trolls.

5. The throne room

The throne room isn't as impressive or grand as the name implies. It certainly is one of the largest rooms in the burrow, but other than that, it has no other discerning features. By the south wall, there is a throne made of a stump, an old door as back and two rocks on either side as armrests. A worn wooden shield hangs above the throne, along with a stolen long spiked mace.

By the north wall, there is a simple table made of poles lain across two logs. Three stumps and a rock make up the chairs.

Between the throne and the table is a fire-pit with a large iron kettle. Rabbit, badger and rat make up most of the menu, but sometimes they have to make due with goblin.

Provided that the party hasn't been discovered, and Cobblering warned, he will sit sleeping in his throne. Sola, the girl, sits by the table with Roughrap, the king's son, and plays dice.

If the king has been alerted of their presence, he will have armed himself with his shield and mace, and waits in the room along with Deek, Pith and Tumbler. They will defend themselves against any intruder. Cobblering will send Deek, Pith and Tumbler to fend off the intruders while he will try to escape with Roughrap and Sola.

He can, however, be convinced to stand down by offering him a nice gift.

6. The king's bedroom

The king's bedroom is furnished with great bear pelts, on a bed of spruce twigs. By the side of the bed, there is a large chest with iron fittings and a big lock. Cobblering carries the key to it in a chain around his neck. A successful Shadow Arts check (Thievery discipline and Locks and Traps specialty), however, will open the chest without the key. It is also possible to bash it open, but all weapons with a cutting edge will have their break point lowered by 3.

- **The chest contains the following:**
- 52 silver pieces (trade value 5200)
- 6 copper pieces (trade value 6)
- Five glass beads (trade value 100/pc)
- A bronze mug with silverwork (trade value 220)
- A deer pelt (trade value 200)
- An iron short sword with bone handle, without scabbard (trade value 1000).

7. Bedroom

There are two rooms next to the king's bedroom where the other trolls sleep. The rooms are cold and dark, there are woolen blankets on the floor and one or two worn out skin rugs. Provided that no one has been alerted of the party's presence yet, there will be one troll sleeping in each room, in addition to Deek, Pith and Tumbler, unless they are with the king. If the troll king is killed by the characters, none of the trolls will fight them, but rather see them as the new kings and queens of the burrow. They will otherwise defend their king. It's for the game master to decide whether or not sleeping trolls hear any battle that might occur in the throne room.

Tips to the game master:

The characters have reached their goal, but who will willingly crawl into a troll's burrow to fetch a kidnapped girl if not the heroes of Trudvang. Even so, it is important that you, as the game master, convey the atmosphere in the burrow. Maybe, they will stumble across the gnawed bones and discarded clothes of previous intruders.

It is a crucial moment when they finally face the troll king, not only because the mission's success depends on it, but their lives do too. Regardless of how well or how poorly the players play their characters, it would be good to let them defeat the king and succeed with their mission. That you might help them a little along the way doesn't matter. There's little fun in having the entire party die the first time you play. Additionally, you won't get to see your characters develop, either. One thing is important, however, and that is to not let the players know that you may have bumped the odds in their favour. They must think that they alone defeated the troll king.

Chapter 6

✦ THE ENDING ✦

Hopefully, the party manages to track down and rescue Sola from the trolls. If they bring her back to the farm, they will receive their reward from Magne as he returns from the thing. Should they return empty handed, he will be extremely disappointed, and will blame everything on them.

He accepts no excuses and tells them that they have one day to leave his property, for they are thereby banished and will be slain if they should ever return.

Upon their success, however, he will be very happy with them and will host a feast in their honour.

Adventure Points

Depending on how well the characters succeed, they will receive different amounts of adventure points.

- 5 AP - The characters succeed in delivering the cart and the goods to Magne.
- 5 AP - The characters found Sola.
- 5 AP - The characters brought Sola back unscathed.
- 10 AP - The player played their character in a convincing manner.

What's next?

If the party proved themselves capable to Magne, there are surely a lot of things he could use their help for. Perhaps he would like to present a beautiful gift to shield-jarl Shordrot of Saaga, but wants to make sure that it reaches its destination. Perhaps he made some enemies at the thing and needs the characters' help to sort out the situation. There are plenty of loose ends to pull to toss the characters into more exciting adventures in Trudvang.

