TROLLDEEP

Rules and Adventure Book

Contents

- Rules · page 2
  - Contents and what you need · page 2
  - The cards · page 2
  - Setup · page 2
  - The game round · page 2
  - Movement and contact · page 3
  - Attacks · page 3
  - Knocked out and defeated · page 4
  - Exploring: doors and new rooms · page 4
  - Victory and defeat · page 5
  - Scenarios · page 5
  - Difficulty · page 5
  - Tips for the Voice of the Troll · page 5
- The game round (summary) · page 5
- The Adventure Book – The Stolen Bell · page 7
  - How to use the Adventure Book · page 8
  - Prologue: The Call from Fellhaven · page 10
  - The rooms 1A–2B · page 12–…
  - Epilogue: The Trail Goes Deeper · page 20

Welcome to the Trolldeep

Deep beneath the mountains lies the Trolldeep: a tangle of caves full of sneaky goblins and big, hungry trolls. You are a band of heroes going down into the dark to bring the **Fell Bell** home from the chieftain who stole it. The game is **co-operative** – all the heroes win or lose together. One player (ideally a grown-up) is the **Voice of the Troll**, who rolls the dice and moves the monsters, but can also play a hero.

There are **no squares** on the board. Everything is measured in inches with the ruler, so the figures can move freely around the caves.

FREE DEMO – how it differs from the full game
This demo has 2 tiles (4 rooms), 4 heroes and 9 monsters. Use all 4 heroes. Place tile 1 (side A or B) as the start room. Tile 2 is the whole stack – choose a side or roll for it. Sort the monster cards into Rank I and Rank II. **You win when room 2 is cleared**, and lose if all heroes are knocked out at the same time. Rules about tile 9, Rank III–IV and the chieftain are for the full game.

Contents and what you need

- 2 cave tiles (20 × 20 cm), double-sided = 4 different rooms
- 4 hero cards and 9 monster cards (Rank I–II) + reference cards
- 13 figures with feet · 4 rulers
- The Adventure Book (at the back of this book) with a text for every room
- You also need: 6–10 ordinary six-sided dice (D6) and a paper clip per figure to track life

The cards

LIFE – how much damage the figure can take. Put a paper clip on the life track at the bottom of the card and move it down when the figure takes damage. **MOVE** – how many inches the figure may move. A normal move is 4". **MELEE / RANGED / MAGIC** – how many dice the figure rolls when it attacks that way. "–" means it can't. **SAVE** – the number the figure must roll (or higher) to block a hit.

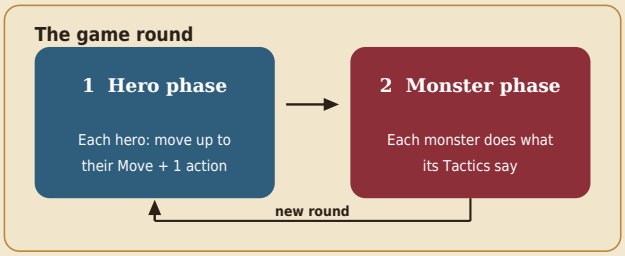
Below the stats is the figure's **gear** (weapon or spell) with range, damage and any special rule, and the figure's **ability**. Monsters also have **Tactics** that tell you what they do. The back shows the name and story. The back is turned sideways, so the card can be placed on a card slot in the Adventure Book and read aloud as part of the story.

Setup

- You can be **1–6 players**, but there are always **4–6 heroes** in play. If there are fewer than 4 players, some of you control two heroes. Take the card and figure, and put the paper clip on the highest life.
- **5 or 6 heroes:** all monsters – the chieftain too – get **+2 life for each hero above 4** (5 heroes: +2 life, 6 heroes: +4 life). Place a die showing 2 or 4 on the monster card. Damage comes off the die first, and when it is used up, move the paper clip as normal.
- **The heroes' colours** show what they are good at: **Melee** hits hard up close · **Ranged** shoots from far away · **Magic** spells and curses · **Healer** gives life back · **Support** makes the other heroes stronger.
- **A good team:** pick different colours – e.g. one Melee or Support, one Ranged, one Magic and one Healer. For example Brage, Ylva, Fenrik and Sister Liva.
- Sort the monster cards into four piles by rank (I, II, III, IV) and shuffle each pile.
- Place **tile 1** with *The Cave Mouth* face up in the middle of the table. Shuffle tiles 2–8 into a stack – for each tile, choose the side yourselves or roll a die (1–3 = side A, 4–6 = side B). Put **tile 9** at the bottom of the stack with *The Troll King's Throne Room* face up.
- Turn to the **prologue** in the Adventure Book and read it aloud. Each player places their hero card on a hero slot when the text reaches it.
- Place the heroes along the bottom edge of the Cave Mouth. The youngest player goes first. The heroes always have the first turn, also when a new room is placed (unless the room's rule says otherwise).

