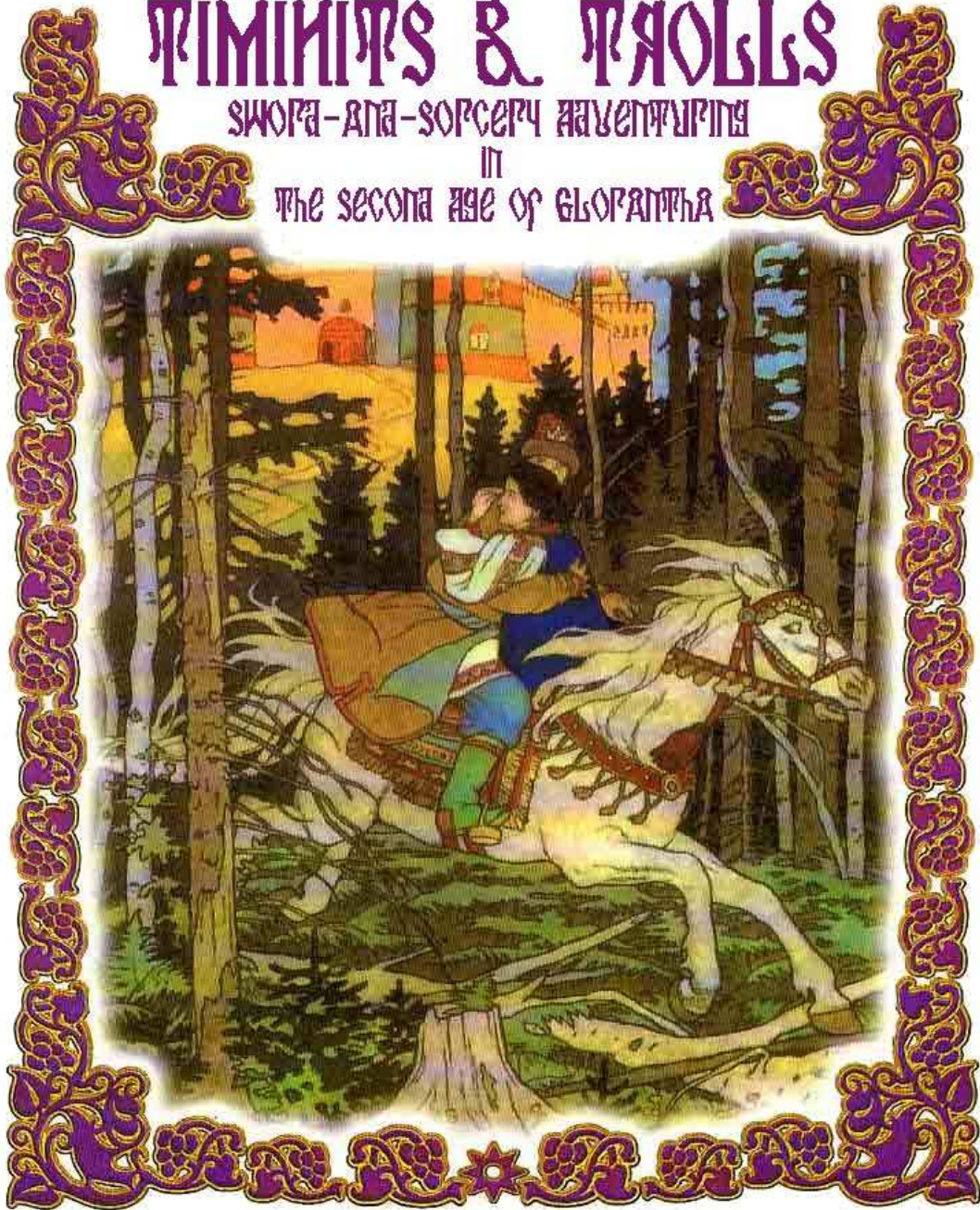


# TIMINITS & TROLLS

SWORN-AND-SORCERY ADVENTURING

III

THE SECOND AGE OF GLORANTHA



*A Labour of Love*  
by G Vacca

**Timinits & Trolls** is a homebrew old-school fantasy role-playing system designed for sword-and-sorcery adventures in the Second Age of *Glorantha*. As implied by its name, **Timinits & Trolls** is based on the classic **Tunnels & Trolls** frp game, with good measures from the 1976 'Perrin Conventions' and from the original **RuneQuest** game.

A copy of the 7<sup>th</sup> edition of **Tunnels & Trolls** is necessary to enjoy **Timinits & Trolls**.

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## I – INTRODUCTION

They call it the Imperial Age, but we call it the Forlorn Tide.

It did start well, though. The Empire was good at the time. Imperial ships took us from the barren lands of our forefathers and brought us to our new home. Imperial settlers helped us clear the woods and drain the marshes. This also drove out the wort-men who lived here before we did.

We grew and we throve on this new land of ours with rolling hills and open fields. The Imperials lived in their great towns on the shore, we lived in our steads and townlets and kept to ourselves. But soon the Empire grew wicked and slanderous. Our elders had to bow down to their aldermen; our warriors were taken far away to fight wars which weren't our wars. Many did not return. Worse of all, however, was the weightiness that the Imperial wizards took. They built their lore halls where they would grow in uncouth spellcraft-lore and dwimmer-lore, and whence fearsome gear-beings stepped out. They brought in bug-men from their home island. This was too much. We got together, swore oaths of help and brotherhood, and set upon the evil that the Empire had become. The strout was long and harsh but in the end we won.

Life is tough, though. Trade hasn't borne well our newfound asideness. The great towns on the shore yold to us but kept many of their wizards who may still plot against us. Leftovers of their eerie checkouts are still there; fearsome fiends dwell in forsaken wrecks. Yet young daredevils set out to delve into those stows. This game is about their undertakings.

### TIMELINE

475 ST: The Aldryami exterminate the last of the Lascerdans

580 ST: First human settlers (Storm Worshippers), from a very far continent north of the Ocean

Early 7th century: more human settlers (mostly Malki), from many lands of the Empire of the Land and Sea

654 ST: The Empire of the Land and Sea devastates the Elf forest of Vralos

789 ST: The coalition of Malki Cities in Umathela joins the Empire of the Land and Sea

806 ST: Establishment of the Order of Otherworld Exploration

845 ST: Formation of the God Learners' Collective

901 ST: False Gods Revolt; destruction of the Malki University of Yoranday

901-911 ST: The Pamaltelan Wars:

- Fonritan cities revolt from God Learners.
- The Duchy of Kolar (aka the "Six-Legged Empire") is annihilated by the Agimori. Its few ruins are accursed and shunned.
- A coalition of Umathelan rebels prevents Imperial ships from landing.

