

TROLLSTONE CAVERNS v1.01

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
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AGENDA

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- What brought you to the Trollstone Caverns?
- What have you heard about the Troll?
- What experience do you have with adventuring?
- What rumors have you heard about the wealth of this mysterious place?
- Do you believe in the prophecy of the return of a rightful dwarf lord of the caverns?

IMPRESSIONS

- The stench of the Troll
- Flutter of bat wings
- The slow drip of water from above
- The fiery glint of torches in the distance
- The uneven ground below you
- The ancient cavern stalagmites all around
- Sudden sound of harsh, booming laughter



GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

CUSTOM MOVES

Prying Gems from the Demon Idol

If you try to pry either of the **Eye gems** (6,000 coin) from the **Demon Idol** ROLL+DEX

10+ You bypass the trap

7-9: The **Demon Idol** breathes Dragonfire throughout the chamber; but it affects your party, not you.

Less than 6: Everyone is affected by a massive cloud of Dragonfire.

ROLL+WIS. On a 10+, you find suitable cover. On a 7-9, you dodged but choose 2 anyway:

Your weapon melts on your hand.

Your armor burns and leaves you breathless for a while.

Say goodbye to your backpack.

On a 6-, all three plus 2d6 fire damage.

Troll's Throne Room

When you enter the Troll's Throne room for the first time, roll+Wis.

On a 10+, choose two. On a 7-9, choose one.

• You notice the location of the **Trollstone**

• The Troll is asleep (All three heads, snoring)

Drink from the Fountain of the Troll:

10+ The waters acts like the clerical spell Divination.

7-9: The waters acts like the clerical spell Guidance.

Less than 6: You gain a small troll-like feature (skin color, eyes, or small extra head) that have no real effect and fade after you make camp.

THINGS

Babylon Candle

Players must simply light the candle, hold hands with the other players and think of a destination. The candle's magic will attempt to teleport those in a flash of light. Each candle has two charges.

The player using the candle must roll:

On a 10+ a perfect teleport (uses one charge)

On a 7-10 teleports to a site near the desired location (use one charge)

Under -6 the candle fizzles and miss-teleports the party to a location of the GM's choosing (no charge).

Bag of Runes (Spellcaster Only)

A bag with mystical runes engraved on pieces of bone on one side. The owner may cast the runes into the air three times a game session and ask a yes or no question. The runes will answer yes by all returning to earth on the rune side and no by all returning to earth on the blank side.

Halfling's Blade (Halfling Only)

This long dagger will glow blue if orcs or other goblinoids are near and roll twice when rolling for damage and use the higher roll.

Ring of Shadows (Thief or Ranger Only)

Allows a Thief or Ranger to become invisible as per the wizard's spell.

Trollstone

A small greenstone idol of a three headed troll. It allows the bearer to control the Trollstone Troll as if it was a Summoned or Charmed Monster.

Troll's Hoard

Includes 10,000 coins and various useful items. The Trollstone is the key.

Services

Bribing the Greedy Magic Door to let you pass: 2-20 Coins or Items that are worth that amount is required by the door. Treasure gathered in this manner ends up in the

Troll's hoard.

Monsters

Blood Bats

Group, Small, Terrifying

Claws (d6 damage)

Close

6 HP

A giant carnivorous bat of the Trollstone Caverns.

Instinct: Swoop!

Giant Spider

Solitary, Devious

Fangs (1d8 damage)

Close, Near

12 HP

A really large freaking spider!

Custom Move: Roll+Constitution if you are bitten by the spider and if you roll **less than 6** or less you are paralyzed. If you **roll 7-9** you are shaky and take -1 on all rolls until you make camp. **10+** and you are immune to the spider's venom. PCs need roll against the spider venom only once.

Trollstone Goblin

Group, Small, Intelligent, Hoarder

Dagger (d4+2 damage)

Close

3 HP

A goblin of Trollstone Caverns.

Instinct: Obey the Troll

Spore Zombie

Group, Devious

Tooth and Claws (d4 damage)

10 HP

Close

These fungi zombies remain motionless until they are disturbed; their poisonous spores can kill those who inhale them. The victim's body will then rise as a new spore zombie.

Instinct: to increase their ranks

Custom Move: When you're infested with fungal zombie spores, ROLL+CON.

On a 10+, your body destroys the infection.

On a 7-9, you're terribly sick and loose one CON every day until cured or dead (CON=0).

On a 6-, you die out of anaphylactic shock. A new fungal zombie will emerge from your dead body. PCs need roll against the spores only once.

Trollstone Troll

Large, Construct

Giant Axe (2d6+2 damage)

Close, Forceful

20 HP, 2 Armor

Instinct: To bully or eat the weak

- Dominates lesser goblins
- Tolkien Troll: Sunlight Turns to Stone
- Has three heads that constantly argue
- Very stupid
- If killed the slayer is transformed into the new Trollstone Troll. Curse only removed if Trollstone is destroyed.(Requires Quest)

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(This Dungeon Starter was inspired by the T&T module in the Tunnels and Troll fifth edition rulebook.)