The game round

Each round has two phases: first the **Hero phase**, then the **Monster phase**.



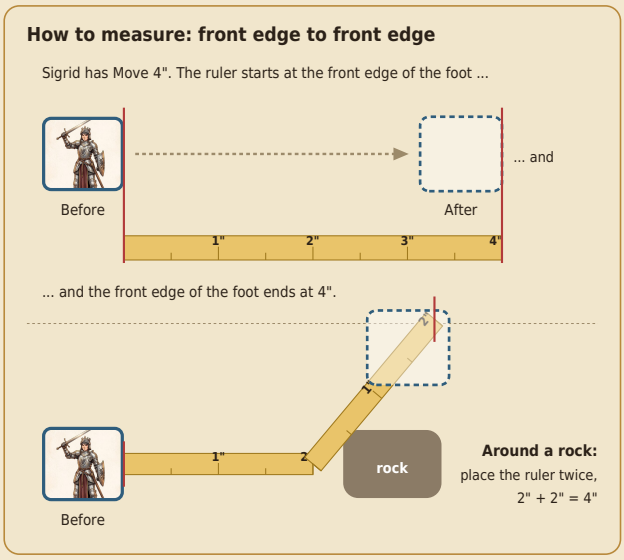
Hero phase. The heroes take turns one at a time in any order you agree on. A hero may **move** up to their Move and perform **one action** – before or after moving:

- **Attack** – melee, ranged or magic (see below).
- **Sprint** – move up to your Move one more time.
- **Help** – a knocked-out hero you are in contact with gets up with 2 life.
- **Use the room / use an ability** – if the room or the card says "Action".

Monster phase. The monsters activate one at a time in the order they came into play. Each monster does exactly what its **Tactics** say: it moves up to its Move by the shortest route and attacks if it can. If two heroes are equally close, the heroes choose. Monsters in rooms without heroes move towards the nearest hero through the doors.

Movement and contact

Place the ruler at the **front edge of the foot**, where the figure stands, and move the figure so the front edge of its foot ends at the number it may move. Then the figure has moved exactly its Move. You may turn and move in curves – just place the ruler several times. Figures cannot move through each other or through the rock walls in the picture.



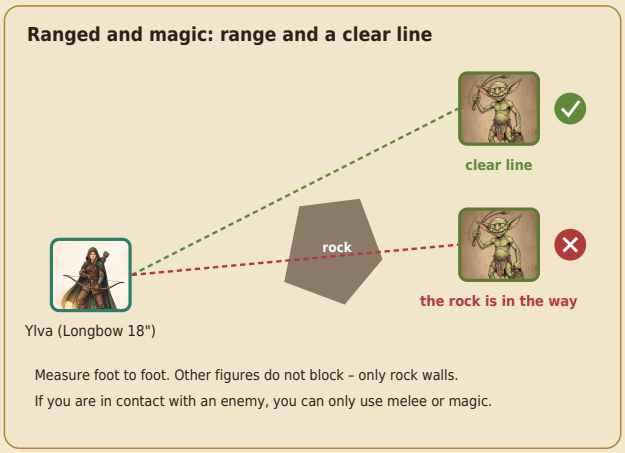
Two figures are in **contact** when their feet touch (or are less than ½" apart).

If a figure moves out of contact with an enemy, the enemy gets a **free attack with 1 die** in melee. (Some abilities, like Tobbe's, ignore this.)



Attacks

1. Choose a target. Melee: the target must be in contact (or within the weapon's reach, e.g. 2" for a spear). Ranged and magic: the target must be within range, and you must be able to draw a straight line from foot to foot without crossing a rock wall. Other figures do not block. If you are in contact with an enemy, you can only use melee or magic.



2. Roll dice – as many as your value for that kind of attack. Every **4, 5 or 6** is a hit. Every **6** is a **power hit**.