922 ST: Last Imperial possessions in Pamaltela are lost (i.e. find independence from the Empire)

940 ST: Jrustela sunk

942 ST: Closing scoured Fonrit coasts

943 ST: Pillars of Water rise in Kareeshtu

944 ST: Pillars of Water splash onto land, Fleet of the Dead sails

950 ST: A Jrusteli scholar publishes a book proving that the Elves of Enkloso are extinct

954 ST: just before the Closing— a fleet of Waertagi ships arrives from the sea, smashes the rest of the hated universities into gravel and pulp

955 ST: Worst of Closing over in Fonrit

955 ST: The Closing reaches Umathela and Teleos

956 ST: Closing reaches Marthino Sea

975 ST: A plague of insects ends dynasty of Errinoru (Jungle Elves)

1020 ST: Legions of Elves march from secret lairs, defeat the self-styled Lord of the World's Knowledge, ruler of Vralos and Enkloso

## II – GLORANTHAN DELVERS

### CHARACTERISTICS

Since *Timinits & Trolls* is about adventurers (they call them *delvers* in Umathela), the game rules will be centred on the numerical *characteristics* that define the player characters. Each characteristic is actually a blanket term covering any skills the delver may have in the particular field evoked by the name of the characteristic.

Starting delvers have characteristics in the 3-18 range because they are rolled on 3D6. Lucky players may have a higher starting value, though (see CHARACTER GENERATION below).

All Umathelan delvers are human. Non-human characters' characteristics can be deduced from the creature descriptions in the CREATURES section (q.v.).

The ten characteristics are:

1. Strength (STR)
2. Constitution (CON)
3. Intelligence (INT)
4. Power (POW)
5. Dexterity (DEX)
6. Charisma (CHR)
7. Knowledge (KNW)
8. Perception (PER)
9. Speed (SPD)
10. Luck (LK)

**STR** covers any skills that involve the exertion of brute force, like swinging an axe, forcing open a closed door, lifting a heavy object...

**CON** covers any skills related to resisting physical attacks, wounds, illnesses, poison, and to recovering from the same.

**INT** covers skills related to innate intelligence (as opposed to learning) such as reasoning, memorising, solving riddles or puzzles, and playing clever games such as chess.

**POW** is the measure of how attuned the delver is with the dwimmer-craft that the magical world of Glorantha is infused with. POW is different from the other characteristics insofar as it does not correspond to a set of skills but rather to a pool of 'points' used to fuel spells.

**DEX** covers any skills that involve physical agility, eye-hand co-ordination, and more generally precision, meaning most manual skills at the end of the day.

**CHR** covers all inter-personal skills, such as commanding, seducing, cajoling...

**KNW** covers skills related to learning and education, and more generally intellectual skills that are not innate.

**PER** covers any skills related to awareness to one's environment and to the five senses.

**SPD** despite its name is not physical speed (as in running) but reflexive speed: this characteristic covers initiative, resisting being surprised, etc.

**LK** covers any skills not covered by the other characteristics.

Something that must be kept in mind is that the player is free to choose between several applicable characteristics for a given skill roll (see SKILL ROLLS below).

*Delh the Delver is introduced to a high chieftain, and he's looking for the right words to say to please him – the player is free to make either a CHR or a KNW roll.*

#### ***Losing Characteristic Points***

Over the course of their adventures, delvers may lose characteristic points; mostly CON (through combat) and POW (by casting spells).

Should he lose STR characteristic points and reach 0, then a delver passes out. Any further STR characteristic point lost is taken off his CON.

Should he lose CON characteristic points and reach 0, then a delver is in a coma. Any further CON characteristic point lost counts towards negative CON. When the CON reaches -10, the delver is dead.

#### ***Recovering Characteristic Points***

Characteristic points (except CON) are regained at the rate of 1 characteristic point per 10 minutes spent in non-strenuous activity; this typically means nothing more taxing than walking.

Damage to CON characteristic points is recovered at the rate of 1 characteristic point per day of absolute rest (unless magic is used to speed the healing process). This mostly means that CON characteristic points may only be regained between adventures.

Monsters recover lost Monster Rating points at the rate of 1 MR point per 10 minutes spent in non-strenuous activity.

### **Increasing Characteristics**

Increasing a characteristic by +1 costs 10 times the current characteristic rating in Adventure Points.

*Delh the Delver has a KNW rating of 8. Bringing it up to 9 would cost him 80 Adventure Points.*

POW can only be increased by Acolytes, Alchemists, Priests, Specialist Mages, Templars, and Wizards. Delvers from other character class cannot increase their POW.

## HEIGHT AND WEIGHT

### **Height and Weight**

The player can either choose them, or roll 3D6 and consult the table below:

<i>Roll</i>	<i>Height</i>	<i>Weight</i>
3	1.22m	34kg
4	1.30m	41kg
5	1.35m	48kg
6	1.42m	54kg
7	1.47m	61kg
8	1.55m	68kg
9	1.60m	73kg
10	1.68m	77kg
11	1.73m	82kg
12	1.80m	86kg
13	1.85m	91kg
14	1.93m	102kg
15	1.98m	113kg
16	2.06m	127kg
17	2.11m	141kg
18	2.18m	159kg

### **Weight Possible**

This is 100 times STR. It measures how many 'weight units' a delver can haul around (20 weight units correspond to 1kg).

## STARTING AGE

The starting age for human delvers is 10+3D6 years.

## COMBAT ADDS

Combat Adds for delvers are computed using the following characteristics: STR, DEX, SPD, LK.

Each characteristic STR/DEX/SPD/LK point lower than 9 yields -1.

Each characteristic STR/DEX/SPD/LK point higher than 12 yields +1.

## MONEY AND EQUIPMENT

A character just beginning a career as a delver won't have many possessions. Umathings are expected to come with the equipment that befits their character class. City-dwellers have a certain amount of money that they can use to buy their starting equipment.

### **Starting Possessions for Umathings**

## CLOTHING

Tunic  
Breeches/kilt  
Sandals/boots  
Underwear (usually loin cloth)  
Warm cloak/coat  
Headgear/hat/cap

## EQUIPMENT

Belt knife  
Fire making gear  
Snares  
Drinking skin  
Basic camp gear  
Torches

### **Starting Money for City-Dwellers**

<i>D100</i>	<i>Background</i>	<i>Money</i>
01-25	Umathing Townsman	D100 guilders
26-60	Malki Townsman	2D100 guilders
61-85	Transient Umathing	D100 guilders
86-95	Poor Noble	5D100 guilders
96-99	Rich Noble	10D100 guilders
00	Very Rich Noble	20D100 guilders

## CHARACTER LEVEL

A delver's Level is a measure of how good his skills are. A delver rises in level because his skills have improved, and not the other way round as in some other role-playing games...

A delver's Level is computed by looking at his highest Primary Characteristic (which depends on his *archetype*, see CHARACTER GENERATION below). If this value falls within the ranges shown below for a given Character Level, then the delver is considered to be of that Character Level.

<i>Highest Primary Characteristic</i>	<i>Character Level</i>
1-19	1
20-29	2
30-39	3
40-49	4
etc.	