Tips to the game master:

After the adventure, feel free to talk to the players about it. Explain if there was something they overlooked, or if you thought they handled a situation in a particularly good way. Before you delve into a new adventure, give the players some time to think about how to spend their new adventure points and the money they got if they succeeded in their mission. It's also quite probable that they got away with some loot from the burrow that they might want to sell.

The time between adventures may be just as important as the adventures themselves. It is then that the players see their characters develop.

HUSK WILDE

Age: 16; **Move:** Land 2 CP per 1 m (Max 9 m due to armor); **Religion:** Gerbanis; **Initiative Base:** 0 (wearing armor); **Body Points:** 38; **Natural healing:** 3 BP/day;

Damage levels: 11-10 (0) / 11-20 (-1) / 21-29 (-3) / 30-38 (-7) / >38 (Dying)

Character Traits: Constitution +2, Intelligence -1, Strength +4

Skills: Faith SV 1; Care SV 2; Vitner Craft SV 1; Wilderness SV 3

Agility SV 4	Battle Maneuver 1 (*Ironclad 1*)
Entertainment SV 4	Music & Dancing 1 (*Singing and Playing instruments 1*)
Fighting SV 7	Armed Fighting 2 (*Bows and Slings 1, One-Handed Heavy Weapons Right hand 2, One-Handed Light Weapons Left hand 2, Shield Bearer 1*). Unarmed Fighting 1 (*Brawling 1, Wrestling 1*). Battle Experience 1 (*Armor bearer 2, Fighter 2*) .
Knowledge SV 3	Culture Knowledge - Stormlander 1. Language 1 (*Mother Tongue - Vrok 3*)
Shadow Arts SV 4	Shadowing 1 (Finding & Spotting 1)

Combat Points: Free 8 / Attacks & Parries 4 / Armed 2 (Bows & Slings 2, One-Handed Heavy w. right hand 4; One-Handed Light w. left hand 4; Shields 2) / Unarmed 1 (Brawling 2, Wrestling 2).

Other Details on Combat: +4 Melee damage, Initiative +1 (already counted in the base), can wear armors up to Heft 4 without extra penalties, -1 Heft on worn armors.

Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5+4	0	-
Hunting Bow	3	2-30 m: 1d10 (OR 10) 31-80 m: 1d10 (OR 10)/2	- 2	2/20
Bearded Axe	3	1d10 (OR 9-10)+4	- 5	8/80
Seax Dagger	4	1d10 (OR 10)+4	- 1	5/50
Medium Shield	2	1d10+4	- 2	5/50
Armor	Chain mail PV 5 / BV 50 (Heft reduced to 4 by Ironclad: -1m; -1 IM)			
Sample of Attacks	•Unarmed SV 8, SV 7 •Bearded Axe SV 11 and Shield SV 9 •Hunting Bow SV 16			

HUSK'S SIBLINGS

Age: 18; **Move:** Land 2 CP per 1 m (Max 11 m); **Religion:** Gerbanis; **Initiative Base:** +1; **Body Points:** 32; **Natural healing:** 1 BP/day

Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / >32 (Dying)

Character Traits: Charisma -2, Dexterity +1, Perception +1

Skills: Care SV 3; Entertainment SV 2, Faith SV 1; Vitner Craft SV 1; Wilderness SV 5

Agility SV 7	Body Control 1 (*Jumping, Climbing and Balancing 1, Swim 1*). Battle Maneuver 1 (*Evade 2*)
Fighting SV 7	Armed Fighting 1 (*One-Handed Light Weapons Right hand 3*)
Knowledge SV 4	Language 1 (*Mother Tongue - Vrok 3*). Culture Knowledge - Stormlander 1.
Shadow Arts SV 7	Shadowing 1 (*Exploring 2, Camouflage and Hiding 3, Walking in Shadows 1*). Thievery 1 (*Stealing 2, Thief Signs 1*).

Combat Points: Free 7 / Armed 1 (One-Handed Light W. right hand 6).

Other Details on Combat: Evade SV 10, Initiative +1 (already counted in the base).

Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5	0	-
Hand Axe	4	1d10 (OR 10)	-3	6/60
Seax Dagger	4	1d10 (OR 10)	- 1	5/50
Armor	None			
Sample of Attacks	• Unarmed SV 7 • Hand axe SV 14 • Dagger SV 5, SV 5, SV 4			

STATS: GOBLIN

Type: Humanoid; **Age:** 15, Max 30; **Size:** 1/2; **Movement:** Land 2 CP per 1 m (Max 7 m, 6 m if wearing armor); **Initiative (Base):** +3 (+2 if wearing armor); **Fear Factor:** 1d5.

Body Points: 11–16
Damage Levels (for 13 BP): 1-4 (0) / 5-7 (-1) / 8-10 (-3) / 11-13 (-7) / >13 (Dying)

Character Traits: Dexterity +2, Intelligence -4, Strength -2

Feats: Camouflage, Spiderlegs, Sunlight Weakness, Superstitious, Night's Sight.

Weapons:	**Damage:**	**Initiative:**
Unarmed	1d3	+3
One-Handed Light Weapons	1d10	-1 – -3
Armor: Leather	PV 2 / BV 20	-1

Combat Points: Free 8 / Armed 1 (One-Handed Light Weapons 4) / Unarmed 1 (Brawling 4).

Samples of Attacks: 2 actions per 1 round

Bite/Claws SV 8 SV 5
Weapon SV 8, SV 5

Skills: Care SV 5, Entertainment SV 3, Faith 1, Vitner Craft SV1

Agility SV 9	Body Control 2 (*Jump, Climb and Balancing 4*)
Fighting SV 7	Armed Fighting 1 (*One-Handed Light Weapons 2*); Battle Experience 1 (*Armor Bearer 1*); Unarmed Fighting 1 (B*rawling 2*)
Knowledge SV 3	Language 1 (*Mother Tongue (Bastjumal) 3*)
Shadow Arts SV 7	Shadowing 1 (*Camouflage and Hiding 3*)
Wilderness SV 7	Hunting Experience 1 (*Hunting and Fishing 2*); Survival 1 (*Terrain Experience (Mountain) 2*)

STATS: TINY TANGLE - FOREST TROLL

Type: Humanoid; **Age:** 20, Max 50; **Size:** 1/2; **Movement:** Land 2 CP per 1 m (Max 20 m, 19 m if wearing armor); **Natural Armor:** 1; **Religion:** Haminges; **Initiative (Base):** +3 (+2 if wearing armor); **Fear Factor:** 1d5.

Body Points: 20
Damage Levels:: 1-5 (0) / 6-10 (-1) / 11-15 (-3) / 16-20 (-7) / >20 (Dying)

Character Traits: Dexterity +2, Intelligence -4

Feats: Fearless, Mud Camouflage, Night's Sight.

Weapons:	**Damage:**	**Initiative:**
Bite/Claws	1d5	0
Hunting bow	1d10	-2
One-Handed Light Weapons	1d10	-1 – - 3
Armor: Leather Armor	PV 2 / BV 20	-1

Combat Points: Free 8 / Attacks & Parries 2 / Armed 1 (Bows & Slings 4, One-Handed Light Weapons 4, Shields 4) / Unarmed 1 (Brawling 4, Wrestling 4).

Samples of Attacks: 2 actions per 1 round

Bite/Claws SV 9, SV 6
Weapon SV 9, SV 6
Weapon SV 8, SV 5, (Shield 6)

Skills: Care SV 5, Entertainment SV 3, Faith 2, Shadow Arts SV 7, Vitner Craft SV1.

