

T&T トンネル・ザ・トロール・マガジン ADVENTURES

EVERYTHING YOU NEED TO PLAY!
INCLUDES RULES, MANGA COMIC
& A SOLITAIRE
ADVENTURE

JAPAN

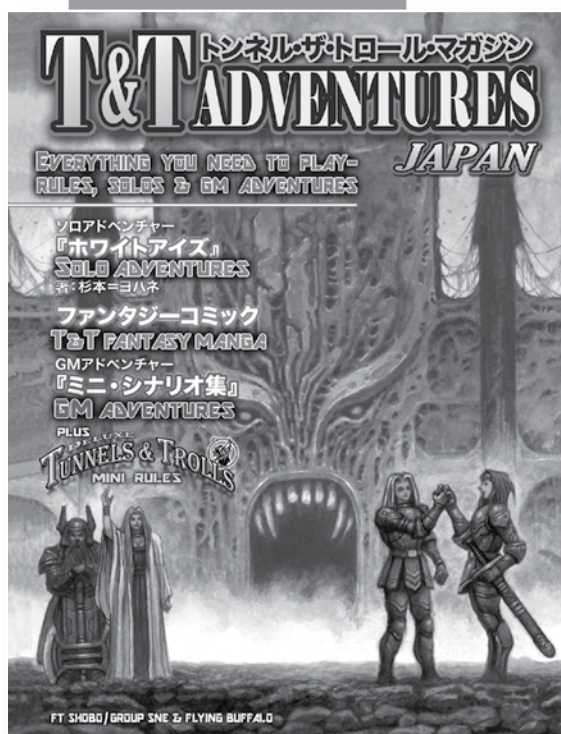
FREE
RPG
DAY

DELUXE
TUNNELS & TROLLS
MINI RULES



FLYING
BUFFALO &
FT SHOBO / GROUP SNE

T&T トンネル・ザ・トロール・マガジン ADVENTURES EVERYTHING YOU NEED TO PLAY- RULES, SOLO & GM ADVENTURES *JAPAN*



Tunnels & Trolls RPG: JAPAN STYLE!

T&T is a big hit in Japan, so we have collected some of the T&T manga, solitaire and GM adventures from Japan's own *TtT Magazine*. With their help, we translated them into English, and present them here for the first time ever in the US. We also used the original art from their magazine (along with a few extra pieces) to make them look even more like they did when they were published in Japan.

To make this book even more useful for new and casual players, we are including the *T&T Mini-Rules*, which means this book contains **everything** you need to play. Rules, pre-rolled characters, gm adventures, a solo and even mangas that tell you more about the T&T world and how to play, all included in the book. So give it a try, and discover how they RPG in Japan!

This Free RPG Game Day booklet gives you a sample from that book published in English by Flying Buffalo Inc. You can get the full 60 page T&T Adventures Japan book at your local game store or direct from FBInc. You can also get the full 38⁺ page Deluxe T&T rulebook, which includes full detailed rules, optional rules, gm adventures, a solo adventure and a large Trollworld section that details the Fantasy world of Tunnels & Trolls.

Most of this material was originally published in Japan as *TtT Magazine*; issues 1-3 by FT SHOBO & Group SNE

Art by Shohei Nakayama, Kiyoshi Arai, Kaitei Chimera, Chris, Shu Nagata, Don-Chang & Steve Crompton
Manga Illustrations by Shohei Nakayama

TtT Magazine Produced by Hitoshi Yasuda ♦ Japan Edition Edited by Akira John Sugimoto
Translation assistance by Michiko Kasai

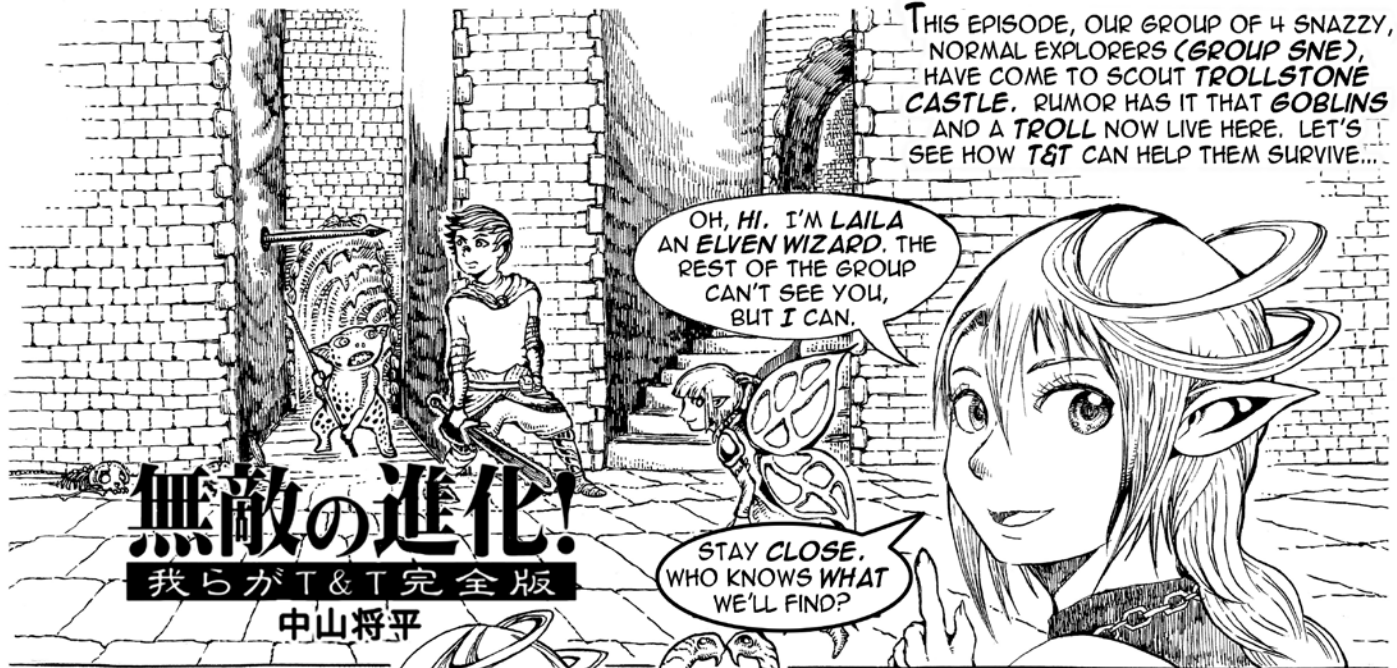
US edition Executive Producer Rick Loomis ♦ US Edition Edited by Ken St Andre
Project Manager/Art Direction by Steve Crompton
T&T Mini Rules by: Ken St Andre & Steve Crompton
Proofed & Playtested by Kurt Romig & Darren Arnold

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording or computerization, or by any information storage and retrieval system, without permission in writing from the publisher.

