

Half-Troll Racial Package

Background

As Spoken from the Oldest of our Clan, Elder Shaman Turag:

“Sixty cycles of the seasons have passed since we ‘member this world. Sixty cycles of rituals of our clans, since we came, since we rose from the Great Swamp. We don’t ‘member what started it, why different than our brothers the Full Blooded Trolls, Pure ones, was mebe great dry season of burning sun, mebe great cold season of long darkness? No symbols stand to tell story, but we are different, we still strong, but have more mind, more cunning like hunters, we plan, we wait, we stalk, we thrive! “

“Once came from Great Swamp of Trice, Life Good. Hunting Good, Many Spawn, Many New Half-Trolls. Pure Ones leave to Feed Hunger, and Anger and Greed. We Stay, Half-Trolls, We Stay, Grow Stronger, Grow Smarter, We Wait.”

“But then they came, Monsters.....Demons....Great Black Lizards with Large Spikes, Scales, Horns, and Poison came from the Great Sky. They use weapons and fire, kill many. They make us leave. They are Stronger, We not strong enough. We Leave, Save as many younglings as can.”

“Then come Great Trial, Long Journey. Make us Stronger, Closer, Smarter. Clan. Oldest learn magic, knowledge, become our Elder Shamans. They teach new rituals, make us Stronger, Smarter still. Strongest fight to Protect Clan. Strongest of Protectors become Clan Chief. We Journey, We wait, We thrive!”

“Then find new Great Swamps, New Clan Homes. Thru Trials, we change, Thru Rituals we change. Some change to make new Clans in other Swamps. We Grow, We Change to adapt, Change to survive, We Thrive!”

“Younglings, Listen Good! Be the Strongest! Most Cunning! You Survive! You Thrive! To the future of our Clan!”

“Listen to the Elder Shamans, Listen to the Chieftain! Protect and Serve our Clan, We Thrive!”

“Be Patient and Watch for the Signs from the Great Sky and Mother Earth.”

“Taste the Wind and Water! Heed their Message! Heed the Unknown Story, Beware their Warnings! “

“You Survive! We Thrive!”

Entry in the Royal Library
(Racial Archives/Updated Entry-Half Trolls, what are they?):

Half-Trolls appear to have originated in the Great Swamp Trice, Ottilog approximately 16,000 years ago at the end of the 3rd Age. Forced from their Swamp of origin, (according to their lore) by great black scaled horned lizards, or demons...(maybe dragons or other lizard form?) They migrated from their Great Swamp of origin and travelled for great distances until becoming reestablished in new swamps throughout other lands where they can be found today. Currently, swamps where Half-Trolls can be found are Blacklight, Fade, and Verthshadow.

At first they were confused with Full blooded troll hybrids, but as is now hypothesized, Half-Trolls are most likely a genetic variant. The cause of this divergence may be the result of a recessive gene distribution or from a disruption or drastic alteration in conditions during spawning before metamorphosis as Full Bloods are still seen coming from the same clan spawning pools. Officially the true cause of this evolution is still undetermined.

Half-Trolls are extremely strong and savage, a primitive culture, however they exhibit some cunning and extreme patience when hunting prey. This level of development is not shared with their more monstrous cousins and give further support to the theory of a recessive gene split. They are adaptable and show capabilities to regenerate at a high rate when injured.

Half-Trolls seem to exist in a primitive tribal society, with some Elders serving as shamans with limited magic to provide tribal leadership and serve as a guide which advises the clan during major decisions and rituals. They seem to be rather simplistic and do not hold values the same as other societal norms. Not much is understood as many are not tolerated within their Clam Swamp environments.

It is noted that young Half-Trolls are raised in family groups and guided and/or instructed by the entire Clan. They are protected with ferocity and are taught all the life skills they will need later to survive as adults. Instruction by the Clan Chief or the Elders seems to be repetitions until the young can mimic or exceed their teacher's abilities. Once

old enough, A Ritual testing is survived to determine where the newly matured adult will serve in the Clan structure.

In addition, it is also observed that each Clan seems to have territory based on the location of their Clan's Great Swamp. Each Swamp has a spawning pool and each Clan seems to have characteristics that can be used to identify each Clan's origin as follows:

- Blacklight: Spotted scales on face and arms, some of these may even glow under certain lighting
 - Fade:: Brightly varied colored striping on Males, darkens in spring
 - Verthshadow:: Ritual Scarring and yellow stripes on cheeks and hands
- “As one observes other clan markings, please enter here or notify the head Loremaster”

Other notable aspects:

- Rank seems to be based off of feats of strength. The strongest becomes the Clan Chief and guardian of the Clans territory. Strength is respected and Honor and Cunning when dealing with these Clans.
- Any Inclination toward Magic and the ability to retain knowledge or Lore, places the Half-Troll under the instruction of the Elder Shamans to help preserve history or other unknown purposes.
- Above all do not, I repeat DO NOT make a troll angry unless one is stronger or can replace things that may get removed in the process...They like to smash things when angry...or fighting for hierarchy, or just to have fun, actually they just smash things cause they like to smash things.