Agility SV 9	Battle Maneuver 1 (*Evade 3*); Body Control 2 (*Jump, Climb and Balancing 4*); Horsemanship 1 (*Riding 3*)
Fighting SV 7	Armed Fighting 1 (*Bows and Slings 2; One-Handed Light Weapons 2; Shield Bearer 2*); Battle Experience 1 (*Armor Bearer 1; Fighter 1*); Unarmed Fighting 1 (*Brawling 2; Wrestling 2*)
Knowledge SV 3	Language 1 (*Mother Tongue (Bastjumal) 3*)
Shadow Arts SV 7	Shadowing 2 (*Camouflage and Hiding 3*)
Wilderness SV 7	Hunting Experience 1 (*Hunting and Fishing 2*)

STATS: YTE, COBBLERING AND THE OTHER GREY TROLLS

Type: Humanoid; **Age:** 25, Max 60; **Size:** 1,5t; **Movement:** Land 2 CP per 1,5 m (Max 15 m, 14 m if wearing armor); **Natural Armor:** 1; **Religion:** Haminges; **Initiative (Base):** +1 (0 if wearing armor); **Fear Factor:** 1d10.		
Body Points: 41–53 **Damage Levels (for 47 BP):** 1-12 (0) / 13-24 (-1) / 25-36 (-3) / 37-47 (-7) / >47 (Dying)		
Character Traits: Constitution +1, Intelligence -2, Strength +4		
Feats: Night's Sight, Plaguebearers.		
Weapons:	**Damage:**	**Initiative:**
Unarmed	1d10 + 4	0
One-Handed Heavy Weapons	2d10 (OR 9-10) + 4	-4 – -6
One-Handed Light Weapons	1d10 (OR 9-10) + 4	-1 – -3
Two-Handed Weapons	2d10 (OR 8-10) + 4	-5 – -7
Armor: Metal-reinforced Leather	PV 4 / BV 40	-1
Combat Points: Free 8 / Attacks & Parries 4 / Armed 3 (One-Handed Light weapons 6, One-Handed Heavy weapons 6, Shields 4, Two-Handed weapons 4) / Unarmed 1 (Brawling 4).		
Samples of Attacks:	3 actions per 1 round[1] 2 actions per 1 round2	
[1]One-Handed Weapons SV 8, SV 7, SV 6 [1]One-Handed Weapons SV 7, SV 6, SV 5; (Shield SV 7) [2]One-Handed Weapons SV 10, SV 8; (Shield SV 7) [2]Two-Handed Weapon SV 12, SV 7		
Skills: Agility SV 9; Entertainment SV 2, Shadow Arts SV 6; Vitner Craft SV 1.		
Care SV 5	Handicraft 1 (*Hard Materials 2*, *Soft Materials 2*)	
Faith SV 5	Invoke 1 (*Noaj 1*, *Holy Tablet (..) 1*)	
Fighting SV 7	Armed Fighting 3 (*One-Handed Light Weapons 3; One-Handed Heavy Weapons 3; Shield Bearer 2; Two-Handed Weapons 2*); Battle Experience 1 (*Armor Bearer 3: Fighter 2*); Unarmed Fighting 1 (*Brawling 2*)	
Knowledge SV 5	Language 1 (*Mother Tongue (Bastjumal) 3*)	
Wilderness SV 7	Geography 1; Nature Knowledge 1; Survival 2	

Plaguebearer

Trolls live a primitive and filthy life, which means that they may carry many diseases. Anyone who gets within 2 meters of a troll that carries a plague must make a situation roll with a situation value of 7 (Constitution modifiers apply). If the roll succeeds, the person is immune for a month to plagues carried by trolls. If the roll fails, the person is afflicted with one of the following effects. Roll on the table below.

PLAGUEBEARER EFFECTS

1d20	Effect
1–5	The stench from the troll sets into the clothes of the victim, which makes the person smell very bad.
6–9	The victim feels a bit woozy and has -1 on all skill values and situation values for the next hour.
10–13	The victim is afflicted with a severe cold and has -1 on all skill values and situation values for the next day.
14–16	The victim is afflicted with a heavy cold and fever for 1d6 days. During this time, they have -2 on all skill values and situation values. Their movement ability is also reduced to 2/3 of normal.
17–18	The victim is afflicted with a severe rash for 1d6 days. During this time, they have -3 on all skill values and situation values. Thereafter, they must make a new situation roll with a situation value of 7 (Constitution modifiers apply). On a failure, the duration is extended by 1d3 days with the same effect.
19–20	The victim develops 1d10 + 5 great boils on their body. Each day, 1d3 boils burst until all have burst. Each boil that bursts causes 1d3 points of damage.