Published in the USA by Flying Buffalo Inc.
P.O. Box 8467, Scottsdale, AZ 85252
www.flyingbuffalo.com ♦ e-mail: rick@flyingbuffalo.com

ADVENTURES IN TUNNELS WITH TROLLS

THIS EPISODE, OUR GROUP OF 4 SNAZZY, NORMAL EXPLORERS (**GROUP SNE**), HAVE COME TO SCOUT **TROLLSTONE CASTLE**. RUMOR HAS IT THAT **GOBLINS** AND A **TROLL** NOW LIVE HERE. LET'S SEE HOW **T&T** CAN HELP THEM SURVIVE...



無敵の進化!

我らがT&T完全版

中山将平

TUNNELS & TROLLS IS ONE OF THE FIRST RPGS EVER CREATED. IT WAS POPULAR IN JAPAN IN THE 1980S & IT IS AGAIN WITH THE RELEASE OF **DELUXE T&T**

THIS IS **DAISAN**, OUR TRUSTY **WARRIOR DWARF**. YOU CAN SEE OUR **T&T** CHARACTER STATS ON PAGE 19, IF YOU WANT MORE DETAILS ON OUR CHARACTER ABILITIES.

WHO ARE YOU TALKING TO LAILA?

AND WHY ARE YOU STARING AT THAT **BLANK WALL**?



I'M TALKING TO OUR **INVISIBLE GUESTS**. MY **ELF VISION** ALLOWS ME TO SEE THEM.

HMPH! YOU ELVES AND YOUR CRAZY WAYS. INSTEAD OF TALKING TO A **WALL**, YOU SHOULD HAVE SEEN THOSE **GOBLINS** DOWN THE **TUNNEL**.

WHOA! I CAN'T BELIEVE THAT **GOBLIN** SHOT HARD ENOUGH TO **SHATTER** MY **SHIELD**! HE MUST HAVE **HIGH STRENGTH!**

HAH! MY **WARRIOR ARMOR & COMBAT BONUS** SAVED ME!

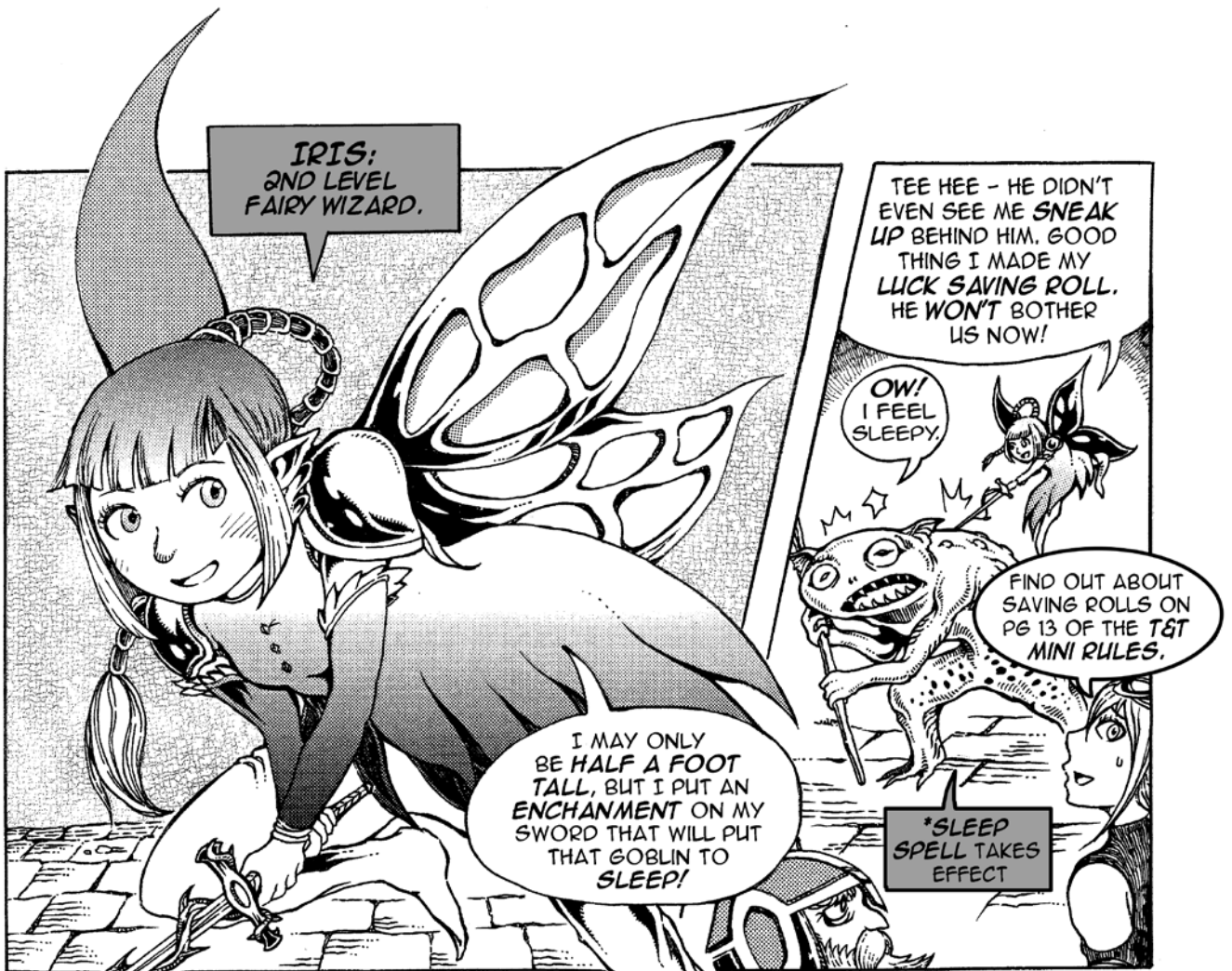
I'LL **SNEAK** UP ON HIM...

HOLD ON, I GET TO DO ALL THE **SNEAKING** IN THIS GROUP!