Current Culture:

Half-Troll Society and Culture is much more complicated than anyone from outside of the Clan would notice or understand. It has multiple layers and intricate nuances that only another Half-Troll may notice. From a simple tilt of the head or baring of their teeth, every gesture has a meaning, a purpose. This is why as younglings they are taught, nurtured, and trained relentlessly by their elders, through various rites and clan traditions they are ingrained with the subtleties of half-troll culture.

Half-Troll Clan structure is based off of a shamanistic primal tribal society. They follow the earth, the elements and the seasons as well as their instincts. They feel the primal urges of the tides and from the cycles of sun and moon very much like their ancient ancestors did. For this reason they practice several ceremonies during key times of the year to strengthen their ties to nature and the elements as well as to strengthen the clan.

Most of these rites are passed down each generation between the Clan Shamans for preservation and are only found in written form on the rare occasion that the Elder Shaman may have learned to read and write. Any written history is usually found on skins of assorted creatures or assorted durable materials they may have found with usually unidentifiable sources for “inks”.

Several of these rites and ceremonies may include any or all of the following based on if conditions are favorable.

Spawning Day: This occurs in the spring, when the great cold ends and the sun warms the world. All growing things return to life and this is the day the younglings hatch within the spawning pools and start to emerge from the protective waters. This is a day (or even week) of great joy and celebration for the clan! All younglings are identified through matriarchal markings on their skin and are greeted with gentleness and tender care by the entire clan that seems incapable of the usually savage and brutish practices. The younglings are then assigned to the clans’ guardians to be protected and nurtured until they are old enough to be tested to see what their strengths and weaknesses are. They will be taught once it is known if they will know magic by sharing a bond with the elements or grow in great strength to lead warriors to protect the clan’s lands.

One Big Mudda: One of the more entertaining events of the Half-Troll calendar. This event is held with the onset of the years’ first spring rains. It is also the beginning of the year when the young males of the clan can start earning prestige for rank. Several activities can take place varying from throwing large objects as well as wrestling in the mud bogs that form. All to be ranked as the strongest that won’t yield any ground. Similar to the clash of rams, in this event, males will run towards each other and collide in an epic battle to be able to force his rival backwards or be able to throw them. The Clan Chief usually stands over these trials as reigning champion and as a judge to evaluate any potential in the youngling males. This is always a seriously competitive as well as a humorous time for the entire clan as females also participate by yelling encouragement or share disparaging remarks were warranted to drive the males to fiercer displays of strength...basically instigating. This also begins the first demonstrations of prowess to win the females affections and respect as future mates.

Summer: Proving Grounds: This ceremony is the most serious moment of a youngling’s life. By the end of this rite of passage, the youngling will be fully evaluated for skills, knowledge, magical aptitude patience, cunning, and strength. This event will help determine the younglings place within the clan. It starts when all younglings mature enough to undergo this trial are summoned from their guardians. Then they undergo a

series of tests and are ranked by the Clan Elders and the Clan Chief. These trials are customized for each to truly test each one to their fullest capacity. By the end of rite, the youngling is ranked and placed in further training with either the Elders, the Clan Chief or another Trainer for which has been chosen as them. They are also now known to be a fully matured young adult and are introduced to the Clan by their earned name.

Shok'ramga: From what can be told this is the Ultimate Event for all Half-Troll clans. This is a time of plentiful food, fun and some serious competition. Primarily in the fall, there are various types of smaller tests of strength of any and all varieties for all Half-Trolls but the month is dominated by the clash of Teams from every Half-Troll clan as they face off in a giant field battle event. This is a no holds barred game where to win they have to get a large boulder to the opposite side and past the other teams defender. The only rule is that there are no rules. It is vicious. It is brutal. It is absolutely the most hilariously awesome fun you will ever see as the Troll Teams pull out all the stops to win. The prize...Absolute Clear Cut Bragging rights over all of the other Clans, and maybe the eye of a reigning female or two...Unless the winning team is all female...which let's just say you don't want to test your luck with that one!!

