

## Lead Belcher - Dark troll Initiate of Argan Argar

		Location	Melee	Ranged	Armour	Hit Points
STR	16	R. Leg	1-4	1-3	1-4	7
CON	16	L. Leg	5-8	4-6	1-4	7
SIZ	20	Abdomen	9-11	7-10	1-4	7
DEX	12	Chest	12	11-15	1-4	8
INT	14	R. Arm	13-15	16-17	1-4	6
POW	15	L. Arm	16-18	18-19	1-4	6
CHA	13	Head	19-20	19-20	1-4	7
Move	7					
SR	12		POW 15			
HP	20		Spirit POW 14			

Attacks	Reach	Attack	Parry	Damage	
Mace	2	64	58	1d8+2+1d6	Sunder, Knockdown
L Stoneprod	20/40	60		2d6+2	Sunder, Reload 2
R. Stoneprod	20/40	60		2d6+2	Sunder, Reload 2

### Skills:

Evaluate Treasure 50%, Influence 80%, World Lore 60%, Commerce 70%, Oratory 50%, Dark tongue 78%, Sartarite 47%, Tradetalk 59%, Perception 50%, Stealth 60%

### Spells

Heal/ Wound 3, Protection 3, Glamour 2, Golden Tongue 2, Multimissile 2, Repair 2.

- A robe made from the pelt of a daggerfang.
- Potions: Heal 3, Beast Mastery 4, Oil of Piercing 2.
- Liver Leaves: +4 CON vs Poison
- 3 fine glass bottles – empty
- Assorted sable, horse, and man-hides.
- Dowsing rod: +10% to Find Water.
- 2 quarts: Honey
- Baskets of stolen seed corn with Runes of Fire/Sky and Truth (Yelmalian)
- Pair of Slave Manacles, currently in use on Painted Tooth (baboon)

Painted Tooth – Baboon hunter and slave.

		Location	Melee	Ranged	Armour	Hit Points
STR	16	R. Leg	1-4	1-3	1	5
CON	13	L. Leg	5-8	4-6	1	5
SIZ	9	Abdomen	9-11	7-10	1	5
DEX	15	Chest	12	11-15	1	6
INT	9	R. Arm	13-15	16-17	1	4
POW	12	L. Arm	16-18	18-19	1	4
CHA	10	Head	19-20	20	1	5
Move	9					
SR	11					
HP	15					

Spells: Bestial Enhancement 2, Befuddle 2: The Slave Manacles prevent Painted Tooth from casting any spells.

Attacks	Reach	Attack	Parry	Damage	Specials
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Claw	0	55%	1d4+1d4	Bleed
Bite	0	50%	1d6+1+1d4	Impale

*Skills: Athletics 40%, Perception 40%, Survival 50%, Tracking 40%, Stealth 40%*

Trollkin		Location	Melee	Ranged	Armour	Hit Points
STR	6	R. Leg	1-4	1-3	1	3
CON	10	L. Leg	5-8	4-6	1	3
SIZ	7	Abdomen	9-11	7-10	1	3
DEX	15	Chest	12	11-15	1	4
INT	8	R. Arm	13-15	16-17	1	2
POW	11	L. Arm	16-18	18-19	1	2
CHA	8	Head	19-20	20	1	3
Move	7					
SR	9					
HP	8					

Attacks	Reach	Attack	Parry	Damage	Specials
Sling	50/250	45		1d8-2	Crush
Goad	2	40%		1d10-2	Impale

*Skills: Athletics 40%, Perception 40%, Drive 40%, Stealth 40%*

### Big Tusk – Giant Spider named after Lead Belcher’s dead great troll halfbrother.

		Location	Melee	Ranged	Armour	Hit Points
STR	26	R. Leg 1	1	1	5	11
CON	17	R. Leg 2	2	2	5	11
SIZ	37	R. Leg 3	3	3	5	11
DEX	16	R. Leg 4	4	4	5	11
INT	2	L. Leg 1	5	5	5	11
POW	10	L. Leg 2	6	6	5	11
HP	30	L. Leg 3	7	7	5	11
Move	12	L. leg 4	8	8	5	11
SR	20	Abdomen	9-14	9-16	5	14
		Thorax	15-18	17-19	5	13
		Head	19-20	20	5	9

**Skills:** Athletics 80%, Brawn 60%, Perception 45%, Persistence 49%, Resilience 88%

Attacks	Reach	Attack	Damage	Maneuver
Bite	3	55%	1d10+2d8	POISON
POT 15, Paralysis – Location				

**Lead Belcher’s Tactics:** If Lead Belcher is forced to fight, he will fire both prods (one of them enhanced with Multimissile 2) at the most dangerous or nearest foes, then cast Protection on himself then on Big Tusk. If things are going against him, he will withdraw, assuming that the trollkin will die or flee. He will sacrifice it or (more reluctantly) Painted Tooth, as he escapes, driving the stag beetle away with Big Tusk as he reloads. If he is forced to fight up close, he attacks anything nearby, but avoids any attacked or paralyzed by Big Tusk as potential for the slave markets.