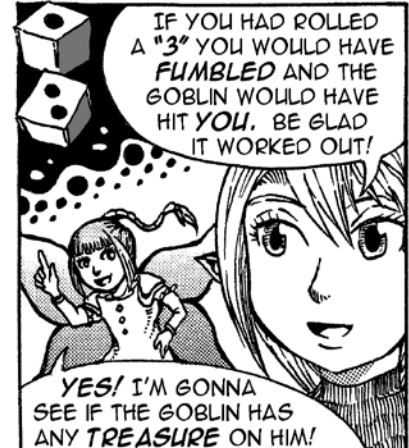
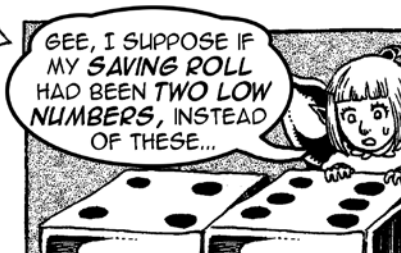
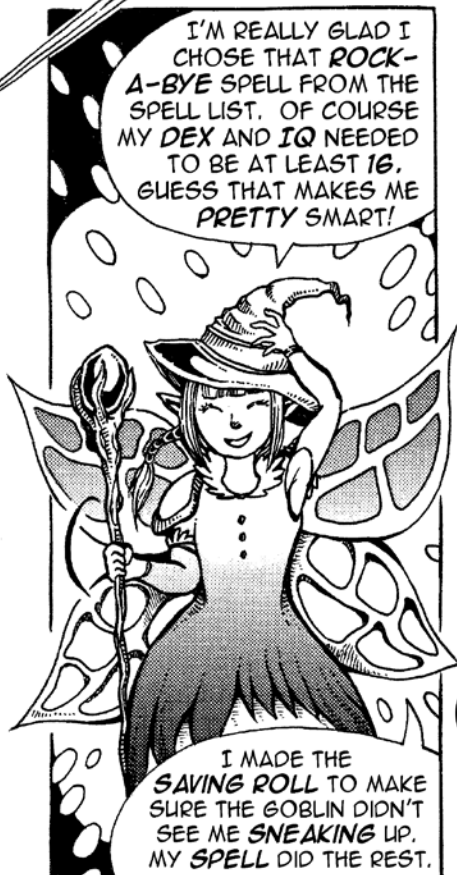
OH, **IRIS**.



Illustrations by Shohei Nakayama



SEE PAGE 12 **ROCK-A-BYE SPELL**



SEE PAGE 4 OF **THIS BOOKLET**
ON HOW TO ROLL FOR **TREASURE**.



TUNNELS & TROLLS MINI-RULES

By Ken St Andre & Steve Crompton
Art by Shohei Nakayama

HOW TO ROLL UP AND
PLAY YOUR CHARACTERS IN
SOLO ADVENTURES OR
WITH OTHER PLAYERS.

SO LASS,
NOW YOU WANT
US TO SHOW THESE
INVISIBLE FRIENDS
OF YOURS HOW TO
BE PART OF A T&T
ADVENTURE?

SOUNDS
CRAZY LAILA.
YOU'D NEED A
GIANT BOOK
TO EXPLAIN
IT ALL.

IT MIGHT BE
FUN TO HAVE
SOME MORE
CHARACTERS
AROUND
HERE!

WELL OUR
FRIENDS ARE PRETTY
CLEVER. I BET WE CAN EXPLAIN
HOW TO ROLL UP A CHARACTER
IN A COUPLE OF PAGES. WE JUST HAVE
TO TELL THEM THE BASICS AND
MAYBE TAKE A FEW SHORT CUTS.
SO WHO'S WITH ME?

T&T INTRODUCTION

Tunnels & Trolls is one of the **easiest** Role-Playing Games to play. Once you know how, you can roll up a character in less than 10 minutes. T&T is best known for all its solo adventures that ONE person can play. (You'll find a solitaire adventure in this book on page 30.) And like any RPG, you can play it with a group of your friends. We also have a couple of GM (*Game Master*) adventures in this book you can run.

This **Mini version of the T&T rules** will give you what you need to roll up a character, customize them, get them equipped and ready for adventuring. We'll also give you a little info on how to run an adventure for your friends. Remember that these are mini-rules and in the full *Deluxe T&T Rulebook*, you have many more options and choices. These mini-rules will give you just the basics, but plenty enough to enjoy some fantasy role-playing!

YOU NEED A CHARACTER SHEET

On page 19 and 20 are pre-rolled *player characters* (PCs) that you can use for playing. There are also blank character sheets on page 21 & 22, so you can create your own characters. In T&T, characters may be any gender or kindred, and the basic character is presumed to be an adult Human. But you can also be an elf, fairy or dwarf. Below is what all the info on the character sheet means.

ROLLING UP A CHARACTER

For creating your character, you need three 6-sided dice (3d6). Roll the three dice and add up the total. Now write that down on a separate piece of paper. Do that 8 times. The 8 numbers you have rolled will be your character's attributes. T&T characters have 8 attributes: 4 physical attributes: **Strength** (STR), **Constitution** (CON), **Dexterity** (DEX) **Speed** (SPD); and 4 mental attributes: **Intelligence** (INT or IQ), **Luck** (LK), **Wizardry** (WIZ), and **Charisma** (CHR). It is best to assign the higher rolls to STR, LK, DEX, and SPD if one is going to be a fighter. If the character is going to rely on magic, it is best to assign the higher values to INT, DEX, WIZ, and CHR. However, you may assign them as you wish.

Super Rare: TRIPLES

When rolling all three dice, if you roll triples (3 dice with the same number) add their total up and roll again. Then add that roll total to the triples you just rolled. This will make for a more powerful attribute, but it doesn't happen too often.

Each of the attributes is important (more or less so depending on the character class you choose) and may be called upon in the course of play. Attributes also help determine what weapons and armor may be used, or what magical spells are known and can be cast. You'll use these attributes to cast spells, use weapons, and take other actions while you play.

ABOUT DICE: You will see notations like "2D6" or "5D6+2" in these rules. A "D6" is an ordinary, cube-shaped, six-sided die. The first number is the number of dice to roll. Toss that many dice, and add up the spots. The "+2" means to add two to the result of the 5D6 roll."

