

# Troll Lands

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Version Alpha 1.0 for the BibliOdyssey Game Design challenge. Visit <http://rpgchallenge.wordpress.com> for more details

You will need 4-6 people to play this game, coins and various six sided dice (D6) at least 5 per player. At least 6-7 should be of a different colour or shape than others, and easily identifiable – these will be Troll dice. The rest are “Normal dice”.

You will also need one glass you cannot see through per player.

Thanks to the Gabbly crew and everyone else who had taken a peek at this game and gave me their opinions. They were valued and considered.

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## In the Beginning...

*“In the beginning there was only the Sun...”*

*“Grandpa, what is the sun?”*

*The old man sighed, “I told you, don’t call me grandpa, call me by my proper title.”*

*Little Grasshopper made a face at the proud old man, but since he wanted to hear the rest of the story, he complied, “Golden Strand Weaver, what is the sun?”*

*“The Sun”, the old man intoned, “As I was getting to it, was the beginning of it all, it is one big Troll.”*

*Little Grasshopper looked up towards the sun, squinted, and gasped in awe. “One? Are you sure grandpa?”*

*“It is one, yet it is many. The Sun is no different than our home’s core. All molten lava, in it, all Trolls, (and there are as many as there are stars in the night’s sky) are as one!”*

*“So, what are stars, and what is the moon?” pried the young child.*

## On War and Death

*“My, aren’t you full of questions this morning.” The old man looked up, squinting his one good brown eye and his white-blind eye which he gave their Troll when he became his speaker.*

*“Very well, I will tell you of the Troll wars, a sad story, a lesson we and the Trolls of our land must not forget.”*

*“A very long time ago, there was another place like the land we live in. There were people there, and they lived and fished, hunted and gathered food. Just like the people of our tribe do.*

*There were also Trolls, much like ours, like the one we live upon and live at the sufferance of. But these Trolls were much more active, and sadly, they were also much more into fighting with their brethren.”*

*The old man sighed and looked into the water of a nearby brook, before he returning his one good eye to his grandson, and resumed the telling of the story.*

*“When people such as us, or animals fight, one side ends dead, and it was no different for the Trolls. The Trolls had died by the dozens, the people who lived on and around the Trolls had perished as the land itself shifted and rolled, killing both them and taking away their food sources!*

*The Trolls who did not participate in this slaughter of their own brethren had watched the dead earth, the cold mountains where no life will spring again, human, animal, spirit or Troll, and had cast the mass-grave to the sky, where it remains to remind us.*

*Remind us of the toll of death, and that you must honour the dead, and know when to stop.*

*And this, Little Grasshopper, is why we do not hunt when we are not hungry, and why we pray to the spirits of the animals for forgiveness. We live here, but we are not alone."*

*"And the stars? What about the stars?" the child asked, awe could be heard in his voice. "When a Troll is weak, and can no longer sustain its land, it goes up, to give us its light when it cannot give us life. And when the stars fall, that's when the Trolls in the sky are strong enough, and return here, to give us life, and to take life from their enemies. But carefully, because they do not wish their own brothers death, they let them go up to the night-sky in turn, as they had done before, and may do yet again."*

### **On Rise to Power; Falling**

*After an especially loud thunder coming out of a clear sky, Little Grasshopper made his way to his grandfather's tent, its flaps black and drawn down, hiding its occupant from those who did not make their way to see him.*

*Little Grasshopper did make his way to see his grandfather, and see him he did. Eyes both white and blind to the world, which meant he was communicating with the spirit world, perhaps even with their patron Troll thought the kid to himself. He sat down and waited, there was nothing else he dared to do, lest he'd interrupt the venerable Shaman.*

*The Shaman opened his eyes, eventually, and regarded his grandson, one eye still white, forever blind.*

*"So, blood of my blood, flesh of my flesh, and spirit of all my ancestors, you were troubled by the noise and wondered what it was?"*

*Little Grasshopper nodded, and for once remained quiet, listening attentively to the old man.*

*"A new Troll is being born, or rather, a new Troll is coming up from under the skin of the land, to become the land itself."*

*The little child gasped, but the older man kept talking, for it was important this knowledge was passed on.*

