

Half Trolls (Troll/Human cross) Shak-Rut lit 'Children of the Giants'

When the League of Evil attacked Evermore, they sent along with the ogres and orcs the huge trolls that roamed the woodlands and mountain passes of Peckforten. Although such creatures only occasionally strayed to the path of evil, their size and bulk was easy to harness to the cause of Darkness.

In large herds of some 300-500, they were sent aboard vast galleys only to drown in their thousands on the vast reefs that had protected Evermore for centuries. However, as with the ogres and orcs, some few managed to make shore and scramble away into the ancient forests.

It is often thought that the trolls would have played little part in the shaping of the kingdom, if it had not been for meddling – by who or what is still unknown. However it remains that at some point in those days, trolls were captured and bred with humans, possibly in attempt to make a more agile aggressive creature. The attempt failed.

Half Trolls are very rare, and despite their general neutrality, are frequently regarded as working for evil, often mistakenly so due to their all consuming appetite. Half trolls when hungry have very little morals and in 5856 it was estimated that around 23 people a year were eaten by Half-Trolls in the mountains of Region alone. In spite of this Half-Trolls are neutral and often tend towards as good a nature as their stupidity will allow.

Half-Trolls are massive – around 7-8' tall, with a waistline that can exceed 84" after feeding. They have grey scaly skin, tough as old leather and abrasive to the touch. They are very broad shouldered, with their head often sitting below the shoulder line. They have a shock of black, blond or ginger hair that cannot be combed straight and spikes in all directions. Their faces look saggy usually sporting heavy jowls, and droopy cheeks. Finally they have large noses and ears, which often prompts laughter from those around them. Despite this, they seldom get angry and will usually shy away.

Half trolls have frequently been persecuted by human populations due to their easy manipulation at the hands of more cunning Orcs, who have used them to attack population centres on the promise of food.

Although humans resent Half-Trolls, the feeling is seldom reciprocated. However, Shak-Rut have an uncanny love for Elemental Elves and Dwarves. Why this should be, nobody knows, but the elves and dwarves seldom feel the same back!

It should be mentioned that Half-Trolls have an awesome ability to eat almost anything! Fresh meat is always favoured, but if unavailable, Half-Trolls can survive by eating vegetation, leaves, bark or grass (they have no concept of fruit). In the absence of vegetation, they will eat soil (though they never truly sate themselves on soil). Sand and gravel are next and as an absolute last resort, metals and mineral gemstones will do. It is said that Half-Trolls usually consume their own bodyweight in meat each week, double it for vegetation, and quadruple it for soil etc.

A Half-Troll that has lived for any number of days on subsistence food stuff will attack anything, friend or foe alike and promptly eat them should the attack be successful!!

Half Troll Racial Abilities and Restrictions

- Half-Trolls cannot wear armour as their ever shifting mass will tend to damage such beyond repair (a Shak-Rut can double its waistline in a good feeding frenzy), although they often wear loose furs (AC 3)
- Half Trolls have naturally tough hide this gives them 3 AC (this stacks with any furs they wear for a total of AC 6)
- Half-Trolls are forgetful as well as stupid and as such only use boulders and tree trunks as weapons as they lose everything else they own.
- Due to their memory, Half-Trolls also do not use or carry money
- Half-Trolls are naturally immune to all potions, pills, gases, lembas or intoxication. However they do take full effect from Orc Brew.
- Half Trolls take Permanent damage from Spirit and Fire damage.
- Half-Trolls cannot be cured by any spells other than those employed by Shak-Rut shamans.
- Half Trolls are terrified of undead and will flee in blind panic at the sight of such.
- Half Trolls can be neutral or chaotic neutral, and may have slightly good or evil tendencies.
- Half Trolls gain one word per level of common tongue, but will gain a modest command of common at 8th rank.
- When in a Feeding Frenzy, a Half Troll will frenzy until one specific victim is consumed.
- Half Trolls can be Warriors, Scout, Thief, Wardancer or Shaman only. They are on the same xp base as Humans.
- Half Trolls start off with +6 tb at 1st level and have a gain of +2 tb per level compared to humans.
- Half Troll locational split is 2/3, 1/2, 1/3.
- Half Trolls have +3 Strength at 1st level
- Half Trolls gain 9 points of regen per level

- Half Trolls can eat 6 Hits of meat to cure 12LPs of damage.
- Half Trolls start with 2 power and can never gain any more!
- Half Trolls are immune to Psionics and mind influence.
- Due to their large size and general bulk, Half-Trolls are immune to standard knockdowns from smaller opponents. Shield Rush is one exception to this, Ref's discretion.
- Half Trolls gain racial points per level as per the table below

Level	Racial Points
1	0
2	1
3	0
4	1
5	0
6	2
7	0
8	1
9	0
10	1
11	0
12	2