CHOOSE YOUR KINDRED (HUMAN, ELF, FAIRY OR DWARF)

A *kindred* is a race or species such as humans, elves, dwarves, and so forth. Here we'll only talk about 4 kindreds: humans, elves, dwarves, and fairies. (*In Deluxe T&T, but you can play lots of others including monsters.*) What kindred you choose can modify your character's attributes. A modifier is what you multiply the base attribute by to get the final initial value. For the mini-rules we'll make the modifiers super easy, so here's what you should do to your character's attributes based on what kindred you pick.

Humans: All attributes are the same as you rolled them, so they stay the same. However, humans get to reroll **saving rolls** a second time (*more about that later.*)

Elves: Add 3 to your IQ, WIZ, DEX and CHR attributes. Subtract 2 from your CON. All other attributes stay the same.

Dwarves: Add 10 to you STR and CON. Subtract 4 from LK. All other attributes stay the same.

Fairies: Subtract 4 from STR and CON. Add 5 to CHR. Add 3 to LK and DEX. Add 4 to WIZ. All other attributes stay the same.

Characters also have physical characteristics such as height, weight, hair color, age, etc. You may choose these without rolling dice, as long as the choice seems reasonable to the game master. Use the pre-rolled character sheet on page 20 as a guide to the general height and weight of the kindreds you chose. It doesn't matter whether a character's skin or hair is black, white, red, or green - choose whatever you would like them to have. *Player characters* (PCs) are run by the players. *Non-player characters* (NPCs) are run by the GM.

You also get to decide what their personality is like. Are they serious or playful, shy or outgoing? Do they like to study/read or do they prefer the outdoors? YOU get to decide all this as you Role-Play the character you have created. (In dT&T you get to add *talents* to your character, but we aren't using them in the mini rules.)

PICK YOUR CHARACTER CLASS

You get to pick what class your character is. Class gives your character additional powers and bonuses while playing. The character classes in the T&T mini-rules are Warrior, Wizard and Rogue. The Deluxe rules have even more classes, but these three are the main ones. Any kindred can be whatever class you want.

Warriors are superb physical combatants, proficient with most weapons, able to use armor better than other character types, and totally **unable** to cast magical spells. Warriors get an extra six-sided dice (D6) for combat with each level they attain. Thus a sword worth 3D6 in combat to most first level characters is worth 4D6 to a first level warrior. (*Character levels are discussed on page 14.*)



Wizards are spellcasters, proficient in the theory and practice of magic. Once a wizard learns a spell, they know it forever. Spells require energy. That comes from the WIZ attribute. They also require a minimum INT & DEX to master. Note that wizards are perfectly able to wear armor and fight with weapons, but due to their lack of training, they do not get to use their combat adds with any weapon worth more than 2D6.



Rogues are characters that can do both—fight and cast magic. Rogues never got the years of training that make warriors so good at combat, nor did they get the magical training that all wizards have. They don't fight as well as warriors, or cast spells as well as wizards, but they can do both. They do not get any of the bonuses that Wizards and Warriors get. People confuse Rogues with thieves, and play them that way, but they usually are just street-wise survivors.



HOW TO DO COMBAT

The heart of any role-playing game is its combat system. T&T has one of the simplest combat systems around, but even it has complications. When judging combat, the basic thing to consider is: *What is reasonable under the circumstances.*

Almost all fights break down into Us vs. Them situations. The players group (the adventurers) fight, and their enemies (usually the monsters) fight the other group. (When more than three characters are in a fight, we call that *Melee* combat.) Both sides have weapons, and weapons are rated with dice. For example: bare hands are worth 1 die, a dagger is worth 2 dice, a sword is worth 3 dice and so forth. We roll our dice and get a total; they roll their dice and they get a total. The totals are compared; the smaller is subtracted from the larger; and the losing party takes the difference in *hit points*. Divide the hit points among the monsters or the party (whichever side lost the round. Hit points reduce a monster's Monster Rating, or a character's Constitution (CON).

Let's do a very simple example: Gilbert is lost in the forest and gets attacked by Goblin Bugzi. Gilbert has a dagger worth 2D6. Bugzi has a spear worth 3D6. They fight. Gilbert rolls a 1 and a 1, so Gilbert's combat total is 2. Bugzi rolls a 4, 3, and a 2, so his combat total is 9. Bugzi's 9 minus Gilbert's 2 equals 7, so Gilbert is going to take 7 hit points of damage. Gilbert has a CON value of 10. So $10 - 7 = 3$. Gilbert is badly hurt, but he can still fight. Combat round 2: Gilbert does better, rolling 5, 2 for a total of 7. Bugzi is still the better fighter with a better weapon. He rolls 6, 6, 2 for a total of 14. $14 - 7 = 7$. Gilbert has to take another 7 hits. $3 - 7 = -4$. Gilbert loses and is out of the fight.

T&T combat can get more complicated, but the basic principle remains the same. You can do groups: say 3 humans vs. 10 goblins. Humans roll a grand total of 30. Goblins roll 45. Humans have to take 15 points of damage. They divide the damage among themselves however they can to avoid being killed.

WHAT ARE COMBAT ADDS?

Weapons are not the only thing that determines the outcome of combats. One must also consider the basic abilities and strengths of the fighters. These are wrapped up in a number called *combat adds*. Combat adds are added to the weapon scores. Combat adds



are derived from the attributes that make a character better in combat. **Strength**, because the harder you hit, the more damage you do; **Dexterity**, because the more skillful you are in landing your

blows, the more damage you will do; **Luck**, because well duh; and **Speed**, because the more blows you manage to strike within a time limit, the more damage you will do. Anything **above 12** in those 4 attributes produces combat adds. Strength of 15 produces 3 adds; Dexterity of 16 produces 4 adds; Luck of 12 produces 0 adds and Speed of 13 produces 1 add.

Bearing that in mind, let's do our simple example again. Gilbert's pal Akira is looking for Gilbert in the forest and he finds him a few minutes after Bugzi beat him up. Akira has 10 combat adds—he is both strong and fast. Bugzi has zero.

Akira also has a dagger worth 2 dice. Bugzi has his 3 dice spear. Let's fight! Akira rolls 8 and adds 10 for his combat adds for a total of 18. Bugzi rolls 13. The goblin still has the better weapon, but he is no longer the better fighter. Bugzi takes 5 hits on his CON, which was only 8 to begin with. Seeing how this is likely to end, Bugzi gets smart and runs away.

In a T&T combat, both sides have combat adds, even if the value of the adds = zero. The combat totals are determined by the sums of the weapons dice plus the party's combat adds.