3. The target saves. The target rolls one die for each normal hit. If it rolls its Save or higher, the hit is blocked. **Power hits cannot be blocked.**

4. Damage. Every hit that was not blocked removes as much life as the weapon's Damage.

Example: Brage (Melee 3, Battle axe damage 2) attacks Shaggy (Save 5+). Brage rolls 2, 4 and 6: one hit and one power hit. Shaggy rolls one die for the hit and gets 5 – blocked! The power hit cannot be blocked, so Shaggy loses 2 life.



Dice rules: You always roll at least 1 die, however many "1 die less" there are. "Roll 1 extra die" is added. Healing and supporting magic (e.g. *Healing light*) does not need saves – every 4+ works.

Push: a figure that is pushed moves in a straight line away from whoever pushes it. It stops at a wall or another figure.

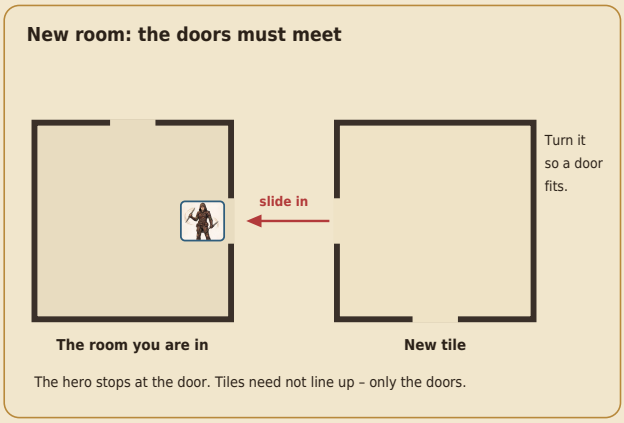
Knocked out and defeated

When a **monster** reaches 0 life, it is removed. When a **hero** reaches 0 life, the hero is **knocked out**: lay the figure down. It cannot do anything, and the monsters ignore it. Another hero can use the *Help* action to get it back up with 2 life.

When a room is cleared (all monsters in the room are defeated), all knocked-out heroes get up with 2 life. Read the text *When the room is cleared* in the Adventure Book.

Exploring: doors and new rooms

The openings in the dark edge around a tile are **doors**. Doors are always in the middle of an edge, so any door fits any other door. Tiles do not need to line up – only the doors must meet. When a hero moves to a door that does not lead anywhere yet, **the hero stops** (the rest of the move is lost, but the hero may still take their action):



- Take the top tile from the stack and place it so one of its doors meets the door exactly. Turn it any way you like. If it cannot fit at all, put it at the bottom and take the next one.
- Read the room's name and rule aloud. The room's rule applies as long as there are figures in the room.
- Look the room up in the **Adventure Book** and read the text aloud. Draw monsters according to the room's **Danger** – one card at a time from the rank shown on the card slot – place them on the slots and read them aloud.
- Place the monsters in the part of the room furthest from the door, at least 1" apart.

Empty pile: if a monster pile runs out, shuffle the defeated monsters of that rank into a new pile. Monsters still in play stay out.

At most 4 monsters: there are never more than 4 monsters in a room at once. If more should come, they don't.

Victory and defeat

The heroes **win** when the chieftain (Rank IV) in the final room is defeated. The heroes **lose** if all heroes are knocked out at the same time.

To remember "Once per game" abilities, flip a coin or put a die on the card when it has been used.

Scenarios

1. The Stolen Bell (standard): as described above. The final room is the Throne Room (tile 9A).

2. Echoes from the Deep: put tile 9 at the bottom with *The Echoing Deep* face up. Every 3rd round a new goblin comes in through the door – hurry!

3. Quick adventure (about 30 min): use only 4 tiles from 2–8 + tile 9.

4. Make your own: choose the rooms yourselves and lay them out in advance. Children love building the caves themselves!

Difficulty

- **Little Adventurer** (the youngest): all heroes have +2 life, and *Help* does not need an action.
- **Normal:** the rules as written.
- **Hero's Trial:** all monsters have +1 life, and every new room gets an extra Rank I card (if there are fewer than 4 monsters).

Tips for the Voice of the Troll

Do voices for the goblins and trolls, read the stories aloud, and let the children choose targets when the Tactics are unclear. When a rule is in doubt, pick whatever is most fun – and keep the game going.