*"In the core of our land, as I had told you once before, the Trolls are one, in the form of lava. When a great earthquake occurs, or a new mountain of lava grows from the ground like a tree does in a child's years, or when the waves come to shore at the height of treetops, it is a sign. A sign that from the flows of molten flame a new Troll had come to shore, to be the land, to be of the land."*

*"Then why are Stupid as a Skunk and his wife leaving?"*

*"Who?" asked Golden Strand Weaver, his brow creased.*

*"Brown Oak, that's how everyone calls him."*

*“Then perhaps he’s leaving because he doesn’t appreciate being called a skunk, or being called stupid”, shaking his head, he kept talking, “No, you can stop worrying, you are not the cause.”*

*“As we have our Troll, our Troll has us. When a new Troll comes forth, there are people who go and become its tribe. Those people often don’t find their place in their original tribes, because they were always destined to go and become a new people. But, that is not always the case, some prominent leaders had also gone away when the call was made.*

*Remember, we have family amongst the other tribes, but our first allegiance is to the Troll, and if it is required of us, we will cut down those who stand in our path, be they of other tribes, be they previously of our tribe, or be they still of our tribe. We are a proud people, and we have rules, remember that, for if you will not, it may cost you your life.”*

*Looking at the child, the old man coughed and gestured towards the tent’s exit, “Off you go, to play with your children, and to bid Brown Oak farewell.”  
And as the young child left, the old man chewed on some dried meat, considering.*

\*

*He considered the time when he still had two eyes, his time as a hunter, young and lean, perfect of body, perfectly happy.  
He remembered the day the old Shaman had died, a wild boar impaling him, his guts on the ground and all over the leaves of the forest.*

*He did not want to become the tribe’s new Shaman, but in the night, as a wild cat with eyes that had burnt red came to him, he knew that he had no choice. The tribe was life - the Troll was law. It’s not that he did not want to become the Shaman. It’s not that he considered running away and joining another tribe.*

*He never did any of those things. The course was set and he knew he was to become the new Shaman. The old laws could not be flaunted. The old laws were life, and to ignore life was to invite disaster, to him and his, and once he became the new Shaman, they were all his.*

*He went outside that day, and the Tribe’s men, women and children had all followed him. He went to the place where the boar had killed the old Shaman. He knelt and smeared some still wet bloody mud on his forehead, and as he rose up he had seen the spirit cat before him.*

*He knelt again, his eyes closed, and after a time that seemed like eternity, he knew it was time to rise.*

*He rose and opened his eyes, and his was disoriented, things lacked depth. He raised his fingers to his left eye, and he knew it was blind.*

*The people began chanting, they had a new Shaman.*

## Creating your Troll – Creating your Land

Creating your Land is the same as creating your Troll. The Troll *is* the land, and it affects its make-up in the same way that its make-up affects it.

Choose from the following options, with two rules:

Your total dice are 5 (unless you have more players<sup>1</sup> and/or decided on another number).

If there are several options under one heading, you may only choose one.

### Water

This is about useable water. It is assumed the tribe has enough water to sustain itself. This is the excess amount of Water. Water dice are **Blue**.

- +1 **Blue** die: A large river or shore.
- +2 **Blue** dice: a peninsula, a large body of water, or many smaller bodies of water comprise the land.
- +3 **Blue** dice: The land is an island.



### Tectonic Activity

This is the amount of volcanic activity in the land. Lava is the chief cause of new Trolls on the surface. Lava dice are **Red**.

- +1 **Red** die: Either some rare volcano activity, a stream of lava that keeps flowing or Earthquake Weather zone.
- +2 **Red** dice, -1 **Blue** die: An active volcano.

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<sup>1</sup> For every player above 6, add another die.

### Mountains/Valleys

This is how much the land varies from being horizontal, an uneventful plain. Mountain/Valley dice are **Red**.

- +1 **Red** die: there are hills or some valleys.
- +2 **Red** dice: The land is all on hillside, or inside a shallow valley. There can also be a lone mountain and some ravines instead.
- +3 **Red** dice, -1 **Green** die: The land is situated on hills or is inside a deep valley surrounded by hills.