FIGHTING AGAINST MONSTERS

Instead of attributes, monsters often have a simple *Monster Rating (MR)*. MR shows the amount of damage

the monster can take before being defeated, and how well it fights. See the table for how many dice (D6) the monster rolls in combat. Its combat adds are equal to half of its MR; these are reduced as damage suffered reduces the monster's MR. (But combat dice are **not**

MONSTER RATING	NUMBER OF DICE
1 - 9	1
10 - 19	2
20 - 29	3
30 - 39	4
40 - 49	5
etc...	etc...

reduced as the monster suffers damage.)

Monsters who only have monster ratings also have weapons and adds. If I tell you that you are attacked by a lion, you know what the lion's weapons are: teeth and claws. So if the lion has a monster rating of 40 then we know its weapons (teeth and claws) are worth 5D6 and it has 20 combat adds. (see chart on previous page.)

Combat with monsters work the same way. Akira is out walking in the forest when he is attacked by a lion. The lion rolls 4, 3, 2, 2, 1 + 20 combat adds. Akira rolls 2, 1 + 10. $32 - 13 = 19$. Akira had a robust Constitution of 14, but $14 - 19 = -5$. Akira! Eaten by a lion.

SURPRISE ATTACKS

There are other factors involved in combat, and they may change the outcome. Surprise happens when one party attacks and the other does not get to make a combat roll. Let's say Akira met that lion when it was asleep and decided to attack it. He rolls his dice (poorly) getting 1, 1 plus 10. Lion gets zero. Akira wins inflicting 12 points of damage. Lion's monster rating goes down from 40 to 28. Lion wakes up and fights. It still gets 5 dice because it started as a 5 dice monster, but only gets 14 combat adds. Can you see that Akira has hurt the lion, but he is still probably going to die as the combat goes on?

PROTECTIVE ARMOR



Armor can affect how combat goes. Armor is protective clothing of any sort that will always stop some of the damage from getting through. Armor is rated in terms of how much damage it can prevent. For example: a small shield can stop 3 points of damage. Leather armor can stop 6 points of damage. Let's do an example: Ben is the friend of Gilbert and Akira. He knows the forest is home to both goblins and lions, so

EQUIPPING YOUR CHARACTER

To make things a little easier, let's give your new character **250 gold pieces** (gp) that can be used to buy weapons and armor for adventuring. Usually there are STR and DEX requirements to use certain items, but in the mini-rules we aren't worrying about that. Below is a very short list of some basic items you can buy. The Deluxe T&T rulebook has hundreds of detailed weapons and armor, if you want to **really** customize your character. *NOTE: if you are a Fairy, assume that smaller versions of these items are also available at the same price, but they all do half the damage or take half the hits listed below.*

WEAPONS

Weapon Item	Details	Damage	Cost
Dagger	8 inches	2d6	10 gp
Short Sword	30 inches	3d6	35 gp
Samurai Sword	38 inches	4d6	66 gp
Spear	6 ft long	4d6	50 gp
Axe	5 lb head	5d6	73 gp
Light Bow	+24 arrows	3d6	40 gp
Throwing Stars	(15 stars)	2d6	30 gp
Magic Wand (Wizards/Rogues)		0	80 gp
Magic Staff (Wizards/Rogues)		2d6	100 gp

ARMOR

Armor Item	Details	Hits	Cost
Metal Gauntlets	Pair	2	30 gp
Small Shield	3ft across	3	15 gp
Target Shield	5ft across	4	35 gp
Small Helmet	top of head	1	20 gp
Mengu Helmet	full face	3	15 gp
Chainmail Shirt	covers torso	4	170 gp
Studded Leather	full suit	5	130 gp
Samurai Armor	full suit	9	300 gp

GENERAL SUPPLIES

Adventuring Item	Cost
Dry clothing and pack	5 gp
1 day's provisions (food, drink, "matches")	6 gp
5 ordinary torches (each lasts ten turns)	1 gp
Small hammer & iron spikes	18 gp
20 feet of heavy twine (rope)	2 gp
Adventurers Pack	
Includes chalk, cloth sacks, 3 torches	
5 matches, 20 feet of rope & waterskin	9 gp

Akira always carries a sword and shield and wears his leather armor. His sword is worth 3 dice in combat. One day he runs into two goblins carrying spears and they attack him. Ben has 12 combat adds — mostly because he's always been very lucky. Ben rolls his dice getting 6, 5, 3 plus 12 for a total of 26. The goblins attack with their spears getting 6, 6, 6 and 6, 6, 4 — these are elite goblins! $18 + 16 = 34$ and the goblins won the combat round by 8 points. But Ben has 9 points of armor. He is not harmed.

These are some basic examples. Things can get more complicated with all the different things that can happen in combat, but the thing to do is just work through it in a logical fashion and simply determine what the numbers are, and what would likely happen next.

IS YOUR CHARACTER READY?



At this point, you should have a basic character rolled up and they should have some equipment. From here, we're going to give you some more information on HOW to use your character in game play, what saving rolls do, where you can spend adventure points and how wizards cast spells...

WHAT IS A SAVING ROLL?

A *saving roll* is the way we check to see if something happens in T&T. Any character can make a saving roll if the Game Master (or the text in a solo adventure) asks or tells them to do it. To make a saving roll, **you roll 2 dice** and get a number. Doubles always add and roll over. For example a roll of 1, 2, which equals 3, is a saving roll — a terrible one that always fails, but a roll of 1, 1 would be doubles. Set the 2 points aside and roll again. Let's say you roll a 5, 3 on your second try. That's $8 + 2$ for a total of 10.

Saving rolls are rated by levels of difficulty. 1st level is something that could be difficult for the average human as the target number is 20. 2nd level is something that could be very difficult for the average

human as the target number is 25. 3rd level is something that should be impossible for the average human as the target number is 30. The target number goes up by 5 for each additional level of saving roll. However,

no saving roll attempt is ever actually impossible in dT&T. They just get increasingly unlikely as the level of difficulty goes up. In T&T, **Doubles Add And Roll Over**. We call this the *DARO rule*.

Saving Roll Chart	
Level of Saving Roll	Target Number
1	20
2	25
3	30
4	35
5	40
etc...	etc...

