

NAME—

LOOK & LIFE

STATS MOVES

persevere under duress

Serene highlight

coerce with violence; ambush someone; do battle

Brutish highlight

beguile someone

Resplendent highlight

assess a situation; fathom a soul

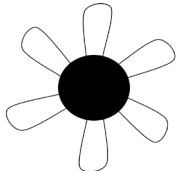
Canny highlight

invoke the unreal

Effulgent highlight

HARM

flower of mortality



GNOSIS & LEGACY

help or interfere; ending the tale

TROLLISH CULTURE

When you *intimately share culture* with someone, you may convey a secret from the dawn of the Golden Age, the time of the Those Before. This is not a secret you're consciously aware of: maybe you didn't know how important it was, or some stray details you told allowed the person you're sharing with to comprehend a mystery. You and the person you shared with may carry +1 forward to act on this information.

IMPROVEMENT

experience ○○○○⊗ >> *improve*

- ___ Remove a Legacy penalty
- ___ Remove a Legacy penalty
- ___ Remove a Legacy penalty
- ___ get +1Canny (max 0)
- ___ get +1Effulgent (max +2)
- ___ get +1Serene (max +2)
- ___ get +1Resplendent (max +2)
- ___ get a menagerie of lost creatures (detail with the Demiurge) and a private grove in which they thrive
- ___ get a new Troll move
- ___ get a new Troll move
- ___ get a new Troll move
- ___ get a new Troll move
- * choose an enclave advance (can choose this multiple times)

- ___ get +1 to any stat (max +3)
- ___ retire your character to legend
- ___ create a second character to play
- ___ learn a move that one of the Company has, if she will teach it to you
- ___ choose 3 basic moves and advance them
- ___ advance the other 3 basic moves
- ___ remove the enclave to safety (reset human antipathy) miraculously, or by ingenuity

THE TROLL

WE CALL OURSELVES: _____

THE TROLL

Trolls are a joyous, violent, intensely friendly people. Joyous in destruction, joyous in bloodshed, joyous in the wilds that you have grown and seeded since the Golden Age, and joyous in the company of good friends. You are loyal and trusting and ruthlessly savage. You have been hunted as monsters by the earliest “heroes” of humankind, slaughtered as the lands you guard become necessary to ravenous human expansion. You stand with the enclave despite your yearning for the pure wild. These are your friends, and you protect them, no matter the pain and cost.

TROLL MOVES

Choose three moves; at least one must be an *invoke the unreal* move

INVOKED THE UNREAL

○ **Fruiting body:** Your body produces a wondrous, edible substance which promulgates growth and healing. If you choose to *invoke the unreal* when serving this substance to someone, **roll+Effulgent**. If you **roll a 10+**, he may heal 2 petals on his **flower of mortality**, and has a wonderful communion with you where he comes away understanding you and trolls better. **On a 7-9**, he heals 1 petal, but he experiences a nightmarish vision of soul-scouring clarity and significance. **On a miss**, the Demiurge may choose to turn trust and companionship against you, now or in time.

○ **Garden pathways:** You may miraculously appear in or flee from a scene. In doing so, you destroy whatever was there before and leave in its place a garden of your description. Unless people prune it back, it will overwhelm whatever had been there and render the area into wilderness. **Roll+Effulgent** to travel in this way. **On a 10+**, everything goes as you wish. **On a 7-9**, it works, but you take 1-harm (ap), are disoriented, and must choose one:

- *persevere under duress* when you appear on the scene
- *leave something unwanted behind or take something unwanted with you*
- *destroy something precious, including a life*

On a miss, you still get away or appear, but the garden you create is a dark and dangerous place, tainted by your rage at this Fallen Age. The Demiurge may choose to indicate other consequences as well. **You must tell the Demiurge:** How can people ward a place from your being able to enter or escape it? Who knows how? Is she the only one?

OTHER MOVES

○ **Boundless rejuvenation:** The spark of life within you is nearly impossible to extinguish. Unlike most people, no matter how few healthy petals on your **flower of mortality** are left, your wounds do not get worse on their own. Every time you appear in a new scene, you may heal one petal on your **flower of mortality**. When your life becomes untenable, instead, you will be restored to life after you miss a scene with a single healthy petal. **You must tell the Demiurge:** What does it take to hurt you in ways you can't recover from? Who knows how? Is he the only one?

○ **Compelling enigma:** If you present a Demiurge character with a vexing riddle or cryptic piece of information, you can change her life permanently. **Roll+Effulgent** and tell the Demiurge her "new primary impulse is to _____ and _____," as your words have changed her life. **On a 10+**, pursuit of this drive enriches her life, and she becomes a loyal ally. **On a 7-9**, the enigma becomes an obsession in her life, pushing out all else. **On a miss**, your words will become her undoing; tell the Demiurge to give her a 4-petal **flower of ruin** that withers a petal every time she appears, until she is left thoroughly broken.

○ **Complicated lineage:** One of your parents, or an ancestor, is human. Take a move from the Traitor playbook. Whenever you make a choice in character creation or choosing an improvement for your character, you may include the Traitor options among your choices.

○ **I am in your hands:** There are rewards for helping a troll in need; once per tale, when you come in confidence to a member of the Company and confess a true and desperate need, if he helps, he marks xp.

TROLL MOVES

○ **Tranquil insight of the glade:** Trolls aren't actually dim-witted and full of rage, they just perceive the world with magic, understand it in magical ways, and find civilization a constant, burning irritant. When you're in the wilderness, you are soothed, and **roll+Effulgent** instead of +Serene when **persevering under duress** and instead of +Canny to **assess a situation** or **fathom a soul**.