### Fauna

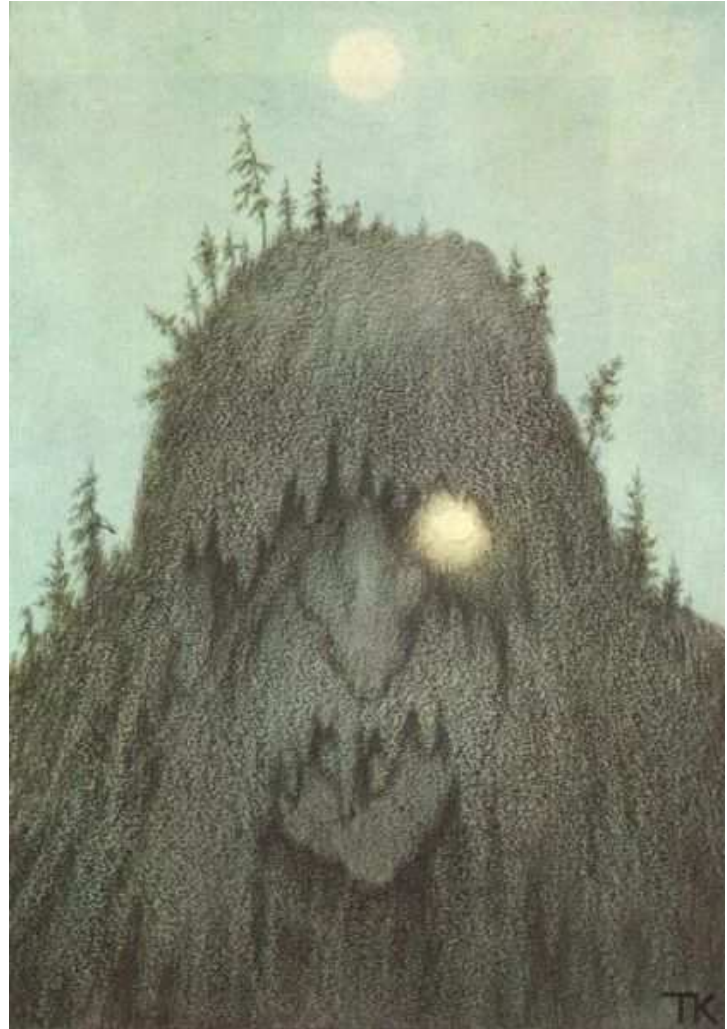
This is the amount of wildlife in the land. Including predators, avian, large game, small game, but not fish, which are covered by the “Water” entry. Fauna dice are **Green**.

- +1 **Green** die: There’s enough to live by, a small amount of large game, a large amount of small game, and a predator or two.
- +2 **Green** dice: There’re several species of small animals and a couple of species of big animals, as well as a predator and an uber predator. Or there’re few small animals, several species of large game and several predators, including uber predators.
- +3 **Green** dice: There’s a big and diverse eco-system in place, including many species of birds, small animals, large animals, predators that prey on each category, and uber predators that also prey on lesser predators.

## Flora

This is the amount of vegetation in the land comprising the Troll. Whether it is an equatorial jungle or a cold-pine tree landscape depends on the group. Flora dice are **Green**.

- +1 **Green** die: a small amount of trees, a savannah or a medium amount of bushes.
- +2 **Green** dice: a medium amount of trees or an inordinately large amount of bushes.
- +3 **Green** dice: a large forest comprises much of the land, along with mushrooms, bushes and such.



## Swamp

There's a swamp, a body of unmoving or unclear water in the land. Swamp dice are **Black**.

- +1 **Black** die: there's a small swamp, or a medium sized body of water is not clear.
- +2 **Black** dice, -1 **Blue** or **Green** die: There's a medium sized swamp in the land, or a large body of water is not clear.



## Desert

A desert is where 150 millimeters of water or less drop every year. It can be a frozen desert or one of sand and heat.

Desert dice are **Black**.

- +1 **Black** die: There's a desert at the edge of the land.
- +2 **Black** die, -1 **Green** die: There's desert across much of the land, the vegetation is stunted and used to surviving this hard terrain.



## Creating your Tribe – Allocating Important People

Once you have your Land, your Troll, you can create the Tribe. The Tribe is the basic unit of play, you do not play a Tribe, but its movers and shakers.

Each Troll/Land has 5 dice, these dice are invested in people, giving them power. That means that unless you chose to allow for more than 5 Troll dice, there can only be up to five such figures in each tribe.

These figures are what the players play during the game.