Thus for a Jack-of-all-trades to rise to Character Level 2 at least one of his DEX, INT, POW, LK must be between 20 and 29.

If a player character starts play by having a characteristic already in that range (which may actually happen thanks to the open-ended characteristic roll at character generation), then he is already a 2<sup>nd</sup> level character.

### **Level Benefits**

#### *Skill Roll Bonus*

A delver always adds his level on skill rolls on one of his Primary Characteristics.

*Delh the Delver is a 1st level Jack-of-all-trades: he may add +1 to all his skill rolls on INT, POW, DEX, and LK.*

#### *Talent Increases*

Every time a character raises a Primary Characteristic by +1, then all Talents based on that given characteristic also increase by an amount equal to the character's level.

*Al the Alchemist has DEX 12; it is the base characteristic for his Alchemy Talent of 15. Al has gradually increased his KNW to 30 and is thus now a 3rd level Alchemist. Al spends 120 Adventure Points to bring up his DEX to 13. His Alchemy Talent (based on DEX) is also automatically brought up to 15+3=18.*

#### *New Talent*

Every time a character goes up a level, he can pick up a new Talent.

## CHARACTER GENERATION

First and foremost, the player rolls 3D6 for each of the ten characteristics, in the 1 to 10 order outlined above. *Should the player roll any triples, he keeps the value, re-rolls the dice, and adds the second value to the first one. This is open-ended, i.e., if the second roll is also a triple, it calls for a third roll, etc.*

The next step is choosing the character's *archetype*. This choice is restricted by the character's cultural/ethnic background, and must hence be discussed with the game master.

There are *broad* archetypes, and *narrow* archetypes.

Broad archetypes correspond to well-known character archetypes found in fantasy fiction. They have a set of talents easy to grasp, and are thus suggested for novice players or for those unfamiliar with Glorantha. The following broad archetypes are available for ***Timinits & Trolls***: Jack-of-all-trades, Journeyman, Soldier, and Wizard.

Narrow archetypes correspond to character types with much more specialised talents, and are thus suggested for more experienced players. The following narrow archetypes are available for ***Timinits & Trolls***: Alchemist, Herbalist, Minstrel, Sage, and Thief. Both the game master and the players may devise yet other narrow archetypes, using the already existing ones as models. The nine archetypes presented herewith should suffice, however, for any Second-Age Umathelan player character; shamans are NPCs only (and described under Spirit Magic), and other archetype should be easily inferred from the already existing ones, e.g., a weaponthane/housecarl is a Jack-of-all-trades specialised in combat-related Talents, an artificer is a Journeyman with Technology as his main Talent, etc.

The game is set in the world of Glorantha, which has a very rich and detailed array of cultures and organisations. As a consequence, the choice of the character's archetype will also dictate what choice the player character will have in terms of organisation membership. Some player characters will already be members of a given organisation at character generation; some others will strive during their adventures to grow in their skills so as to be able to become members of a cult.

### ***Jack-of-all-trades***

The "Jack-of-all-trades" archetype corresponds to the typical Gloranthan delver, more so for Umathings. Jacks-of-all-trades are good in several fields, without excelling in any particular one.

*Background:*

Any.

*Requisites:*

None.

*Primary characteristics:*

INT, POW, DEX, LK.

*Talents:*

- Choose any five starting Talents.

*Combat:*

Jacks-of-all-trades get their normal combat adds.

Jacks-of-all-trades can use any weapon.

*Magic:*

Jacks-of-all-trades may cast Hedge Magic spells normally.

*Organisation:*

Jacks-of-all-trades do not belong to any organisation. They can join a Cult later on in the course of the game.

### ***Journeyman***

Journeyman are what populate the lands of Umathela: butchers, hunters, traders, smiths... A journeyman moves from one town to another to gain experience of different workshops, hence the incentive for adventuring.

*Background:*

Any, but mostly city- and town-dwellers.

*Requisites:*

None.

*Primary characteristics:*

STR, CON, CHR, LK.

*Talents:*

- Choose a craftsmanship Talent such as "animal handling", "silversmithing", but roll 2D instead of 1D. Doubles add and roll over. Alternatively, roll 1D6+6, but in this case a double 6 won't allow to add and roll over.
- Choose three other starting Talents.

*Combat:*

Journeyman only get half of the calculated combat adds.

*Magic:*

Should a Journeyman ever learn Hedge Magic, his skill rolls will always have to be the *double* of the expected spell level.

*Organisation:*

Journeymen do not belong to any organisation. They can join a Cult later on in the course of the game.

**Soldier**

Soldiers are always of Malki extraction. Malki are Westerners who worship the Invisible God and whose society is divided in castes. Soldiers are one of these castes; they have been trained to the use of arms and armour since their childhood.

*Background:*

Malki.

*Requisites:*

None.

*Primary characteristics:*

STR, DEX, SPD, LK.

*Talents:*

- Choose a single starting Talent.

*Combat:*

Soldiers get their normal combat adds, *+1 per level*.

Soldiers can use any weapon.

Soldiers *double* the armour points of any armour and shield worn.

*Magic:*

Soldiers don't use Magic.

*Organisation:*

Soldiers belong to the Malki Soldier caste. They cannot join any Cult.

*Templar:*

Templars are élite Malki soldiers devoted to protecting the presence of the Malki peoples in Pamaltela. Any righteous Soldier who has shown absolute devotion to Malkion, who has undertaken vows of celibacy and poverty, and who has severed all ties to the world but to the Order of the Temple may qualify for membership.

Templars are taught the following Wizardry spells, each upon reaching the indicated level:

- Vorpall Blade at character creation
- Poor Baby upon reaching Level 2
- Healing Feeling upon reaching Level 3
- Too-Bad Toxin upon reaching Level 4
- Zapp Armour upon reaching Level 8

**Wizard**

Wizards are necessarily from the Malki peoples, Westerners who worship the Invisible God and whose society is divided in castes. Wizards are one of these castes; they have been trained in casting Wizardry spells since their childhood. Some Wizards specialise in a single school of Wizardry; they are called Specialist Mages.

God Learners also train some of their members to become Wizards. Although the God Learner cult originated in the West, they have less stringent caste requirements than their brethren.

*Background:*

Malki.

*Requisites:*

INT & DEX must be equal to or larger than 10.

*Primary characteristics:*

INT, POW, DEX, CHR.

*Talents:*

- Choose a single starting Talent.

*Combat:*

Wizards get their normal combat adds – but see below what happens when a Wizard uses a “wrong” weapon.

Wizards are limited to *using weapons whose base damage is less than 3D6*. If they wield any other weapon, it will only deal 2D6 of damage, and they will lose their combat adds. They will also be so distracted that they won't be able to cast any spell.

*Magic:*

A starting Wizard knows all 1<sup>st</sup> level Wizardry spells. Spells beyond that level must be purchased from the Wizards' Guild or discovered whilst adventuring.