The game round

- **HERO PHASE** – heroes in any order. Each hero: **Move** up to their Move **+ 1 action** (before or after).
- **Actions:** Attack · Sprint (move again) · Help a knocked-out hero up (2 life) · Use the room · Ability.
- **ATTACK:** roll dice = the value. Every **4+** is a hit. Every **6** is a **power hit**.
- **SAVE:** the target rolls 1 die per hit. Result ≥ Save = blocked. Power hits cannot be blocked.
- **DAMAGE:** every unblocked hit removes the weapon's Damage in life.
- **MONSTER PHASE** – monsters in the order they appeared. Follow the card's **Tactics**.
- **Door:** stop at an open door → place the next tile → draw monsters by **Danger**.

Notes

TROLLDEEP

The Adventure Book

The Stolen Bell

How to use the Adventure Book

The Adventure Book tells the story while you play. Whoever is the Voice of the Troll reads aloud.

When you begin: read The Call from Fellhaven. When the text reaches the hero slots, each player places their hero card on one of them face down and reads the hero's story aloud. With 5 or 6 heroes, the last players place their cards beside the book and read their stories after the fourth.

When you place a new room: look the room up (see the list at the front) and read the text. Every time you reach a card slot, draw a monster card of the rank shown on the slot and place it there face down. Read the monster's story aloud as part of the text – then put its figure into the room.

When the room's text has been read, pick the cards up, turn them over and play as normal.

When the room is cleared: read the short piece under When the room is cleared.

When the chieftain is defeated: read The Bell Rings Again. If you lose, read The Dark Wins … This Time.

EACH ROOM IS A SPREAD

The left page has the room's story and rule. The right page has slots for the monster cards. Read the left page aloud, then place the cards on the slots one at a time.

The rooms

Prologue The Call from Fellhaven · page 10
1A The Cave Mouth · page 12
1B The Collapsed Tunnel · page 14
2A The Mushroom Forest · page 16
2B The Underground Lake · page 18
Epilogue The Trail Goes Deeper · page 20
If you lose The Dark Wins … This Time · page 21



PROLOGUE

The Call from Fellhaven

High up among the mountains lies the little village of Fellhaven. The houses have grass on their roofs, the goats wear bells around their necks, and in the middle of the square stands a small bell tower of grey stone. Up there the Fell Bell has hung for a hundred years: a heavy bell of dark bronze with a rim of blue runes that glow faintly every time it rings.

The dwarves cast the bell long ago and gave it to Fellhaven to thank the village for being good neighbours. Every evening at sunset one of the children rings it. The sound rolls down over the valley and into the mountain – and trolls cannot stand the sound of bells. As long as the Fell Bell rings, they stay down in the deep.

But three nights ago the bell tower was empty. The rope had been bitten through, and in the snow there were small, dirty footprints – and one huge, deep footprint, bigger than a cartwheel. A long drag mark led to the cave under Blackfell, where the mountain opens like a great black mouth.

Since then the evenings have been completely silent. The mountain rumbles at night, the goats refuse to go up the slopes, and from the cave come giggles and songs that nobody likes. The mayor has stood in the square banging an old pot so everyone could hear – and now heroes have come to help.

By the bell tower in the square stand those who have answered the call:

The first to step forward is …

HERO

Place the hero card here face down

HERO 1

Next to them stands …

HERO

Place the hero card here face down

HERO 2

A little behind, eyes fixed on the mountain, waits …

HERO

Place the hero card here face down

HERO 3

And last of all, just as the mayor stops banging the pot, comes …

HERO

Place the hero card here face down

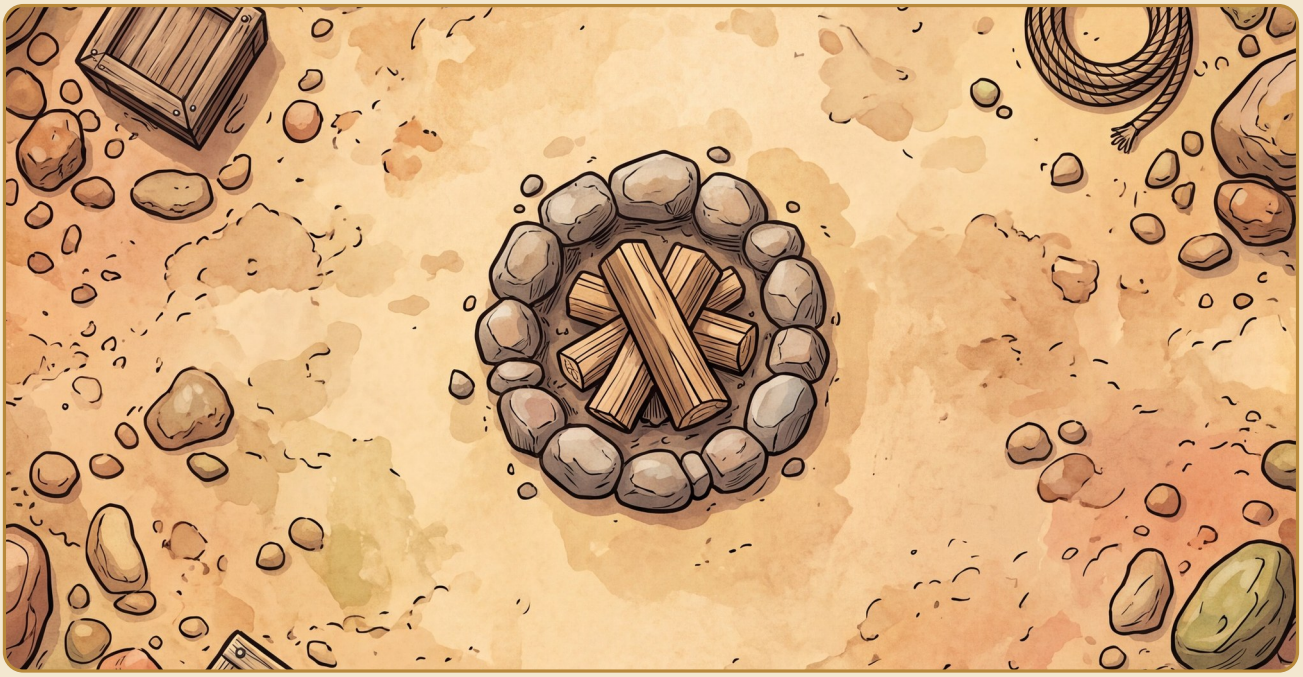
HERO 4

The mayor looks at you one by one and nods. “Bring the Fell Bell home,” he says. “And come home yourselves.”

The village children follow you all the way up to the cave. There they stop and watch as you light your torches and walk into the dark.

NOW THE GAME BEGINS

Place 1A The Cave Mouth (or 1B The Collapsed Tunnel) and turn to that room. Pick up the hero cards, turn them over, and put the figures in place.



ROOM 1A · START

The Cave Mouth

The cave mouth is wide and cold. Behind you the last daylight falls across the stones, and ahead of you the tunnels disappear into a darkness that smells of damp and old smoke.

Someone has been here before you. A burnt-out campfire lies between some stones, and on a wooden beam a goblin has scratched a drawing of a bell with a big cross over it – and next to it a very fat troll holding its ears.

Far down in the deep comes the echo of running feet. Then silence. The cave knows you have arrived.