There are three groups that an important figure can belong to:

- **Leader** – These are those who shape the tribe and its future, aside from the Troll. If there is more than one, they usually rule together, complementing one another.
- **Shaman** – This is the connection between the people and the spiritual, between the people and their god, the Troll. If there is more than one Shaman, then they are a mentor and his student.
- **Hunter-Gatherer** – These are those who lead expeditions to forage for food, those who are the voice and courage of the berry gatherers, the leaders of hunting expeditions. If there is more than one, they usually compete for the adoration of their people.

There are certain limitations on which dice can be used to create which position:

- Shamans may only result from **Blue**, **Black** or **Red** dice, which represent places where one sacrifices to the gods and spirits that are all around.
- Leaders may not result from **Black** dice. They are of the people.
- Hunter-Gatherers can only result from **Green** or **Blue** dice, and only one **Black** die may be allocated to them. There is food in certain places; these people are representative of that.

## Creating the Important People

These are the figures that will show primarily in the game, either as the player's characters, or other important figures in the Tribe.

Each character has at least one Troll die. If there are more dice than players, then additional dice either go to Non Player Characters (NPCs) and/or can be used to have a character in more than one role.

Each player besides one, plays one Character. The player without any characters is the Story Teller.

Apply the following limitations for multiple-role:

- A Shaman can also be Leader.
  - A Shaman can only be a Leader if there is at least one other Leader.
- A Leader can also be Shaman or Hunter-Gatherer, but not both.
- Hunter-Gatherer can also be Leader.
  - A Hunter-Gatherer can only be the second Shaman, the trainee.

On your character sheet, there's a spot for you to place dice.

Each character has 1-3 Troll dice, which are coloured, and a differing number of normal dice, according to the following rules:

- Shamans have 5 dice. The power the Troll gives them is finite.
  - If there is one Shaman, he has 5 dice.
  - If there are two Shamans, one has 3 dice and is the mentor, and one has 2 dice and is the trainee.
  - There cannot be more than two Shamans.
- Leaders have more dice the more Leaders there are. There is more structure.
  - If there is one Leader, he has 2 dice.
  - If there are two Leaders, each has 3 Dice.
  - If there are three Leaders, each has 4 dice.
  - There cannot be more than three Leaders.
- Hunter-Gatherers have less dice each the more Hunter-Gatherers there are. There's only need for a certain amount of food, and they jockey for position amongst themselves.
  - If there is one Hunter-Gatherer, he has 5 dice.
  - If there are two Hunter-Gatherers, each has 3 dice.
  - If there are three Hunter-Gatherers, each has 2 dice.
  - There cannot be more than three Hunter-Gatherers.

It is possible there will be no people of a certain type. It is a dire situation for the Tribe, and it breaks down as follows:

- There are 3 Hunter-Gatherers or Leaders and 2 of the other group; there are no Shamans. The tribe will have serious problems when faced with supernatural situations.

- There are 3 Hunter-Gatherers and 2 Shamans; there are no Leaders. The tribe is in disarray, with the Hunter-Gatherers trying to win support while the Shamans tend to overlook the material world.
- There are 3 Leaders and 2 Shamans; there are no Hunter-Gatherers. The Tribe is very well when it comes to making sure things are getting done and when faced with supernatural situations, but lack actual force when it comes to the physical arena, as there's no one that shines there.

If a character applies for more than one position, give it all the dice that apply.

*For example: If Red-Lightning Hooves is both a Leader and Shaman, and there are two more Leaders, he has 2 Troll dice, one for him being a Shaman and one for him being a Leader, and 9 normal dice; 5 from being the sole Shaman and 4 from being one of three Leaders.*

### **Traits and Deeds**

Each character begins with one Trait or Deed per Troll die it possesses at the beginning of the game.

- Traits are things inherent to the character, physically, socially or in any other manner, like having one-eye, being the old Shaman's student, being able to woo all the girls, etc.
- Deeds are things the character had done in the past. Either successes or failures can apply. "He who hunted the Great Winter Wolf" is a proper deed, as is "I who didn't save my Family from the Fire Spirit".

Each Trait or Deed gives the player owning the character one Coin when it is applicable in game.

## Resolving Conflict – Courage and Cunning

The dice mechanic used to resolve conflicts in this game considers cunning and courage to be more important than brute force, and the mechanic used to resolve conflicts was chosen because it portrays that. It is Liar's Dice<sup>2</sup>.