A Wizard casts spells of a level lower than his at a reduced cost. The reduction in cost is equal to the level difference, e.g., a 4<sup>th</sup> level Wizard may cast a 2<sup>nd</sup> level spell with a reduction of 2 points of POW.

Wizards do not use Hedge Magic.

*Specialist Mage:*

These are very specialised Wizards. They cast spells of their chosen specialisation school at half cost, but can't cast any spells of the other schools.

*Organisation:*

Wizards belong to the Malki Wizard caste. They cannot join any Cult.

### **Alchemist**

Alchemists are city-based specialists who have been trained in Wizardry but with less emphasis on adventuring and propagation of the faith than fellow God Learners or Wizards. Alchemists operate within the Alchemists' Guild of Umathela. The guild makes sure that its members charge the expected price for their services, and that the secrets of alchemical skills are never revealed.

*Background:*

Usually Malki.

*Requisites:*

INT must be equal to or larger than 12.

*Primary characteristics:*

INT, POW, DEX, KNW.

*Talents:*

- Alchemy (DEX or INT)

*Combat:*

Alchemists get their normal combat adds – but see below what happens when an Alchemist uses a “wrong” weapon.

Alchemists are limited to *using weapons whose base damage is less than 3D6*. If they wield any other weapon, it will only deal 2D6 of damage, and they will lose their combat adds.

*Magic:*

A starting Alchemist knows *five* 1<sup>st</sup> level Wizardry spells. Any other 1<sup>st</sup> level spell, and any spell beyond that level must be purchased from the Alchemists' Guild or discovered whilst adventuring.

The cost reduction at higher levels is the same as for Wizards (q.v.). Alchemists do not “cast” spells like Wizards do – they imbue their potions with the dwimmer-craft of the spell and store them for later use.

Alchemists are taught how to prepare the following potion types:

#### 1. Acid

A Level One skill roll produces an acid inflicting 2D6 hits; costs 5 POW. Ingredient cost per dose: 5 guilders.

A Level Two skill roll produces an acid inflicting 4D6 hits; costs 10 POW. Ingredient cost per dose: 10 guilders.

A Level Three skill roll produces an acid inflicting 6D6 hits; costs 15 POW. Ingredient cost per dose: 15 guilders. This is the strongest acid that can be made.

#### 2. Antidotes

Antidotes are specific to a given substance that must be counteracted. Antidotes last for two hours after having been taken.

An antidote that has been made under a skill roll of a given level will counteract a substance of that same level. So a specific Level Four antidote would counteract all but 1 level of the appropriate Level Five poison.

POW & ingredient cost per dose: as cost of countered agent.

#### 3. Blade Venom

This is a special type of poison, made for use on a weapon. To negate the effect of blade venom, an antidote must already have been taken.

Blade venom must carefully be applied, i.e., before combat takes place and not during it. One dose of blade venom will coat 5 arrows, 2 spear points, or 1 sword or axe blade. Blade venom is a highly volatile liquid and will have lost its potency by the end of 3 combat rounds (appr. 6 minutes).

A Level One skill roll produces blade venom subtracting combat adds from the target equal to half the number of hits taken; costs 10 POW. Ingredient cost per dose: 10 guilders.

A Level Two skill roll produces blade venom subtracting combat adds from the target equal to the number of hits taken; costs 20 POW. Ingredient cost per dose: 20 guilders.

A Level Three skill roll produces blade venom subtracting combat adds from the target equal to twice the number of hits taken; costs 40 POW. Ingredient cost per dose: 40 guilders. This is the strongest blade venom that can be made.

Note that combat adds can go negative in this way.

#### 4. Systemic Poison

This is similar to the poison found in animal stings. The effect is not immediate – on average 4 minutes after injection of the poison.

A Level One skill roll produces systemic poison that makes the target lose 1D6 points from CON; costs 4 POW. Ingredient cost per dose: 4 guilders.

A Level Two skill roll produces systemic poison that makes the target lose 2D6 points from CON; costs 8 POW. Ingredient cost per dose: 8 guilders.

A Level Three skill roll produces systemic poison that makes the target lose 3D6 points from CON; costs 12 POW. Ingredient cost per dose: 12 guilders. This is the strongest systemic poison that can be made.

#### 5. Spell Potion

When ingested, this potion allows the casting of 1 spell once in a 2-hour period. If it is not used in the 2-hour period, it is eliminated from the body and cannot be used. Use of the spell from the potion does not subtract POW from the user as the POW is already contained in the potion.

POW cost per dose: as spell x2 (once to give the desired effect, once to keep that effect in the potion).

#### 6. Power-Restoring Potion

To make this potion, an Alchemist must put in twice the number of POW points the potion will restore.

Potions spoil if left unused for more than 2 months after making.

An Alchemist may also produce substances that are not analogous to any of the known potions. The game master should determine a level of difficulty for the job, and then should ask the Alchemist to make an Alchemy skill roll at that level of difficulty.

Alchemists do not use Hedge Magic.

*Organisation:*

Alchemists are full members of the Alchemists' Guild of Umathela. They cannot join any other organisation.

### **Herbalist**

Herbalists are country-based specialists who have been trained in harvesting herbs and medicinal plants, and in preparing simples (medicaments) and apothecarial compounds.

*Background:*

Umathing.

*Requisites:*

INT must be equal to or larger than 12.

*Primary characteristics:*

INT, POW, DEX, KNW.

*Talents:*

- Herbalism (DEX or INT)

*Combat:*

Herbalists get their normal combat adds – but see below what happens when a Herbalist uses a “wrong” weapon. Herbalists are limited to *using weapons whose base damage is less than 3D6*. If they wield any other weapon, it will only deal 2D6 of damage, and they will lose their combat adds.

*Magic:*

Herbalism works like Hedge Magic (q.v.) except that Herbalists do not “cast” spells – they imbue their healing poultices and ointments with the dwimmer-craft of the spell and store them for later use.

Herbalists create poultices and ointments having exactly the same effects as Alchemists' potions, except that they are not liquids stored in vials but herb packets.

Herbalists do not have access to Wizard Magic.

*Organisation:*

Herbalists do not belong to any organisation. They can join a Cult later on in the course of the game.

### **Minstrel**

Minstrels can be literate troubadours entertaining the courts of dukes and barons in the civilised cities of the coast, travelling bands of players and minstrels earning a difficult living in the markets of Umathelan towns, or rural skalds singing spirit-raising epics when the tribe is marching to battle. Minstrels do not normally adventure in the dangerous ruins of Umathela, but many of them need the extra income brought by these scavenging forays into the unknown, and are also much sought after by delvers who cannot afford the expensive assistance of a Sage or who do not trust being accompanied by a fully-fledged Thief.

*Background:*

Any.

*Requisites:*

DEX must be equal to or larger than 12, and CHR must be equal to or larger than 14.

*Primary characteristics:*

INT, DEX, CHR, KNW.