For example: Iris the Fairy wants to test a treasure chest for traps. She announces that she's checking for traps. The Game Master tells her to make a level one saving roll on her Intelligence to see if she finds any. Iris has an IQ of 13. She rolls 5, 2 on 2 dice. She adds that 7 to her attribute of 13 to get a total of 20. The target number for level one saving rolls is 20. Iris just barely made the saving throw. The G.M. says you found something that indicates a trap of some sort will be set off when you open the lid. Now what do you do? The player might answer, "I want to try and disarm the trap." Now the G.M. asks for a level two saving roll on Dexterity or a level 3 saving roll on Luck. Iris has a DEX of 15. Her target is 25 for level 2. She has a Luck of 16. Her target is 30 for level 3. Iris decides to try for the level 2 saving roll on DEX. She rolls a 4, 2. $15 + 6 = 21$, but her target was 25. The trap goes off. Terrible things happen to Iris!

BUT, suppose Iris had rolled 4, 4 instead of a 4, 2. $15 + 8$ is 23. Did Iris fail? No! Because 4, 4 is a double and that adds and rolls again. On her 2nd roll she gets a 2, 2 and she adds that to her total. That's enough to succeed, but is she done? No. 2, 2 is also a double, so she rolls again getting a 5, 2 at the end. Iris's total roll was $8 + 4 + 7$ for a total of 19. $(15, \text{her DEX}) + (19, \text{her roll total}) = 34$. Iris made a third level saving roll when she was only trying for a second level one. Good job, Iris! (*Because her roll was so successful, a GM might allow Iris be able to remove the trap mechanism, so that she could use it to create her own trap to use on a monster*).

ARE YOU PLAYING A HUMAN? One other thing to keep in mind if you are playing a **human** character - you get to *reroll a saving roll a second time* if your first attempt fails. You do NOT add those two attempts together, the 2nd attempt is treated like a new saving roll. This is a special bonus given just to human characters to reflect their dogged persistence and refusal to give up despite the odds against them.

SAVING ROLLS & ADVENTURE POINTS (A.P.)

One way that players are rewarded for their actions during the game is by gaining *adventure points*. Adventure points are awarded for slaying monsters or foes, or for doing or saying something clever or funny during the play of the game, or for solving difficult puzzles and in-game problems, or for SAVING ROLLS. Adventure points have only one purpose in the T&T mini-rules. They help your character improve by increasing their attributes. When the Game Master says "Make a saving roll on (any attribute)," the GM is giving you adventure points.

As you play, keep track of the totals of any numbers you rolled while trying to make a saving roll (whether you made the roll or not). All those totals are adventure points. A Game Master or a solo adventure will also reward you Adventure Points at the end of the game. Add all those numbers together to see how many adventure points you have earned. Now, let's see how you can make your character more powerful by spending these adventure points...

USE ADVENTURE POINTS TO INCREASE YOUR ATTRIBUTES



So what are adventure points (a.p.) good for? They buy attribute points. To raise an attribute by one point costs 10 times the current value of the attribute in a.p.

Our hero Gilbert has managed to accumulate 152 a.p. He decides this would be a good time to bring his DEX up by 1 point. He tells the Game Master that he wants to spend a.p. to increase his DEX. The G.M. sees that Gilbert has 152 adventure points—just enough. He takes 150 of them away and Gilbert's DEX goes from 15 to 16. This is a permanent increase and his new base value for that attribute.

YOUR CHARACTER'S HIGHEST ATTRIBUTE DETERMINES THEIR LEVEL

In T&T, a character's level of power is decided by their highest attribute, Divide that by 10 and ignore remainders.

Iris the Fairy has a highest attribute of DEX = 16, so she is a level one character.

Daisan the Dwarf has a highest attribute of CON = 28. He is a level two character.

Laila the Elf has a highest attribute of WIZ = 35. She is a level three character.

Gilbert the Human has a highest attribute of STR = 33. He is a level 3 character. (And so on...)

MAGIC IN T&T (AND HOW TO USE IT)

OK, now its time to talk about how to use Magic in T&T. If you are playing a Warrior, you can skip this section and come back to it when you roll up a Wizard or Rogue. GMs should read this section so they know how magic works in the game.

Trollworld is an extremely magical place. The planet produces a force, just like Earth produces magnetism, called *kremm* that the peoples of Trollworld can tap and use to change reality. That's magic! Each spell requires a certain amount of kremm energy (WIZ stat), a certain level of intelligence and dexterity. The spells almost always work (higher magic can sometimes block other magic from working.) You use your WIZ stat as the amount of magic that you can use to cast a spell. If a spell costs 2 points to cast, you subtract 2 points from your WIZ stat. Note that you can only cast one spell per combat round and you recover used WIZ at 1 point per 10 minutes of game time.

Since this is the mini version of the rules, we're going

to give you 11 spells to work with: 4 first level, 4 second level, 2 third level, and 1 fourth level. There are 118 spells available, but if you want to know them all, you're going need the Deluxe Tunnels and Trolls rules.

To keep things simple, wizards know all the spells up through their own level. A first level wizard only knows first level spells. A fourth level spellcaster knows all 11 spells shown below.

Rogues can also do magic, but typically they do not know as many spells as wizards do. Rogues get to choose one spell to know per each character level they attain. A first level rogue would know one spell; a third level rogue would know three spells. Remember that Rogues are not able to use magic staves to help them cast spells. Rogues can learn additional spells though.

Learning Spells: To learn new spells, a Wizard or Rogue needs to find a higher level magic-user (usually a NPC run by the GM) that is willing to teach them a spell. The cost is 1000 gp per level of spell. So a 2nd level spell cost 2000 gp and a 4th level spell costs 4000 gp. Also your character has to have high enough WIZ, INT and DEX to be able to cast the spell. *(The dT&T rulebook describes additional ways to learn spells.)*

Note that all 3 requirements must be met in order to cast a spell. The magician needs to have enough **kremm** (WIZ points), along with a high enough **Intelligence** (INT) and **dexterity**. (DEX).

MINI T&T SPELLBOOK

LEVEL 1:

Level One Spells require a minimum of 10 points in both INT and DEX

DETECT MAGIC

Level: 1 **Cost:** 1 WIZ **Duration:** 1 combat turn
Range to cast: 5' per character level
Range of effect: 5' radius per level around cast point.
Power up per level: Doubles range of effect

Description: Detects the presence of magic being used or stored by objects (not beings), and the type of magic it is. *Trained wizards get a vague sense of something magical in range, even without casting the spell. Casting the spell gives them specifics. Rogues particularly find this spell useful.*

IT'S ELEMENTARY

Level: 1 **Cost:** 4 WIZ **Duration:** Instant
Range to Cast: 5' **Range of Effect:** 5'
Power up per level: Damage doubles per level.