### Basic Rules

Each player rolls the amount of six-sided dice he has, with dice cups used for concealment.

Each round, the players roll their dice while keeping them concealed from the other players. One player begins bidding, picking a face **2** through **6** (1 is special) and a quantity. The quantity states the player's opinion on the minimum number of the chosen face have been rolled in total on the table. A 1 is wild and counts as the stated face. In a five dice each, three player game, the lowest bid is "one **1**" and the highest bid "fifteen **6s**".

In turn, each player must either raise the bid or challenge the previous bid. Raising the bid means either increasing the quantity of the previous face or selecting any quantity with an increased face, players can increase the quantity, or increase the face, or both, but they cannot lower the quantity while increasing the face. So, a call of three **3s**, could not be followed by a call of two **4s**; it would have to be followed by -- at minimum -- three **4s** or four **3s**.

If the current player thinks the previous player's bid is wrong, he challenges it and then all dice are revealed to determine whether the bid was valid. Revealing the same number or more of the relevant face than was bid is a successful bid, in which case the previous player wins. Otherwise the challenger wins. A challenge is generally indicated by revealing one's dice.

Examples of revealed dice results for a bid of "seven **4s**":

- Success:
  - seven **4s**
  - ten **4s**
  - five **4s** and two **1s**
  - seven **1s**.
- Failure:
  - six **4s**
  - four **4s** and two **1s**
  - six **1s**.

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<sup>2</sup> Common Hand with the first variant, as shown on this page:  
[http://en.wikipedia.org/wiki/Liar%27s\\_Dice](http://en.wikipedia.org/wiki/Liar%27s_Dice)

## Special Rules

A player can exchange a coin for one more die for one round.

### Troll Level

On the Troll level, all dice are considered the same. When you begin a conflict you and the other side decide what it is for. You can decide to switch one of your dice with one of his, without a conflict.

The Trolls move once an Age, anything less than that is beneath their consciousness.

You can bid coins instead of dice, if the opposition agrees, how many coins is up to negotiation. You can fight over coins on both sides, and you can also give your opponent coins in order for him not to attack you at all!

If you decide you want to take your opponent's dice, and he wants yours, each of you then decides on a certain die (a certain colour) and conflict begins. Note that you are in a fight over touching territory, so in this way you also form the specific composition of your land.

You use the basic mechanics outlined above, where each Troll has 5 dice by default when the game begins (unless you chose for there to be more or less). When one side succeeds he gains a coin, the loser's bid die is now "Contested territory", and there are now two options:

*To the right you can see a Troll attacking another, his own land in his shape and form.*



1. The loser can choose to declare "Double or Nothing", and there's another round, with the loser still having his bid die. If the loser wins, neither gains a die. If the loser loses again, the victorious player now owns the die. In the game world, the Trolls came to life and battled with one another. The loser gains a coin when he declares "Double or Nothing."
2. The loser can choose to do nothing, in which case next turn(which is only next Age) there's another round, with him not being able to use his bid die, which puts

him at a disadvantage. If he wins from this low position though, he gains his die back and now the other side's bid die is now contested.

A Troll who is taken down to only having one Die goes to the stars, to replenish itself and its life-hosting capacity.

*To the right, you can see three Trolls; one also has an enclave in the other's territory.*



### Character Level

On the character level each character has as many normal dice to roll as he has coming from his role or roles. Additionally, he has access to one Troll die per role. Troll dice act a little differently; they only count towards your goals.

Examples of revealed dice results for a bid of "seven 4s":

- Success:
  - seven 4s
  - 6 4s and two 4s on the bidder's Troll dice.
- Failure:
  - six 4s
  - four 4s on normal dice and three 4s on Troll dice belonging to players other than the bidder.

Results of a conflict on the character level:

- If a character (or a being narrated by the Story Teller) wins in a round, its player gets one coin, and each of the losers removes one dice from its pool for the next round, or it can choose to surrender instead.

- If a player is the one who challenged a successful bid or was found out to be making a losing bid, he removes one of his normal dice forever and gains a Deed or Trait.
- If a character is brought down to zero normal dice, it has lost and must surrender. The members of the victorious side at the end of a conflict gain a Deed or Trait.
- If a character is brought down to zero normal dice permanently, it must retire and forsake its position. It gains a final Deed.