*Talents:*

- Disguise (INT or CHR)
- Influence (CHR)
- Language (KNW or CHR) – choose one foreign language
- Tumbling (DEX)
- Umathelan Cultures (KNW)
- Umathelan Lore (KNW)

**Combat:**

Minstrels get their normal combat adds – but see below what happens when a Minstrel uses a “wrong” weapon. Minstrels are limited to *using weapons whose base damage is less than 3D6*. If they wield any other weapon, it will only deal 2D6 of damage, and they will lose their combat adds.

Exception: Minstrels may use *ranged weapons up to 4 dice*.

If a Minstrel wears too much armour (more than 3 points of protection), his Tumbling skill value is cut in half whilst so encumbered.

**Magic:**

Minstrels may cast Hedge Magic spells normally.

**Organisation:**

Minstrels do not belong to any organisation. They can join a Cult later on in the course of the game.

**Sage**

Sages can be learned men from the cities, respected scholars, or simple rural folk with vast knowledge of their tribe’s legends and lore. Sages do not normally adventure in the dangerous ruins left behind by the God Learners or the Bug-Men, but some of them simply cannot resist the urge to find old artefacts or precious tomes and join adventuring parties. Some others simply seek wealth with which to support their studies.

**Background:**

Any.

**Requisites:**

KNW must be equal to or larger than 12.

**Primary characteristics:**

DEX, CHR, KNW, LK.

**Talents:**

- Cartography (DEX)
- Evaluate (KNW or CHR)
- Influence (CHR)
- Language (KNW or CHR) – choose one foreign or ancient language
- Umathelan Cultures (KNW)
- Umathelan Lore (KNW)

**Combat:**

Sages get their normal combat adds – but see below what happens when a Sage uses a “wrong” weapon.

Sages are limited to *using weapons whose base damage is less than 3D6*. If they wield any other weapon, it will only deal 2D6 of damage, and they will lose their combat adds.

**Magic:**

Sages may cast Hedge Magic spells normally.

**Organisation:**

The sage-adventurer is an apprentice scholar. Once he is wealthy enough, he can buy his way into a scholarly Cult, such as Ropotes the Wise.

**Thief**

‘Thief’ is an umbrella term for a wide array of delvers, from honest scouts to wily cutpurses. Most Thieves operate within the Thieves’ Guild of their home town. Independent Thieves quickly learn that they aren’t welcome in civilised cities and must spend the rest of their adventuring lives in the wilderness. These bandits are then actively hunted by law enforcers and guild-affiliated Thieves alike.

**Background:**

Any.

**Requisites:**

DEX must be equal to or larger than 14.

**Primary characteristics:**

STR, INT, DEX, CHR.

**Talents:**

- Athletics (STR or DEX)
- Disguise (INT or CHR)
- Engineering (INT)
- Evade (DEX)
- Sleight (DEX)
- Stealth (DEX)

**Combat:**

Thieves get their normal combat adds – but see below what happens when a Thief uses a “large” weapon. Thieves are limited to *using weapons whose base damage is less than 4D6*. If a Thief uses too large a weapon (4 dice or more), he gets only half the rolled combat total, and he doesn't get any of his combat adds. If a Thief wears too much armour (more than 3 points of protection), his DEX rating is cut in half whilst so encumbered.

**Magic:**

Thieves may cast Hedge Magic spells normally.

**Organisation:**

Thieves are full members of the Thieves' Guild of their home town. They cannot join any other organisation. Non-affiliated Thieves constantly risk undergoing the wrath of affiliated Thieves, as noted above. Tribal scouts do not run this kind of risk as long as they keep to themselves when in town. Tribal scouts can join a Cult later on in the course of the game.

## TALENTS

'Talent' is the name given in *Timinits & Trolls* to any skill with a scope narrower than the scope of the characteristics – *remember*: in *Timinits & Trolls*, characteristics are actually sets of related skills. Talents may in turn be quite broad (like Athletics) or quite narrow (like Climb Walls). The players have an open choice as to what kind of Talents they prefer. On the one hand, Athletics will enable a delver to climb walls, jump, walk on a rope... On the other hand, the game master will certainly require a level 3 Athletics skill roll to climb a smooth surface whereas a level 1 Climb Wall skill roll will be deemed sufficient.

Since each Talent is actually a narrower set of skills, it must be based on a *single characteristic*, to which *the result of a 1D6 roll is added*.

*Delh the Delver has his Athletics Talent based on DEX. His player rolls a 4. Delh's DEX 15 plus 4 equals an Athletics Talent score of 19.*

**Sample Talents**

- Archery (DEX) – This skill replaces DEX for ranged combat.
- Bargain (CHR) – This skill is suggested for 'trader' type Journeymen. Each level of difficulty enables the Journeyman to reduce the price of an object by 10%.
- Gambling (LK) – A very useful skill in the cosmopolitan cities of the coast – less so in rural areas, where a gambler may have a taste of the very rough sense of justice of tribal Umathings.
- Swordplay (STR or DEX) – This skill is suggested for Soldiers who have trained for special manoeuvres, e.g., disarming foes, knocking them out, concentrating damage on a single opponent, etc.
- Technology (KNW) – This skill has been devised and taught by those delvers who have specialised in plundering whatever weird artefacts the Zistorites have left behind. A successful roll under Technology will enable the delver to discover how to use a Zistorite item. As always, the game master should determine the level of difficulty for the skill roll.

**Acquiring a New Talent**

Whenever a player character goes up a level, he gets to choose a new Talent.

**Improving Talents**

Improving a Talent by +1 costs the same amount of Adventure Points as improving a characteristic by +1, i.e., the skill value times 100.

*Delh the Delver has an Athletics Talent score of 19. Bringing it up to 20 would cost him 190 Adventure Points.*

Why improve a Talent? It would seem wiser to always improve characteristics (since any related Talents go up automatically with their base characteristic). Again this is a question of balancing narrower and broader skills.

## CHARACTER ADVANCEMENT

As explained above, character advancement is “bought” using Adventure Points. These are earned by delvers through adventuring (ie, they are handed out by the GM at the end of each gaming session). The GM is the sole judge of how many Adventure Points the player characters should be awarded. A good guideline is 500 times the level of a delver per gaming session.

### **Combat Round**

**Timinits & Trolls** doesn't have a hard rule for the duration of a combat round: since combat is abstracted, a Combat Round really lasts as long as necessary, ie, a few seconds if two adversaries exchange a volley, several minutes if many opponents are engaged in mêlée.

