



HEROQUEST



HeroQuest Voices *Peoples of Glorantha*

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A Personal View of Uz Life, Dancing in the Shadows
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*Legion are the peoples of the world, many and varied are their ways.
All are connected by the cosmic webs of Arachne Solara
Who brings and binds all together, in life as in this book,
Who takes and rends apart those who would tear her webs.*

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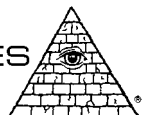
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A Personal View of Uz Life

What the Great One Told Me

Who are you?

I am your mother, source of your being and ruler of your life. You must call me Great One when you address me, or I will devour your tender parts and make you wait to grow them again.

Great One, who are we?

We are uzko of the Ergnabs Clan, daughters of mighty Ergnabs who came into Hurtplace with Gore and Gash, and who have wandered free since that age.

Great One, what makes us great?

We are the free trolls, bearers of uzko and eaters of foes. No one has contained us, no one has defeated us, and no one can track us for more than an hour.

Great One, where do we live?

We live in this, our land where Ergnabs told us to live in the God Time. We call this Ergnabs' Land because of that.

Great One, how do we live?

We are hunters and eaters, afraid of nothing and no one. In the friendly night we stalk whatever we choose, and during the Hurt Time we hide unseen from the Bright Eye and his foul children.

Great One, what is important in my life?

To survive is the first importance, and to bear healthy uzko is second.

Great One, who rules us?

I do, in the name of the Great and Magnificent Kyger Litor.

Great One, what makes a troll great?

Bearing healthy uzko makes us great. Strength and fortitude make us great, a willingness to do what we must to survive. Fearsomeness lets the others in the world know our greatness.

Great One, what is evil?

Everything that has harmed us is evil. Light is evil. Chaos is evil. Iron is evil. Infertility is evil. Barrenness is evil. Hunger is evil.

Great One, what is my lot in life?

To bear children is your lot, and may Kyger Litor bless them to be of us. To protect the young is your lot, and may Karrg guide your arm in doing so. To feed the young is your lot, and may Zong guide your instincts to do so. To obey your mother is your lot, and may Korasting guide you to do so.

Great One, what is the difference between males and females?

We females are the heart and the body of our race. We are made in the likeness of Kyger Litor and we are the carriers of the life force. The world revolves around us. Males are here to serve us.

Great One, how do we deal with others?

We eat them all, if we can. Everything small and helpless is our food. Things weaker than us were sent here by Kyger Litor to feed us. But evil has weakened our race and strengthened others so that some of them have grown strong. We must hide from the stronger ones, and wait until their internal decay weakens them too. If you see humans, or dwarves, or elves, come to me and I will deal with them.

Great One, who are our enemies?

All things with intelligence are our foes, for they have worked to weaken us. Chaos is first, for it robbed us of our children and our rightful place in dominating the world. Dwarves are second, for they would take our living places and have made evil iron to hurt us. Humans are next because they multiply so quickly, and have taken the best hunting grounds for themselves.

Great One, are elves not our enemies?

Elves are not our enemies, for they make our food grow quickly and in plenty, and they themselves are such a fine foodstuff.

Great One, who are the great spirits?

Kyger Litor is the most important, for she is the source of our lives and our ways, and it is she who will save us in time of need. The others are numberless: Karrg is important, the son of Kyger Litor who teaches the menfolk to fight. Zong is the hunter who feeds us. Xentha carries the Old World to us each night and drives away the evil Sun. Dehore is the one who sends us spirits to make us strong. Boztakang is the one who destroys Chaos. Hombobobom is the one who reminds us of the Dance of the World. Jakaboom is the one who protects us from evil spirits.



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Dancing in the Shadows

Tales of the Night Hag

Where did the world come from?

The Dark has always existed. Once, it spawned seas, the cursed heavens, and the harsh surface where we now live. Someday it will swallow everything back into itself. And we and the Dark will go on forever.