Description: Caster must specify fire (small flame), water (splash), ice (icy gust) earth (pebble), or wind (puff or air). Each is capable of 1 point of damage depending on use.

(These spells light torches and campfires, can chill a mug of beer, douse campfires or provide enough water to wash your face. Wind gusts can move a small light object such as feathers, leaves or a layer of cloth).

KNOCK KNOCK

Level: 1 **Cost:** 3 WIZ **Duration:** Instant
Range to Cast: Touch **Range of Effect:** N/A
Power up per level: Unlocks higher level locks —spell level = lock level (Yes, there can be a 5th level lock that is 5 times as hard to unlock as a first level lock. The world is complicated.)

Description: Unlocks most mechanical locks or magical locks of the same or lower level. Complex mechanical locks may also require higher level spells.

TAKE THAT, YOU FIEND

Level: 1 **Cost:** 6 WIZ **Duration:** Instant
Range to cast: Line of sight up to 200 feet
Range of effect: N/A
Power up per level: Damage X 2
Description: Deals deadly (killing) damage equal to the caster's INT in hit points, but only affects a **single** target.

LEVEL 2:

Level Two Spells require a minimum of 12 points in both INT and DEX

BOOM BOMB

Level: 2 **Cost:** 7 WIZ
Duration: Item explodes on contact or 10 seconds after being cast, whichever comes first.
Range to cast: 5'
Range of effect: 2 foot blast radius per level.
Power up per level: Damage X 2

Description: Infuses a small rock or pebble with energy such that it explodes on any sharp impact. Does 10 points of damage to all targets within range. (Suitable as a sling stone or thrown object but not for a bullet—it would blow up in the chamber. The blast radius can affect friendly targets)

SPELLS

CATEYES

Level: 2 **Cost:** 6 WIZ

Duration: 30 minutes (or 15 combat turns)

Range to cast: 10'

Range of effect: Range of good vision - at 40' fades out completely by 60'

Power up per level: Duration X 2.

Description: Gives target the night vision of a nocturnal animal. Does not grant vision in complete darkness or through thick fog.

POOR BABY

Level: 2 **Cost:** 2 WIZ **Duration:** Instant

Range to cast: Touch **Range of effect:** One person

Power up per level: N/A

Description: Restores 1 point of CON lost to wounds or injuries. (Maximum up to original CON. *Has no effect on disease or poisons, only on CON damage.*)

VORPAL BLADE

Level: 2 **Cost:** 5 WIZ **Duration:** 1 combat turn

Range to cast: 10'

Range of effect: Affects entire weapon

Power up per level: Duration X 2

Description: Doubles base weapon dice roll for a single weapon. (The weapon must have a blade, i.e. a cutting edge. The spell works on daggers, swords, axes, polearms, spears, but not on clubs, mauls, maces, bullets, etc. It doubles the dice roll, not the number of dice rolled) Takes effect the same round it was cast, doubling effect immediately. It also counts as enchanting a weapon in cases where only magical weapons can do damage.)

LEVEL 3:

Level Three: Spells require a minimum of 14 points in both INT and DEX

DIS-SPELL

Level: 3 **Cost:** 11 WIZ

Duration: Instant **Range to cast:** 50'

Range of effect: 10' radius from Target Point

Power up per level: Nullifies higher level magic

Description: Negates and/or banishes magic of the same or lower level. Works on all magic within range (which may include friendly magic)

FLY ME

Level: 3 **Cost:** 7 WIZ **Duration:** 10 minutes

Range to cast: 5' **Range of effect:** 1 being

Power up per level: Duration X 2

Description: Allows the target to fly at normal running speed (or slower). Target may carry up to their own weight. (Spell has no effect on dead or inanimate objects)

LEVEL 4:

Level Four: Spells require a minimum of 16 points in both INT and DEX

ROCK-A-BYE

Level: 4 **Cost:** 11 WIZ

Duration: 1d6 x 10 minutes

Range to cast: 30'

Range of effect: Affects single target

Power up per level: Adds 1d6 duration per level

Description: Causes target to fall asleep for specified time if the casters total of IQ + WIZ + CHR is greater than the target's MR (or IQ + WIZ + CHR).

THE FREE WIZARD'S SPELL

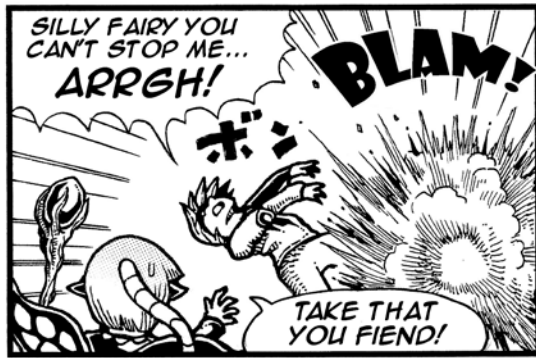
All wizards can sense magic—think of it as a sense of smell for concentrations of magical energy. It is not smell, but is instead a feeling, a certainty. Most of the time the wizard must touch an object to sense it for magic, but more powerful spells have a greater radius of perception. Generally magic will fall into three classes: beneficial, malevolent, and functional. Most magic is functional—it does stuff. Beneficial helps the person/thing being affected while malevolent magic will always do harm. Rogues may learn the spell called *Detect Magic* that only costs them 1 point of WIZ to cast, but they never reach the point where they can automatically *detect magic*.

USING A MAGIC STAFF

Focus objects—such as magical staffs or wands help make it easier for Wizards to cast a spell. Wizards can have them and use them. Rogues **can't** use them for casting magic, but can use staffs as physical weapons.

How they work: A wand or staff reduces the cost of casting a spell by your character level. Thus a first level wizard using a magic wand can cast a *Take That You Fiend* spell for 5 points of WIZ instead of 6 points. A 3rd level wizard could cast the same spell for only 3 points instead of 6. However wands and staffs can never reduce the cost of the spell below 1. To work magic, at least 1 point of kremm energy (WIZ) must be used/expended by the spell caster.

MAGIC IN COMBAT



Spells that do damage work the same way as normal combat damage (unless the spell's description states otherwise). The spell is cast and whatever damage it creates goes against the enemy being fought. Only one spell per combat round can be cast by a magic user.