### **Order of Action**

- (1). Monster Motivation. The GM determines what his monster(s) will do in the coming combat round.
- (2). Declaration of Intent. Players declare their character's intentions for the coming round, including specific target and the nature of missile or spell. Target can be "first one to come through the door", "the last one in line", etc. Once declared, the character may follow through or abort, but not change his target or objective. But alternate targets can be chosen as a contingency plan. Players declare their character's intentions from lowest to highest DEX.
- (3). Preparation. The undertaking of something to be completed by the next combat round or at the end of the current one. Involves complicated procedures such as finding a special item in a full pack, changing dissimilar weapons, pouring oil in front of the character to make a barricade, etc. This kind of activity keeps the player character busy for the whole round and may require a Dexterity/Talent Skill Roll.
- (4). Magic, and Missile Fire from Prepared Weapons. This refers to crossbows, guns, bows, wands, spells, etc., which already have been aimed. Missile weapons can be fired at this time only if the same target was fired at previously or if the character has prepared during action No.3 of the previous round.
- (5). Movement. Again, **Timinits & Trolls** doesn't have a hard rule for mêlée movement. If a character moves within a reasonable distance (eg, attacks an opponent next to his previous opponent), it shouldn't impact combat. If the character makes a major move (change opponent, charge, stand up if he was on the ground, flee, mount ...) it is tantamount to Preparation: the character cannot do anything else until the next combat round. He may also suffer a blow or opportunity fire from an opponent, at the GM's discretion.
- (6). Mêlée Resolution.
- (7.) Magic, and Missile Fire from Unprepared Weapons. This can be done by unengaged characters that have not cast their spell or fired their missile during action No.4 of the current round.

### **Combat Resolution**

Irrespective of who aimed at whom or who engaged whom in the actions outlined in the previous section (those actions are only needed to check if any given combatant can effectively participate in the combat), each side in a combat total their hits (weapon + combat adds). The side that has rolled the smallest total take the difference as "hits", i.e., as a loss to CON characteristic points. This damage is split any way the losing side prefers.

Delh the Delver and Al the Alchemist are fighting two trollkin. Delh rolls 15, Al rolls 10, each trollkin rolls 10. The delvers' total is 25, the trollkin's 20. The trollkin take 5 hits of damage, to be split amongst the two trollkin.

### **Spite Damage**

Every "6" thrown counts as at least 1 hit of damage, irrespective of which side wins the combat. This is not in addition to the damage inflicted, it is a minimum amount.

Delh and Al roll a total of 26, with three "6"s, the trollkin 22, without any "6". The trollkin take 4 hits of damage (4 is already larger than 3). Now on the successive combat round Delh and Al roll a total of 19, with one "6", and the trollkin 24, with two "6"s. This time the delvers take 5 hits of damage, but the trollkin still take 1 hit of spite damage.

Spite damage also gets past armour and any other protection.

Using the same example as the second round of combat above— The delvers take 5 hits of damage and decide to split it as follows: 3 hits to Delh who has a 3-point armour, and 2 to Al who wears thick fur for 2 points. Theoretically the delvers shouldn't take any damage. But since the trollkin rolled two "6"s they still must take 2 hits. They decide to take 1 each.

### **Spot Rules**

**Magic v combat:** If the spells does damage, it counts as part of his side's total. If it doesn't, its effects are applied before combat (magic is faster than combat).

**Ranged combat:** The delver using the missile weapon must successfully roll under DEX or the relevant Talent to inflict damage. The game master determines the difficulty of the Skill Roll based on the distance between delver and target:

- point blank → difficulty level 1
- up to 10m → difficulty level 2
- up to 50m → difficulty level 3
- up to 100m → difficulty level 4
- up to 150m → difficulty level 5
- beyond 200m → difficulty level 6

**Surprise:** Only one side rolls the damage.

### **Coma and Death**

Whenever a delver is brought back from a coma to a positive value of HP, he or she loses one characteristic point, to be rolled (2D6) on the table below:

2	Roll Twice
3	Loss of 1 INT characteristic point
4	Loss of 1 DEX characteristic point
5	Loss of 1 STR characteristic point
6	Loss of 1 CON characteristic point
7	Loss of 1 CHR characteristic point
8	Loss of 1 SPD characteristic point
9	Loss of 1 PER characteristic point
10-11	Loss of 1 characteristic point in a characteristic chosen by the player
12	No Loss

This point loss corresponds to a *definitive loss*, and is applied to the maximum value of the characteristic; e.g., a delver has a CON of 15. He is brought down to -3 then revived to +6. The player rolls 2D6 and gets a '6' – his new CON maximum is now 14.

## SKILL ROLLS

Skill Rolls are called by the GM to solve non-combat game actions. A Skill Roll is always rolled against a characteristic, a Talent, or even the average value of two characteristics. A Skill Roll always has a difficulty level.

### **Level**

The GM assigns a level of difficulty to the Skill Roll to reflect the difficulty of the action the player character is trying to manage. The level of difficulty normally varies as per the table below, and corresponds to a target number to be attained:

Level One	routine	20
Level Two	very easy action	25
Level Three	easy action	30
Level Four	average action	35
Level Five	difficult action	40
Level Six	very difficult action	45

*Note that Level Six is not the maximum difficulty level— particularly difficult actions can have a difficulty level larger than 6.*

Whenever the skill roll is called for in a situation where the delver is confronting a foe, the GM may set the level of the skill roll by using the level of the foe (if human), or the Monster Rating divided by 10.

### **Determining Success**

The player rolls 2D6, adds his level, and adds the result to the characteristic/Talent upon which the Skill Roll is based. If the result is equal to or larger than the target number decided by the GM, the Skill Roll is successful; else it's a failure.

*Should the player roll any doubles, he keeps the value, re-rolls the dice, and adds the second value to the first one. This is open-ended, i.e., if the second roll is also a double, it calls for a third roll, etc.*

### **Fumble**

Irrespective of any mathematical success, a roll of 3 (a "1" and a "2") is always a failure.

## MONSTERS

### ***Monster Rating***

Non-important monsters are described by a single characteristic: the Monster Rating (MR), which is primarily used in combat situations: a monster fights with one-tenth of its MR (rounded up) + half its MR in combat adds.

*Ollkin the Trollkin has an MR of 46. It rolls 5D6+23 in combat.*

Hits are directly subtracted from the monster's MR. A wounded monster hence has less combat adds.

*Delh the Delver has inflicted 10 hits to poor Ollkin, who now has an MR of 36 and only rolls 5D6+18 in combat.*

The monster's MR also gives an indication of its POW: divide the MR by 10 and round up to compute the monster's POW.

## IV – EQUIPMENT

### WEAPONS

**Timinits & Trolls** is an old-school frp aimed at reliving the thrill of exploring dangerous ruins, killing the horrible monsters living therein, and returning to one's village full of loot. Weapons are thus the main equipment most delvers will be interested in.