If a character other than a Shaman tries to deal with a situation pertaining to the Spiritual, they are limited to 1 normal die for each Troll die they possess, as they must rely on the power and knowledge the Troll gives them completely.

If a character other than a Leader tries to deal with a social situation, he has half his normal dice rounded down. He deals with social situations in his normal line of work, but not in the same capacity, so not all of his knowledge applies.

If a character other than a Hunter-Gatherer tries to deal with a physical situation, it depends. A Leader can roll his dice, and for each die coming up as “5” or “6” he has one die to use. This reflects on his command over the rest of the tribe-members.

A Shaman must pay a coin, and then can use all of his normal dice given by his role as a Shaman. This marks a sacrifice made to the Troll, and then the land itself comes to life in minor ways (moving vines, rushing winds, falling boulders) and to his aid.



## Creating Situation – The Meat

To create adversity and motivation for the players, the Story Teller uses coins, which he gains from several sources at the beginning of each Season:

- 1 coin per player.
- 1 coin per Troll die a player owns.
- 1 coin for every normal dice over 5 a character owns.
- 1 coin for ranks in each of the seven Troll land-type categories.

The Story Teller also gains 1 Troll die to allocate to his adversity for each of the following:

- Each Troll land trait that gives +3 dice of any one colour.
- Any ranking in Fauna or Water.
- Any ranking in Swamp or Desert.

Tribal society is highly ritualistic. It believes in doing things because that's the way they were always done, in this game, the fact the patron Troll of the Tribe actually exists puts even more emphasis on this. Tribal society is deeply resistant to change, and each obstacle that the characters face is something that stands to change the way they had always lived. The characters goal is to prevent this change from occurring.

For each obstacle, decide on the following:

- Is it social, spiritual or physical in nature, or is more than one field applicable?
- How strong is it? A weak obstacle is 1-2 dice worth, a medium one is 3-5 dice worth, and anything with over 5 dice is strong.
- Is it supernatural in origin? If so, give it Troll dice, the more Troll dice it has, the more powerful and otherworldly it is.
- How will the Tribe change if this situation is not averted?

The Story Teller can use coins in several ways:

- Every two coins spent on an obstacle will translate to one die's worth of normal dice.
- Every one coin spent on an obstacle during a conflict give it one die for one round, like with other characters.
- At the beginning of a Season, the Story Teller can take a 3"\*5" card and write a Goal on it, and also places a certain amount of coins on it. The first character to accomplish this goal gains the coins on it. Example goals can be: Kill another of my Tribe, Subdue the holy Sparrow Spirit or Be accepted as the best Leader.

Coins and Troll Dice not used by the Story Teller during a Season are lost at its end. Goals and the coins on them are kept, but are discarded once an Age ends.

Most sentient obstacles will be unwilling to consider changing their opinions in the beginning, will be agreeable to giving some ground if reduced to 75% of their dice, and will consider surrendering when reduced to 50% of their dice.

If a being with Troll dice that is not a member of another Tribe invested with his Troll's powers surrenders, put that dice in the center of the Tribe's sheet and add a Ritual to the "History of the World" sheet.

The penalty for not defeating the obstacle is directly proportional to its strength:

- For every two normal dice of the Obstacle, rounded up, it gives -2 coins to Food, Spirit or Cohesion every Season for one Generation or adds a Generation to the duration of this penalty.
- For every Troll die of the obstacle, it gives -1 coin to Food, Spirit or Cohesion every Season for one Generation or adds a Generation to the duration of the penalty.

*Example: The Story Teller wants to kick off the game with a suitably mythic feel, and decides to create an Obstacle in the form of "Spirit Snow Wolves", he gives half of his coins, 6 to the first challenge, giving the Spirit Snow Wolves 3 normal dice, and he uses 2 of his Troll dice there. This gives the challenge 5 dice total. He decides the obstacle is Spiritual, and that the Spirits are angry because no one pays them homage, and if the characters will not be able to win this challenge, the wolves will scare off the game and kill tribal members, resulting in 3 more coins needed this Seneration for Food in each and every Season.*

*Next, he decides that once the Tribe-members manage to subdue the spirits enough to talk to them, they have to convince them that this was an honest mistake. This takes his one remaining Troll die and his 6 other coins, giving the Wolves 4 dice in this obstacle, which he decides is Social in nature. Losing it means they'll badmouth the tribe, and for the next two Generations they'll need two more coins for Spirit in each and every Season.*

## Flow of the Game – Time’s Relentless Assault

You may choose to deviate from the course of time, but this is how the game goes in its default nature:

1. The game begins with the Troll rising up and fighting one another.
2. You choose a territory and build its Tribe, and then its important people, whom you’ll portray.
  - You play a Season.
  - You skip 5 years ahead, modify the important figures as necessary and account for what happened in the past 5 years.
3. After 4 Seasons pass (20 years), a Generation had passed. Introduce at least one new Important Person. Retire at least one old Important Person.
4. After 4 Generations Pass, return to stage 1 and pick another territory and Tribe.