Where do we come from?

Once we all lived in the harmony of Wonderhome, our womb-place. The burning horror of Death drove us out to *komor*: Hurt-place, the surface world. Now we struggle in agony to survive.

Why do we die?

Death is the natural state of the universe. Our spirits are alive, and keep us alive. We must be grateful to have a chance at all. But we know that all life must end someday. Nakala created death to return Kyger Litor's lost children to her.

What happens after we die?

Fearsome death is, yet it is the only return to the Underworld. When we die, our spirits meet with Kyger Litor in Hell.

Why are we here?

We are here to serve our masters, to be served by our slaves, and to feast upon our enemies. Life prepares for death, and we send our foes to Hell to be food for Kyger Litor and the ancestresses.

How do we do magic?

All power comes from the shadows. Our spirits and gods know all the secrets of Night and Darkness, and so we have the most powerful magic in the world. Our Mothers know secrets that would send members of other races screaming into madness. Our gods do deeds that would blast the souls of lesser deities. And our home, the Dark, has secrets of ultimate power that have never been revealed.

I have heard of other races. Tell me the truth about...

...Aldrya?

This is a good food goddess. Her children can be annoying to the point of death, but they are well worth the killing and eating.

...Mostal?

This is another good food god. Some of his children are immobile stone, and others, called dwarvess, can move around. They rarely come aboveground and are often clad in poison metal, but they are the tastiest of all. The sweetest meats are the dearest.

I have heard of other powers. Tell me the truth about...

...Chaos?

When we were forced out of Wonderhome to grim *komor*, Arrquong sent Chaos to rob us of even the miserable lands we had left. But we fought it, killed it, and ate it. Now Chaos is driven into the hinterland. They are the foe from Below and Inside.

...the Moon?

She consorts with vile gods who blasted our race with curses. She brings light where no light should be. Yet she tempers the harsh light of the Enemy and controls the monsters of Chaos. We cannot yet say whether her rise has been for ill or well.

...Sorcerers?

These humans from the lands where the Bright Eye dies each day follow a burdensome religion. They are troubled with castes, strange rituals, and a plethora of weak saints. Yet their worthless god gives no good magic. He is "invisible" only to eyesight, but not to us. Arkat Kortagi came from their land and pillaged their religion's secrets for us to use.

...Spirits?

Some spirits are broken parts of dead gods. The most powerful and useful come from the source of all magic—the Dark. Other spirits are the souls of those who have died—our ancestors. Our shamans know how to deal with all types of spirits.

...Storm Gods?

These human gods battled us when we came to *komor*. When they could not win, one called Orlanth fled to the Underworld, seeking Death to wield against us. When he returned with the Enemy, we were stronger and could endure its weakened light. He and his worshippers fight us still. We have faced far grimmer foes than them, and we still survive.

...the Sun?

The Bright Eye harms but cannot kill. He forced us out of Wonderhome and crippled our ancestresses. When we fled to *komor*, he followed us to persecute us. But now he flees around the universe, pursued by Xentha. His sons have been eaten and broken by us. And Subere has shown us secret places in Hell untouched by the burning presence of this foe from Above and Outside.

...Water Gods?

The gods of the oceans are old, and they hide many mysteries. But their greatest mysteries are from the Dark, oldest of all.

Troll Deities

Kyger Litor, Greatest Mother

Kyger Litor is our greatest mother, and she has given us much. Her secret magic protects us, gives us power, and cripples our enemies. We are her children, and we love her.

Kyger Litor has suffered much. The Death Sun burned her and drove her from Wonderhome. Chaos gods like Gbaji maimed her and crippled her children. Here in *komor*, enemies battle us desperately and persistently.

We are strong, and feast on our foes. Gbaji is dead, and we have killed much Chaos. The Sun hides from us each night and each winter, when we roam the earth in might. We thank Kyger Litor for this.

