

DEEP DELVING

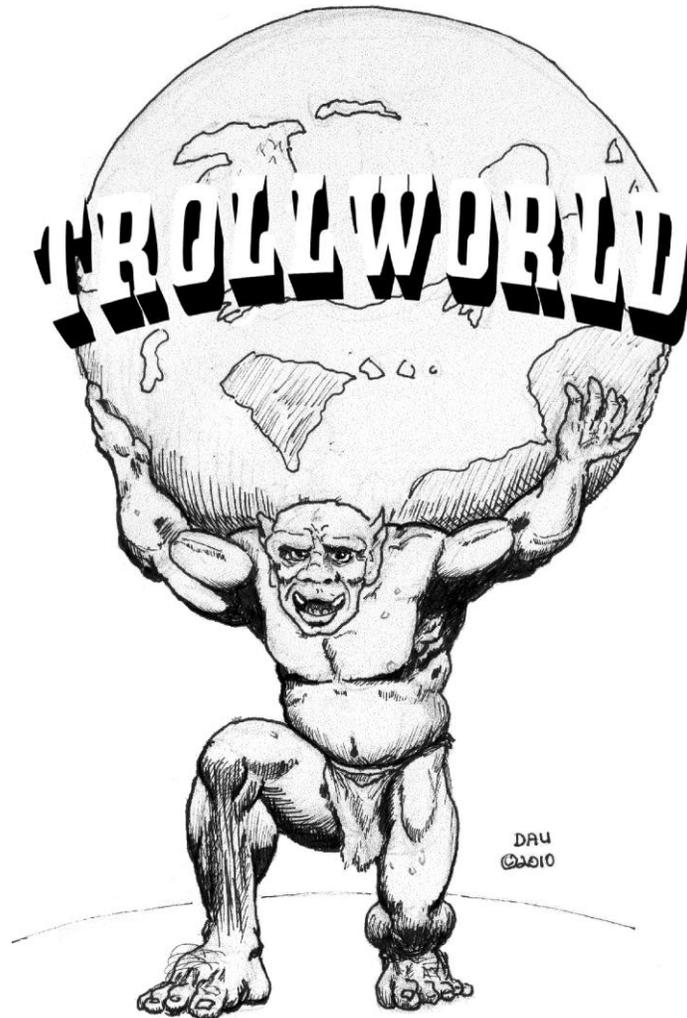


BY KEN ST. ANDRE

Deep Delving is a mini-solo adventure written expressly for play with the Tunnels and Trolls 7.5th roleplaying game system.

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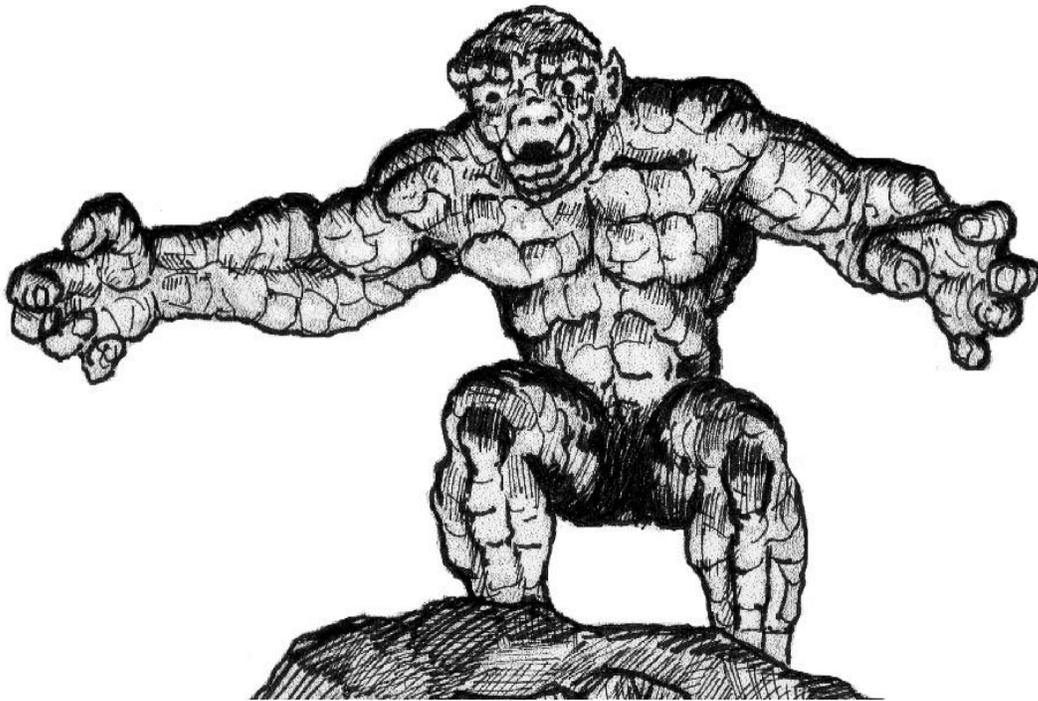
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Foreword

This is a short adventure for trolls. It takes place more than a mile beneath the surface of Trollworld, and it is part of the secret war between Trolls and Dwarves that is completely unknown to dwellers of the surface world. Your character must be a rock troll, and it should be a powerful one—or your adventure will be very short indeed. To play Deep Delving, you should either make a character using the T & T 7.5 rules or look at the appendix and choose one of the sample trolls included. When you've got rules, dice, and character sheet ready to go, turn to Paragraph <1>.



<1> You are a mighty rock troll, and you have wandered away from the surface of Trollworld. You are on a Walkdown trek—your goal is to go as deep under the surface as you possibly can and try to find one of the Great Old Ones—those trolls who have lived since the beginning and have grown to gigantic size. It is said that when the Great Old Ones walk, the world trembles and the mountains shake.

You have been walking for months now, always working your way deeper underground. When you couldn't find a passage, you dug. You dug by shapeshifting your hands into a pick and a hammer. You have long since discarded any unnatural tools or clothing or armor—at these depths it is just you and the world. And the occasional enemy . . . You have reached a place where Men couldn't live at all—a place where the rocks are warm to the touch and glow dimly, a place where the air is hot, searing, and poisonous. But that doesn't bother you—rock trolls don't have to breathe. The spaces down here are not like the Upper Caverns. These spaces are cracks and crevices and gaps in the stone, made by the shifting of the planet itself. Sometimes they are so narrow you can barely squeeze into them—sometimes they are so vast you cannot see the other side.