Spawning: This usually takes place in the late fall just before the first frost. Unlike many cultures, which are male dominate, this rite is dominated by the females of the clans. All of the mature Females of the clan that are in their fertile years gather around the spawning glades spring fed pools deep within their clan swamps. This is the most sacred and well protected place within the Half-Trolls Clan Swamp. But what starts as a solemn and serene ceremony soon turns into a raging frenzy for dominance and clan hierarchy. This is a battle for Title and Rank for the females who can be even more ferocious than the males. This is also a battle for the strength and future of the Clan. Every mature female is tested by brutal attacks from their peers, they hold nothing back as claws, teeth and strength are brought into play. They viciously shred each other to prove who is the strongest, the most resilient and who can regenerate the fastest in this extreme test of endurance. The females who are the dominant in all of these aspects win the rights to spawn and the strongest of these wins the title of Clan matriarch and wins the right to choose her male (s) first to sire her younglings. Only about ten percent of the competing females are usually left standing to earn this right as it is deadly and can tire them completely. If one cannot stand, then one cannot fight, and loses the right to spawn. For the strength and future of the Clan, For their very survival, this ceremony is essential to the spawned younglings development. As they are spawned in the sacred pools, the blood also joins to form a bond to their clan and to share genetic information and knowledge. It strengthens and insulates the younglings through the long dark cold of winter until they can emerge on Birthday!

The Great Dark Cold: This is the time of magic for the Elders and for the time of respect of the ancient Clan spirits. All Half-Trolls respect this time for renewing their bond with the elements as the world sleeps. The Elders use this time to teach the Clan and to further strengthen the younglings as they defend their lands against enemies in winter or practice using their bond with wind, water and the moon. With the Cold and dark lands, they are taught the aspects of patience and cunning as they learn to hunt and stalk even the rarest of prey. They are taught their histories and lore of the great heroes of their past or the horrors of the great enemies that drove them from their ancestral home. This is also the time when Clan Elders from all Clans may meet to commune and share knowledge or other tidbits about encroaching problems. A time of treaties and agreements for Clans to work together against common enemies, a time of reflection and peace between the Half-Troll Clans as they also remember their dead and all Clans may join to host ceremonies of remembering.

Behavior:

Half-Trolls tend to appear primal, barbaric simple-minded and uncouth. Their actions can seem random or brash to others as their value system is unlike most societal norms. They can become argumentative or violent if they feel that they or someone they care about is threatened or in danger. They may also appear dumb or bored around social gatherings due to their vastly different culture and value of what is truly important.

Advantages:

- Regeneration
- Can use 2 Short Length Claws

Disadvantages:

- Uneducated (Cannot Start with a Racial Read/Write skill or a Knowledge area)
- Cannot Have a Scholar Background

Appearance:

Half Trolls evolved from a once primal animal from the murk of the Great Swamp and have become a savage and cunning race. They are directly related to Full Blooded Trolls and many hypothesize as a genetic variant. All Half-Trolls have a makeup requirement of having Brown and/or Green Scaly Skin. (This can be done using a mask and/or makeup)

Racial Relations:

Dwarves: Small but strong, can make good weapons, grudging respect, like dealing with a honey badger. Can be useful allies when needed so overall not a threat.

Elves: Don't get...speak with too many fancy words that don't stand for what is mostly important to the Clan, or the Half-Trolls in general.

Ents: Half-Trolls have a healthy respect if not slight apprehension for Ents...who wouldn't for a moving talking tree that could snap you in half? Well unless you've specialized in the affinity with fire.

Felis: To a Half-Troll, their cats...snobby, proud, yep, cats....don't like water, stay away from the Clan's swamp, easiest race to deal with, not a threat.

Gnomes: Too quick, too small, can be very annoying to a Half-Troll.

Humans: Everywhere, like rabbits, Guess they're ok as long as their not a threat unless too many get together all at once and threaten swamp...they they're an issue.

Rok'Shen: More animals, not sure if prey or ally. Half-Trolls usually have to make a case by case judgment on this race.

Rok'Shen: subtype lizard: Half-Trolls view these Rok'Shen with thinly veiled distrust. If a black lizard and scaled, The Half-Troll may view with respect of strength from their lore or even with the urge to challenge to prove they are stronger than the "demons of their past".

Half-Trolls: Half-Trolls vary in their actions toward each other, based on home clan, and age. Adults will work with other adults, but may become overly competitive especially if with a troll from a different clan. Toward Younglings, they seem overly patient and protective, and in the rare moments may even be seen almost affectionate, gentle and helpful toward the young as they are at the center of a clan's survival.