○ **Ubiquitous companions:** When you go to a new gathering-place of people and want to find someone you've already befriended there, **roll+Resplendent. On a 10+**, you remember her, say how you're friends, and the Demiurge will come up with the rest of the details, with the Company's help if needed. Take +1 forward for dealing with her. **On a 7-9**, you don't remember her, but she's your friend. The Demiurge will detail her, with help if needed. **On a miss**, she was your friend at some point, but she betrayed you somehow, or is about to. Choose whether or not you remember her; either way, you do not remember her betrayal. The Demiurge will detail her.

○ **Unseen sentinel:** If you hold yourself still and silent in the wilderness, you will be mistaken by any passersby for a feature of the natural landscape; **say** how you blend. If you try to move you must **persevere under duress** to stay hidden. You may also **persevere** if you try to stay hidden when in civilization, but only if you are somewhere where your body could be mistaken for landscape. You cannot move and remain unseen in a civilized place.

LIFESTYLE

Trolls don't usually need money, and as long as you get some time in the wilderness, you can satisfy all your bodily needs. If you haven't spent sufficient time since the last tale in wilderness, say so, and start the tale with 1-harm from withering and desiccation.

If you are in need of funds during play, tell the Demiurge you wish to seek remuneration for your services. You may seek such employment and gain 2-4 gold by:

- *Killing people for an affluent Demiurge character*
- *Demolishing buildings at the request of an affluent person or community*
- *Spending time stopping people from killing an affluent Demiurge character*
- *Devising some other gainful purpose your proficiencies are suited to with the Demiurge*

Assuming such is available, the kinds of things 1-gold might secure include: *a night of sumptuous delights and company; any simple piece of mundane accoutrement, a token, or weaponry which is not valuable; a tale's hire of a ruffian as a bodyguard; a few tales' hire of simple labor; the costs for reviving by a healer an unconscious person; a few tales' tribute to a protection gang or legal equivalent; a few days worth of food and water for a half dozen people; bribes, fees, and gifts sufficient to get you into almost anyone's presence.*

For more-fine or more-rare items or services, work out particular arrangements with the Demiurge.

ACCOUTREMENT, TOKENS, & NOTES

CREATING A TROLL

To create your Troll, choose name, life, look, stats, moves, accoutrement, and Gnosis.

NAME

Ausht, Bok, Breka, Duk, Fash, Ghalk, Gront, Kroom, Maug, Mek, Nog, Pok, Qot, Rasht, Rek, Tark, Sog, Suumat, Tokka, Vauk, Yaish, or Zuk; or devise your own

LIFE

Born in the Golden Age, has seen generations of humans pass, born recently

Lone survivor, one of a handful, child of a dying people, child of a scattered people

STATS

Add +1 to one of the below except Brutish; recall that the maximum value for a stat is +3.

Serene=0 Brutish+3 Resplendent=0 Canny-2 Effulgent+1

ACCOUTREMENT

You get:

- A trollish weapon:
 - Boulder (4-harm far, loud, one-use, ubiquitous)
 - Uprooted tree (3-harm hand, loud, ubiquitous)
 - Giant piece of sharpened bone (3-harm hand, bloody)
- Crude armor made of natural things (1-armor) or forged armor (2-armor); note, while wearing forged armor, you always count as in civilization
- A precious thing of beauty you're keeping alive (describe)

LOOK

Comical finery, loincloth, no clothing, painted skin, patched-together outfit, stinking furs, tattered rags, or devise your own

Compound eyes, empty eye sockets, enormous eyes, gemstone eyes, glowing eyes, green eyes, human eyes, many headed, no eyes, one eye, stone eyes, or devise your own

Bark skin, chitinous skin, dripping skin, fleshy skin, furred skin, green skin, lizard skin, rocky skin, rubbery skin, slimy skin, spongy skin, tacky skin, or devise your own

MOVES

You get all the basic moves. Choose 3 troll moves, at least one of which must be an **invoke the unreal** move.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Gnosis to 0 with someone, fill in an experience circle with pencil. When you mark the 5th, choose an improvement and erase the circles.

Each time you improve, choose one of the improvement options. Check it off; you can't choose it again.

GNOSIS

Take turns introducing your characters by name, look, and outlook. List the other characters' names as their players provide them.

Go around again. On your turn, **you must ask the first**; you may ask as many of the others as you wish, only one per other Company member:

Required: Choose a member of the Company who you fit with like a hand in a glove. Write Gnosis+3 for her.

Choose a member of the Company. Say, "I terrify you but you're my friend anyway. How can you stand to be around me?" Write Gnosis-1 for him.

Choose a member of the Company. Say, "You stopped me from smashing a puny human that was harassing the enclave. Could you make me understand why I had to stop?" Write Gnosis+1 for her if she could, Gnosis-2 if she couldn't.

Choose a member of the Company. Say, "I've destroyed something you valued in the enclave. Have you told me of your resentment over this?" Write Gnosis+2 if he has, Gnosis-2 if he hasn't.

Choose one of the Company. Say, "I trust you but you take advantage of me. Do I know it?" Write Gnosis+1 for her if you do, Gnosis-1 if you don't.

For everyone else, write Gnosis=0. You want to understand, but it's difficult.

At the end, choose one of the characters with the highest Gnosis on your sheet. Ask her which of your stats is the most interesting, and highlight it. The Demiurge will have you highlight a second stat, too.

LEGACY

Continue your turn:

If there is a Gnome, Halfling, or Traitor in the Company, take -1Legacy with him; they have civilization in their bones and it makes them unpredictable.

Legacy penalties are applied to every roll to help or interfere with someone until they are erased by an improvement.