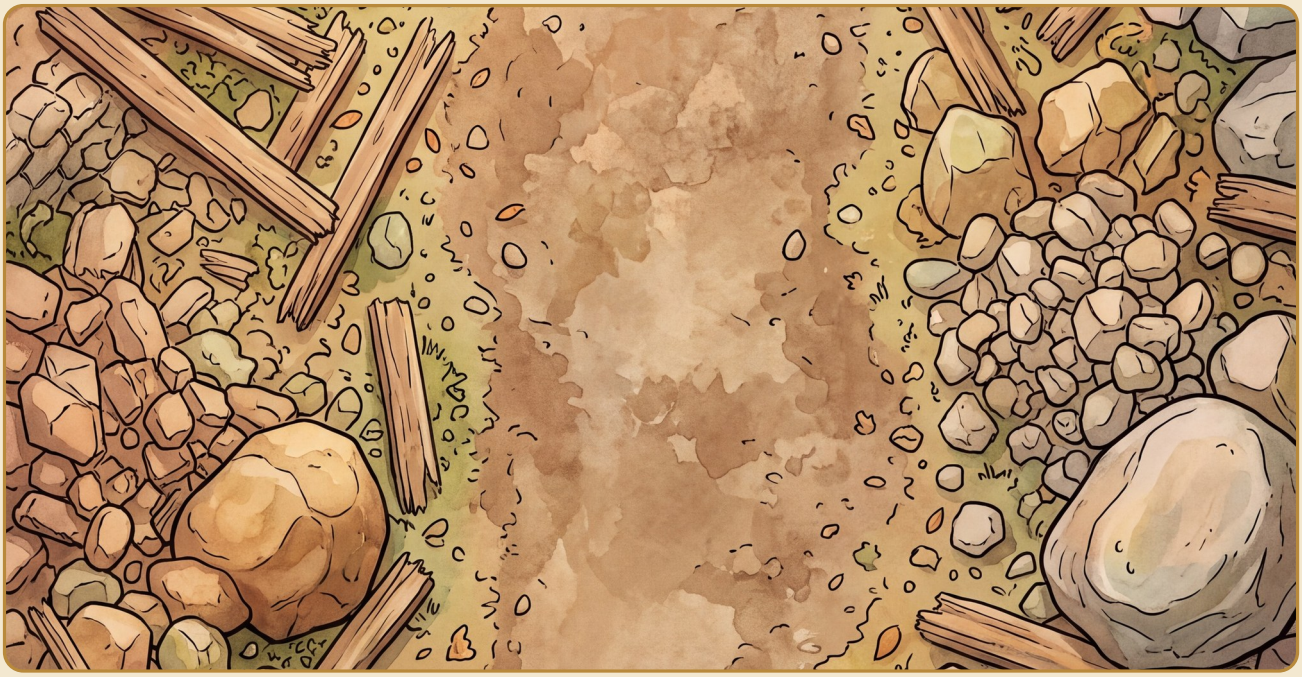
ROOM RULE

Start: all heroes are placed at the bottom of the room. No monsters come here.

There are no monsters here – yet.

WHEN THE ROOM IS CLEARED

The silence does not last long. Somewhere further in there is a clatter, like someone dropping a pot. Take a deep breath. The adventure begins now.



ROOM 1B · START

The Collapsed Tunnel

The old tunnel caved in long ago. Broken beams stick out of the ceiling like ribs, and every time you take a step, dust and pebbles trickle down into your hair.

In the middle of the passage the stones have been pushed aside. Someone has dug a way through – not very neatly, but quickly. Marks from small claws lead into the dark.

Suddenly the trickling stops. A little stone rolls down from a pile, all by itself. Then another. Behind the rubble, someone giggles.

ROOM RULE

Rockfall: heroes who start their turn here roll 1 die. On a 1 they lose 1 life. On Hero's Trial: draw an extra Rank I card if there are fewer than 4 monsters.

Draw the monster cards one at a time, place them face down on the slots, and read them aloud.