<i>Weapon</i>	<i>STR needed</i>	<i>DEX needed</i>	<i>Damage dice + adds</i>	<i>Cost (guilders)</i>	<i>Weight (w.u.)</i>	<i>2H</i>
Axe	17	8	4	40	150	N
Axe, great	20	10	5 + 3	50	190	Y
Bow, composite	15	15	4 + 3	150	60	Y
Bow, elf	15	18	6 + 5	N/A	50	Y
Bow, self	15	15	4	50	50	Y
Broadsword	15	10	3 + 4	50	120	N
Dagger	1	4/10	2 + 1	20	16	N
Footman's lance	10	10	4	30	120	Y
Hammer, war	16	3	5 + 1	50	300	N
Hatchet	6	6	2 + 3	25	50	N
Javelin	5	7	2	35	30	N
Mace, heavy	17	3	5 + 2	40	200	Y
Maul	19	6	6 + 1	40	220	Y
Pike	15	12	6	30	100	Y
Rapier	10	14	3 + 4	100	20	N
Scimitar	10	11	4	50	100	N
Short sword	7	3	3	25	30	N
Spear, boar	13	8	4 + 2	20	100	Y
Spear, common	8	8	3 + 1	15	30	N
Spear, long	5	12	5	20	120	Y
Sword, two-handed	17	14	5 + 2	150	160	Y

### ARMOUR

After his weapon(s), armour is often a delver's best friend. Umathings are limited to chainmail. Malki may wear any armour (provided they can buy it!).

<i>Name</i>	<i>STR needed</i>	<i>Protection points</i>	<i>Cost (guilders)</i>	<i>Weight (w.u.)</i>
Banded mail	13	13	320	450
Chainmail	12	12	250	360
Cuirbouilli	8	7	170	160
Heavy Cloth	3	1	20	30
Heavy Plate	19	20	1300	700
Lamellar	13	9	200	320
Plate	16	18	460	450
Quilted	6	3	50	100
Ring Mail	14	13	435	410
Scale Mail	10	8	210	300
Soft Leather	7	5	50	75

### SHIELDS

Protection provided by a shield is on top of armour but limits the delver to 1H weapons.

<i>Name</i>	<i>STR needed</i>	<i>Protection points</i>	<i>Cost (guilders)</i>	<i>Weight (w.u.)</i>
Buckler	2	3	10	75

Pavise	14	7	130	700
Target shield	10	4	35	300
Tower shield	12	6	100	500

#### GENERAL EQUIPMENT

Prices are per Umathing markets and fairs. Prices in the countryside are higher but usually entail barter rather than the exchange of metal currency; prices are usually lower in large Malki cities, except for animals.

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Bow saw	50	30
Crowbar	120	200
Draught hog	350	N/A
Grappling hook	30	50
Lantern	12	20
Oil, flask	15	5
Rations, 1wk	35	15
Riding horse	3600	N/A
Rope (15m)	50	100
Tinderbox	4	2
Torch	¼	1
Wagon	1000	N/A
War horse	9000	N/A

Horse barding is available at a price of 10x the price of the same armour for humans (e.g., plate barding costs 4600 guilders).

## V – SPOT RULES

### HEAT

Whenever the temperature is over 40°C, the character needs a successful Level Two Skill Roll on CON every half day, or he undergoes 1D6 heat damage. If the temperature is over 45°C, then it is a Level Three Skill Roll. If the temperature is over 50°C, then the Skill Roll is needed every hour.

### FROST

Whenever the temperature is below –20°C and the character does not have warm enough clothing, he needs a successful Level Three Skill Roll on CON every 6 hours, or he undergoes 1D6 frost damage. If the temperature is below –30°C, then the Skill Roll is needed even if the character does have warm enough clothing. If the temperature is below –40°C, then the Skill Roll is needed every hour.

### FALLING DAMAGE

Falling damage is 1D6 per 3m. A successful Level Three Skill Roll on DEX reduces the damage by one die.

### FIRE DAMAGE

Walking through a large fire inflicts 1D6 of damage. If the character is crossing a particularly fiery inferno, a successful Level One Skill Roll on CON is needed not to be stunned by the smoke.

### OPPONENTS

On the spot NPCs can be created using the following table. The points listed in the right-hand column are the total of the NPC's ten characteristics.

NPC Strength	Total
Weak	60
Average	100
Good	125
Strong	250

On the spot monsters should have a MR yielding a combat total (in dice) equal to the delvers'.

## VI - MAGIC

There are four kinds of Magic in *Timinits & Trolls*: Wizard Magic, Hedge Magic, Cult Magic, and Spirit Magic. Both Wizard and Cult Magic function with spell lists. Hedge and Spirit Magic are freeform. Magic is fuelled by the delver's POW characteristic points.

### WIZARD MAGIC (OR WIZARDRY)

This is the magic system as described in the standard *Tunnels & Trolls* rules. Wizardry is sorcery. It deals in revelations offered by the Invisible God that allow practitioners to manipulate the physical nature of the universe. It allows them to bend nature rather than channel it, which means that Umathings and many other Pamaltelan cultures view sorcery with suspicion and hatred. Wizardry does not need faith or virtue or whatever, just knowledge and the requirements of the specific spell (which may impose specific taboos or requirements). If, for any reason, a delver who is not a Templar or a Wizard has access to learning Wizardry, then he must learn each level of power-up spells as a separate spell.

Casting a Wizard Magic spell requires:

- knowledge of the relevant spell,
- minimum INT and DEX,
- and a successful INT skill roll of the level of the spell being cast

If the target has a POW greater than the caster's POW, the spell doesn't take effect, but the target loses as many POW characteristic points as spent by the spell caster.

If the target has a POW less than or equal to the caster's, the spell takes effect.

### HEDGE MAGIC

As written above, Hedge Magic is freeform. Casting a Hedge Magic spell only needs the Hedge Magic talent, and a successful Hedge Magic skill roll.

Use the following guidelines for the spells:

Effect: 1D per level of difficulty of the Skill Roll

Cost: same as effect; if no die is rolled 5 POW characteristic points per level

Duration: instantaneous or one-use, but the GM may allow an extended effect by increasing the Skill Roll level

Examples:

- healing 1D hit points is a 1<sup>st</sup> level spell, and costs 1D [same as what has been rolled] POW characteristic points
- adding 2D to one's combat adds is a 2<sup>nd</sup> level spell and costs 2D [as rolled] POW characteristic points
- adding 1D to one's armour points is a 1<sup>st</sup> level spell, and costs 1D [as rolled] POW characteristic points
- decreasing the difficulty of a ranged combat roll by 2 levels is a 2<sup>nd</sup> level spell and costs 10 POW characteristic points

Hedge Magic spells are often self-centred. Should someone cast a Hedge Magic spell onto an unwilling target, then the following apply:

If the target has a POW greater than the caster's POW, the spell doesn't take effect, but the target loses as many POW characteristic points as spent by the spell caster.

If the target has a POW less than or equal to the caster's, the spell takes effect.

### CULT MAGIC

Cults are a very important aspect of the magic-rich world of Glorantha. Joining a Cult is abstracted by spending 500 AP.