We give our troll children Kyger Litor's blessing. We kill, fight, work, and live for her and our other ancestresses, her servants. We give her sacrifices and dances, precious gifts. She is our greatest mother, and we must do her deeds all our lives.

The Seven Sacred Ancestresses

We worship Kyger Litor through her great children, the Seven Sacred Ancestresses. They teach us how to live, how to work, how to fight, and how to kill.

Boztakang the Chaos-Eater slew Arrquong, the first Chaos god, and through him we devour Chaos wherever we find it.

Hombobobom the Beater of Rhythm made the first drum, and we love her for her gift of music.

Jakaboom the Dancer in Shadows was the first shaman, and she teaches us how to face the spirits.

Jeset the Boatman sails the river Adzurana in *komor* and the Underworld. His magic help dead uz find Kyger Litor in Hell.

Karrg the Good Son is what a male uz should be: loyal and protective of his mother. Our warriors worship him.

Korasting the Fertile Mother is Kyger Litor's Womb, and through her loins sprang all the many uz. We worship her to have strong daughters.

Vaneekara the Hurler is the good daughter, what a female uz should be. She made the first sling, and her secrets help us bedevil our foes from a distance.

We worship other ancestresses as well, those who founded our lands, began our tribes, and discovered special magic for us. Each land has its own heroes, but ours are the greatest.

Argan Argar, God of Surface Darkness

When we came to *komor*, everything was strange and we made many mistakes. Then came Argan Argar. He showed us the correct ways of surface life. He taught us our enemies' languages and ways. And he conquered fire gods and enslaved them for our benefit. His son, Ezkankekko, was our greatest ruler.

Arkat Kortagi, Killer of Gbaji, Knower of Sorcery

This is the cleverest of all trolls. He fooled humans, elves, and dwarves, and stole their most precious secrets for our use. They are still being fooled by him.

Dehore, Source of Shades

There are many types of darkness spirits, shadows, and shades. All are part of Dehore. Our shamans know Dehore well, and so we can command all the beings of darkness, too.

Gorakiki, Mother of Insects

Gorakiki spawned all the many types of insects in the universe. Some of her children are food, but others are powerful in their own right. Some of our warriors ride and fly her children into battle. She mated with some of our ancestors, too, and their descendants walk among us still.

Himile, Source of Cold

Winter is our friend. We may walk openly, for there are none that dare hurt us or make us afraid. Himile's cold rushes down from his palace in the north. The weak gods of summer flee him and the hollri ice demons. Our enemies and our food hide away, paralyzed with fear of us and Himile.

Subere, Hell Darkness

When the Death Sun came long ago, its unendurable brightness drove us and our spirits from Wonderhome. Its fiery rays burnt and slew many inhabitants of the Underworld. But many creatures found refuge in Subere. She still dwells in Hell, the only one never tainted or blasted by the Enemy's unholy light.

Xentha, Goddess of Night

Half the universe is ruled by Kyger Litor, and Xentha covers the world for her in a veil of dark. Her shadows and children, such as Argan Argar, cover the world and make it safe for us. She brings us Night, ever chasing the Sun out of the sky.

Xiola Umbar, Mistress of the Dark Deep Within.

Xiola Umbar is the weakest of our gods. The most inferior and helpless entities seek refuge in her. But she has healing powers that can help even the mightiest Zorak Zoran berserk, and which we all value. She is our strong comforter, precious to us.

Zong, Stalker of Prey

Zong is the patron of our hunters. He taught us how to hunt food in *komor*, from the tiniest gnat to the mightiest dinosaur. He is not the most powerful of our spirits, but he is one of the most important.

Zorak Zoran, Conqueror of All

Zorak Zoran is the strongest of our gods. Only the mightiest warriors can worship him and survive the battle frenzy he grants. But, though he kills Chaos and our enemies, he sometimes also kills trolls. He breaks many taboos, such as creating foul zombies and using fire. He is dangerous to both our foes and us, and you would be wise to avoid him.