Out of one pile of stones pokes a head …

RANK I · MINION

Draw a card and place it here face down

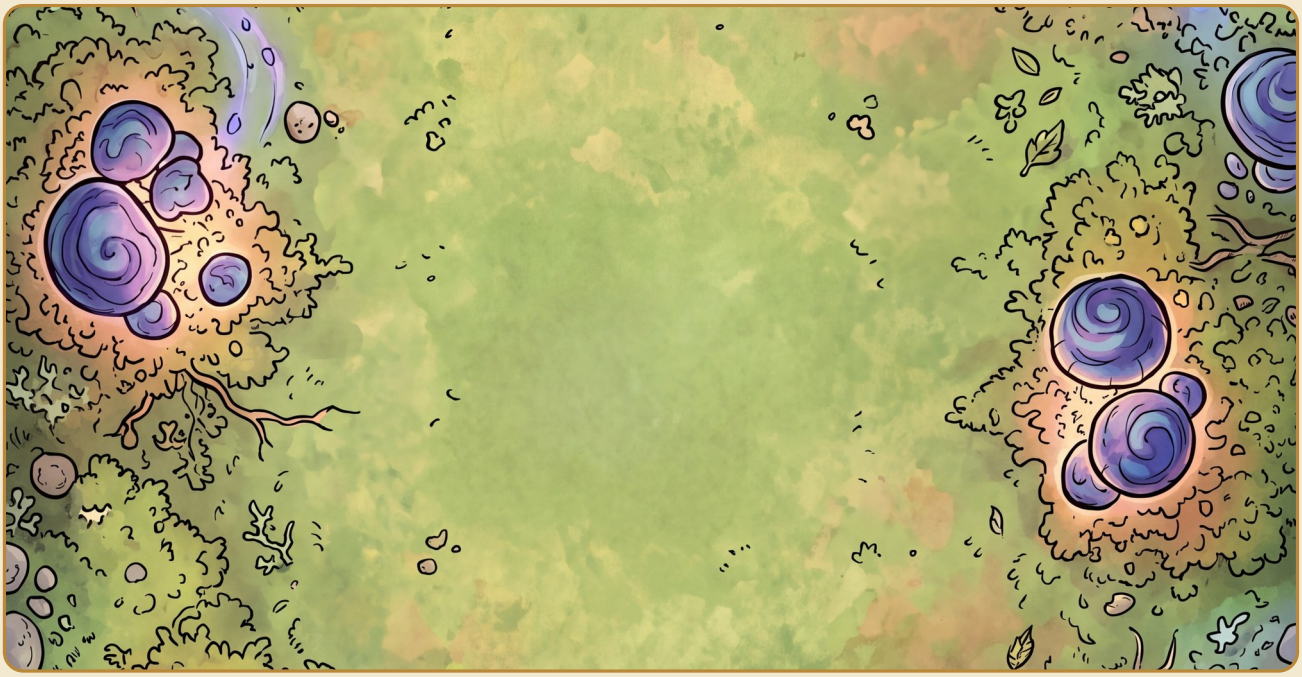
… and behind the other hides …

RANK I · MINION

Draw a card and place it here face down

WHEN THE ROOM IS CLEARED

The dust settles. The tunnel is clear, and the footprints lead deeper down. Listen to the stones – the mountain is not happy with you yet.



ROOM 2A · DANGER: 3 MONSTERS

The Mushroom Forest

You step into a forest that grows underground. Mushrooms as tall as trees stand in long rows, and their caps glow blue and purple, so the whole cave looks like a night sky full of little moons.

The air is warm and damp and smells sweet, almost like cake. Tiny glowing spores float between the stalks and land on your sleeves, where they keep on glowing.

The dwarves called this place the Glowgrove. They came here to gather mushrooms that can heal wounds. But now paths have been trampled between the mushrooms, and someone has bitten the biggest caps and spat the pieces out again.

Something glints between the stalks. Eyes. Lots of eyes.

ROOM RULE

Glowcaps: a hero can use their action to eat a mushroom and get 1 life back (once per hero). On Hero's Trial: draw an extra Rank I card if there are fewer than 4 monsters.

Draw the monster cards one at a time, place them face down on the slots, and read them aloud.