In gaming terms, one of the main benefits of becoming a Cult initiate is getting access to Cult Magic spells. With regards to Cult Magic, a Cult initiate becomes an Acolyte. An Acolyte is basically a "dual classed" character – and the only instance of such a character in *Timinits & Trolls* – the first class is whatever class the character already had, and the second class is Acolyte. The character level of the latter is computed using POW only.

Acolytes are limited to Level 5. Upon reaching the 5<sup>th</sup> level as an Acolyte, the character must decide if he devotes himself entirely to his cult, in which case he changes his character class and fully becomes a Priest, thereby

losing all his previous class benefits (Talents however remain at whatever value they were), or if he remains an Acolyte, 'stuck' at Level 5, and continues his progression in his 'other' character class.

*Acolyte/Priest Description* (greatly inspired by *Mirabile Dictu! Priests as Characters in T&T*, an article written by Dorothy V. March in issue 17 of the *Sorcerer's Apprentice*)

*Background:*

Any (except precluded classes).

*Requisites:*

POW & CHR must be equal to or larger than 10.

*Primary characteristics:*

POW only.

*Talents:*

Whatever Talents the initiate already had.

*Combat:*

Acolytes may use the same weapons as their 'other' character class.

Priests may be skilled in the use of any one *class* of weapons, of a type sacred to or associated with their Cult.

Priests may also use any form of armour unless it is precluded by the tenets of the Cult.

*Magic:*

A starting Acolyte is tattooed with the runes of his cult. These serve as the focal points of concentration when casting Cult Magic spells.

A starting Acolyte knows all 1<sup>st</sup> level Cult Magic spells. Spells beyond that level must be purchased from the temples or churches of the cult.

Casting a Cult Magic spell requires:

- knowledge of the relevant spell,
- minimum CHR,
- and a successful CHR skill roll of the level of the spell being cast.

If the target as a POW greater than the caster's POW, the spell doesn't take effect, but the target loses as many POW characteristic points as spent by the spell caster.

If the target has a POW less than or equal to the caster's, the spell takes effect.

#### SPIRIT MAGIC

Spirit Magic is the province of shamans, which in **Timinits & Trolls** are only available as NPCs.

Shamans channel the power of their ancestors and of the spirits of their land using the following rules (greatly inspired by the following: <http://delver.posterous.com/you-are-chosen-another-specialist-type-for-tt>):

Shamans communicate with the ancestors of the tribe and the spirits of Pamaltelan nature. Shamans do not normally adventure and hence are used as NPCs in **Timinits & Trolls**. A Shaman must choose a main ancestor or spirit as his or her main source of channelling power.

*Background:*

Tribal Umathing or Olodo only.

*Requisites:*

CHR must be equal to or larger than 15.

*Primary characteristics:*

STR, CON, CHR, LK.

*Talents:*

- Channelling (CHR — roll 2D instead of 1D; doubles add and roll over)
- Choose three other starting Talents.

*Combat:*

Shamans only get half of the calculated combat adds.

*Magic:*

Shamans may only cast Spirit Magic. Spirit Magic works as follows:

Whenever the Shaman wants to channel his spirit's power, he must vocally petition his spirit. The player picks a Skill Roll level on Channelling: If the roll is successful, he can apply that many dice as a temporary bonus or penalty to a specified ability score, Skill Roll, attack, or defence. If the roll is a failure, the Shaman loses CHR characteristic points equal to the Skill Roll level, which the Shaman can only recover through prayer [ten minutes of uninterrupted prayer allow a Shaman to recover one CHR characteristic point] or by performing a liturgy to the Shaman's spirit [the liturgy takes place on a Holy Day and lasts at least one hour but it allows the Shaman to recover any lost CHR characteristic points up to his full CHR score]. On a fumbled roll, the Shaman can't use Spirit Magic again until he has a chance to pray or perform a liturgy.

Here are some examples of Spirit Magic use:

- Kolut the Kolating asks the Thunderer to charge his hammer with a booming peal. The player calls a Level 3 SR on Channelling, and succeeds. The blessed attack does three extra dice of damage, one time.
- Umbra, incarnate of the Lord of Shadows, commands the darkness to conceal her attempt to sneak into a chieftain's bedchamber. She makes a Level Two SR on Channelling, gaining a 2-die bonus to her Stealth Skill Roll. [These two dice act as an ability bonus, and don't count for DARO or prevent automatic failure if the stealth roll fumbles.]
- Faith Healer Fhred wants to heal a mortally-wounded companion, so he utters a prayer along with a Level Five Skill Roll on Channelling. If he makes it, his fallen friend recovers five dice of hit points.
- Nuala, prophet of the Flame of Pamalt, asks the flames to shield a sleeping chieftain from the assassin who snuck into his bedchamber. She makes a level 4 SR on Channelling, granting the chieftain 4 dice of protection when the flames blaze up against a single blow.

The effects of Spirit Magic can be subtle or dramatic, depending on the situation. They may even appear spell-like, but their mechanical impact is limited to the bonus or penalty they confer, and whatever narrative consequences the GM deems suitable.

The range of such blessings and curses is constrained only by the deity's domain and the GM's discretion; likewise with the timing: a Shaman could utter a blessing that affects events instantly or far in the future. The duration is usually limited to one action or one combat round, but the GM may allow an extended effect by increasing the Skill Roll level.

A Shaman of level 6+ may also Astral Travel, a spell-like power similar to the 11<sup>th</sup> level spell Ghostly Going, but which only applies to himself. The POW cost of Astral Travel is as follows:

POW spent	Effects
10	The Shaman may Astral Travel in the mundane world in a 10km radius
20	The Shaman may Astral Travel in the mundane world in a 100km radius
30	The Shaman may Astral Travel anywhere in the mundane world
40	The Shaman may Astral Travel in mundane world and in the spirit world
50	The Shaman may Astral Travel in the mundane world, in the spirit world, and in other people's heroquests

*Organisation:*

Shamans are loners and can't join any organisation. However, Shamans from any given tribe form a loose organisation of sorts, and can sometimes call upon their brethren for succour.

## VII - FOES

Players used to playing Sartarite characters in Third Age Glorantha will really feel like total strangers in ***Timinits & Trolls***: Chaos is weak in the Second Age Glorantha, there is no Lunar Empire, and the Empire of the Land and Sea is on the wane.

***Timinits & Trolls*** adventures are hence going to be rather "old school" in style, which is actually what this game is all about: the God Learners have left many ruins behind, where crazed sorcerers are still engaging in forbidden research, and the Zistorites, despite their downfall, have also left many uncontrolled weird machines.

Chaotic monsters are likely to be replaced by undead in terms of monstrous foes: Nontraya the Spurned is always seeking to harm Ernamola the Earth Sister (=Ernalda), and as such is likely to be the main antagonist of the Umathings.

Players used to playing Sartarite characters should also be used to mostly human campaigns with very scarce non-human presence, except for the occasional Uz. Umathela is different; non-humans are very much present and also generally bellicose. Even Timinits, who are friendly to the Malki, are hostile towards Umathings.