You may choose to play all 4 Seasons of every year, or you can decide to play with the same Tribe in the new Age. Above are given the default rules.

Note, since memory is a fickle thing, and after 4 Generations(an Age), there is *no one* alive now who was alive then, the old stories change and gain a mythic proportion. Choose one story from The History of the World, make it suitably mythic while discarding details and adding new ones, and put it at the head of the new History of the World Sheet.

Additionally, choose an additional Ritual beyond the Sanctity of Life one to become a Ritual for the new Tribe. Time passes, and memes have their way of making the rounds.

*Example: There’s a Deed about how Odd-One-Eye the Shaman had seen the Trolls rise up and fight one another in his childhood. On the sheet it is written “And so it came to pass, that I, Odd-One-Eye had seen the Trolls wake up and walk the lay of the land, and on that day they did make battle with one another.”*

*In the new age, it will be mangled, and on the new sheet it is written: “And so it came to pass, that Odin One-Eye the Troll rose up from the earth and did battle for us, his people”.*

## Sheets

Troll/Land sheet:

<b>Player Name:</b> Black Dice: Blue Dice: Green Dice: Red Dice:  Contested Dice:	<b>Tribe's Name:</b> Water Level: Lava Level: Mountain/Valley Level: Flora Level: Fauna Level: Desert Level: Swamp Level:
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Tribal Sheet:

Tribe's Name:

Cohesion Coins

Captured Troll  
Dice

Food Coins

Spirit Coins

At the end of each Season, there must be 3 Cohesion coins, 4 Food coins and 2 Spirit Coins. There are three methods to meet this standard:

- At the end of each Season, each player rolls one die for every Deed and Trait he has. Every dice that comes up as "4", "5" or "6" is one coin allocated on the relevant spot (Spirit for Shamans, Cohesion for Leaders and Food for Gatherer-Hunters). Every three successes in other fields can be exchanged for one coin on the pile of your choice.

- A player may spend one of his coins to add a coin to one of the piles.
- If all the players agree, you may remove a Troll dice from the center of Sheet in order to add one coin to one of the piles. You have to keep the associated Ritual. This symbolizes you calling on the spirits for help.

Failing to meet these requirements can have a heavy toll. In the next Season, for each area missing coins, each person belonging to the relevant pile has one normal die less, to a minimum of 1 normal dice.



Ritual Description: <u>After killing an animal for sustenance, you shall pray for its spirit's forgiveness.</u> Ritual Troll Dice: <u>None.</u> Ritual Pact Makers: <u>The First Shaman and Troll.</u> Ritual's Reason: <u>The historical fight between the Trolls, and acceptance of the importance of life.</u>
Ritual Description: _____ Ritual Troll Dice: _____ Ritual Pact Makers: _____ Ritual's Reason: _____
Ritual Description: _____ Ritual Troll Dice: _____ Ritual Pact Makers: _____ Ritual's Reason: _____
Ritual Description: _____ Ritual Troll Dice: _____ Ritual Pact Makers: _____ Ritual's Reason: _____

Every Deed must be noted on the History of the World sheet, as well as any other notable events the players think should go there.

Rituals must be noted on the proper place.

- Ritual Description is what the ritualistic activity is.
- Ritual Troll Dice is the number of dice gained from this obstacle and how many of these were used.
- Ritual Pact Makers is the obstacle spirit's description/name and those of the Shamans who made it with the spirit. If there is no Shaman, then of the ones who bested it.
- Ritual's Reason covers the connection between the activity and the pact reached.

You may ask what happens if a Ritual is not upheld, but that is not an option. These Rituals are the law, and what enables human to live side by side with Trolls and spirits. Those who do not uphold them are done away with swiftly and without hesitation.