From behind the nearest mushroom stalk peeks …

RANK I · MINION

Draw a card and place it here face down

From a cap high above jumps …

RANK II · WARRIOR

Draw a card and place it here face down

And through the spores comes …

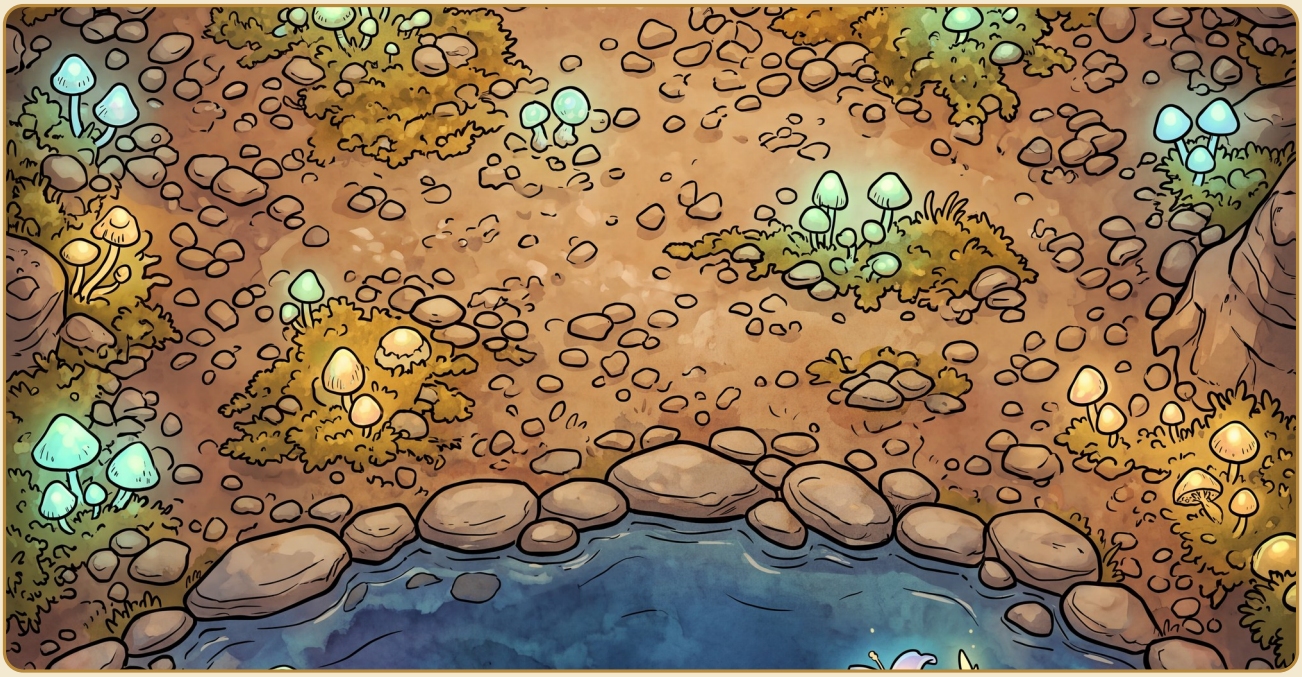
RANK II · WARRIOR

Draw a card and place it here face down

WHEN THE ROOM IS CLEARED

The mushrooms glow a little brighter now that the uninvited guests are gone, as if they are thanking you. Remember: one glowcap per hero can give back a little strength.

Demo: you have cleared the demo! Turn to The Trail Goes Deeper.



ROOM 2B · DANGER: 3 MONSTERS

The Underground Lake

The passage opens onto a lake lying perfectly still beneath the mountain. The water is so black and smooth that you can see the stalactites on the ceiling reflected in it – as if the cave goes on downwards forever.

Along the shore runs a narrow path of flat stones. Every step makes a little plip, and rings spread slowly across the water. Nobody knows how deep the lake is. The dwarves said it has no bottom.

Glowing flowers float out on the water, and beneath them something yellow glints. Gold coins? Or maybe just fish scales.

Then you hear it: a splash. And a giggle. Someone is lying in wait by the water.

ROOM RULE

The lake: nobody can walk in the water, but you can shoot across it. The first time a hero stands on the shore: roll a die. On a 6 the hero finds treasure: +1 die on their next attack. On Hero's Trial: draw an extra Rank I card if there are fewer than 4 monsters.

Draw the monster cards one at a time, place them face down on the slots, and read them aloud.

From a hiding place in the reeds appears …

RANK I · MINION

Draw a card and place it here face down

Along the path comes …

RANK II · WARRIOR

Draw a card and place it here face down

And out of the water, dripping wet and grumpy, crawls …

RANK II · WARRIOR

Draw a card and place it here face down

WHEN THE ROOM IS CLEARED

The lake goes still again, and the rings fade away. Far out on the water something golden twinkles. Whoever stands on the shore can try their luck – but be careful not to fall in.

Demo: you have cleared the demo! Turn to The Trail Goes Deeper.



EPILOGUE

The Trail Goes Deeper

The last goblin scurries away into the dark, and for a moment the cave is completely quiet. Then, far below, you hear it: a deep, slow rumble, like an enormous belly laughing.

In the mud by the far door lies a strand of the bell's bitten rope. The tracks go on – past a goblin camp, a troll bridge and a kitchen that smells of cabbage soup – all the way down to the throne room, where the chieftain sits wearing the Fell Bell like a crown.

You have only seen the beginning of the Trolldeep. Sixteen more rooms are waiting, along with eight more heroes, twenty-one more goblins and trolls, and three chieftains who would very much like it to stay quiet forever.

THE END OF THE DEMO – the full adventure is at trolldeep.com

IF YOU LOSE

The Dark Wins … This Time

The torches flicker and go out one by one. The chieftain laughs so the whole mountain echoes, and you have to retreat through the dark, supporting each other and helping those who cannot walk on their own.

Nobody is left behind. That is what matters most. When you finally come out into the light again, you are tired, dirty and sore – but you are together, and you have learned a lot about the Trolldeep.

The Fell Bell is still down there. But now you know where the passages go, who guards them, and what waits at the end. Rest, eat a good helping of the baker's cakes, and try again. Fellhaven still believes in you.