RECOVERY OF ENERGY/WIZ EXPENDED:

Spellcasters naturally recover 1 point of kremm energy for every 10 minutes of game time. If a long period of time passes between uses of magic it is easiest to simply let the wizard regenerate all used WIZ points. On the other hand,

if the action is happening fast and furious, wizards will not have enough time to recharge all their magical energy. In such cases wizards can and do run out of magic. (They can still engage in regular non-magic combat though).

RUNNING T&T AS GAME MASTER

When you're first starting, you want to run simple short adventures that can be finished in 3 hours or less. Do a larger campaign as your players level up.

Let your players do things and shine. Reward them for participation. If they're shy, ask questions to draw them out. Every player should have one or two opportunities to excel in every adventure. To help reward them, use the treasure generator on the next page.

Did your players all lose that last fight horribly? You don't have to kill them. Let them be knocked out and wake up as prisoners somewhere else. Suddenly the adventure takes on a whole new direction.

And remember that you are the Game Master—you are in control of the game. Don't let the game bog down with arguments or rules questions. As GM you can overrule any written rule in T&T. Do this to keep the game fun, interesting, and moving right along. ■

CREATE YOUR OWN DT&T CHARACTERS

This blank character sheet can be used to create your own characters for T&T games. Use the other characters on the next pages as a guide. (You can photocopy this page so you can roll up more characters.) The complete Deluxe Tunnels & Trolls rulebook allows you to create characters of many different kindreds and with a large variety of weapons, armor and spells.

NAME: _____ KINDRED: _____

LEVEL: _____ CHARACTER TYPE: _____

GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: _____ CON: _____ DEX: _____ SPD: _____

LK: _____ IQ: _____ WIZ: _____ CHA: _____

Personal Combat Adds: _____

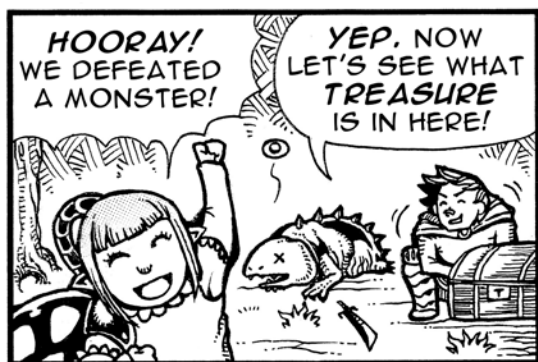
You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

WT: POSSIBLE: _____ WT: CARRIED: _____

Adventure
Points

WEAPONS & ARMOR:

MINI T&T TREASURE GENERATOR



By Ken St. Andre

If you have rolled a jeweled item, roll once more on the **Size** list (if you get another '6', disregard it and roll again): if small, there will be 5 gems; if average, 4 gems; if large, 3 gems; if larger, 2 gems; if huge, only 1 gem.

TYPE OF GEMS

Now roll 3 dice to see what type of gem was found. the total of the 3D6 reveals the gem type.

Die Roll	Gem Name	Base Value	Die Roll	Gem Name	Base Value
3	Sapphire	15 gp	11	Fire-opal	6 gp
4	Jade	13 gp	12	Aquamarine	8 gp
5	Serpentine	12 gp	13	Jade	9 gp
6	Aquamarine	11 gp	14	Serpentine	10 gp
7	Fire-opal	10 gp	15	Pearl	11 gp
8	Opal	9 gp	16	Ruby	13 gp
9	Ivory	6 gp	17	Sapphire	15 gp
10	Amethyst	5 gp	18	Diamond	17 gp

JEWLELED ITEMS

If you rolled a jeweled item, Roll 1 die to find out what the jeweled item is:

1 = Necklace	2 = Head-gear
3 = Bracelet	4 = Ring
5 = Belt	6 = Weapon

JEWLELED WEAPONS

Weapons will always be made of some kind of metal. If the weapon is found on a dead body, have it be made of bronze or iron. If the weapon is found in a chest or near a noble, make it be silver. If the weapon is near a King or a deity it might be hardened Gold. Having generated a weapon, now roll 1 die to find out what type of weapon it is.

WEAPON TYPE

1 = Dagger	4 = Hafted Weapon
2 = Sword	5 = Spear
3 = Polearm	6 = Projectile Weapon

To determine which weapon it is in that class, roll 3 dice. Chose the weapon closest to that number in 'ST-required' — if 2 or more weapons fit this designation, chose the heaviest.

As always, use your common sense, and as GM do what is best to make the adventure fun and engaging.

As a GM, there are occasions when you may not want to write down what every monster in every room is guarding in the way of treasure; also, several of Flying Buffalo's solitaire dungeon series suggest the use of the *Treasure Generator* in some of the dungeon rooms. Magic treasures have been stricken from this Generator — GMs should create their own magic items to suit a particular purpose, not merely read them off a chart. This Generator will create mostly coins, a few gems or weapons/items.

Finer treasures should be created by the GM personally. To work the Generator, you'll need up to three dice (3D6.) Roll two dice first: **What You Find:** If you roll **2**, there is a **jewel** (or possibly a jeweled item, see below). If you roll **3** — **11**, its **coins**. A roll of **12** means **coins and a jewel**.

COINS

If you find coins, roll 3 dice to find out how many there are. Multiply the total of the 3 dice by 10 to get the number of coins there. Roll one die to see what metal the coins are made of.

1 = copper coins 2,3,4 = silver coins
5,6 = gold coins

JEWEL SIZES

If you have rolled and discovered a jewel, roll 1 die to determine what size it is, or if it is a jeweled item. The symbol x is a multiplication symbol; base values of gems (in G.P.) are given with the gem names:

- 1 = **Small:** 5x base value.
- 2 = **Average:** 10x base value.
- 3 = **Large:** 20x base value.
- 4 = **Larger:** 50x base value.
- 5 = **Huge:** 100x base value.
- 6 = **Jeweled item** (see jeweled weapon list)

CHARACTER STATS OF OUR ADVENTURERS

Here are the stats of our four adventurers. Use them as a group in the GM adventures or choose one character from the group to use with the solo adventure in this book. We've also included a blank character sheet so you can roll your own characters. (See page 13.) You'll need the complete dT&T rulebook for full details, magic spells, weapons and armor lists.)

NAME: LAILA KINDRED: ELF
 LEVEL: 2 CHARACTER TYPE: WIZARD
 GENDER: F HEIGHT: 5'8" WEIGHT: 130LB
 AGE: 195 HAIR: WHITE MONEY: 214GP

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

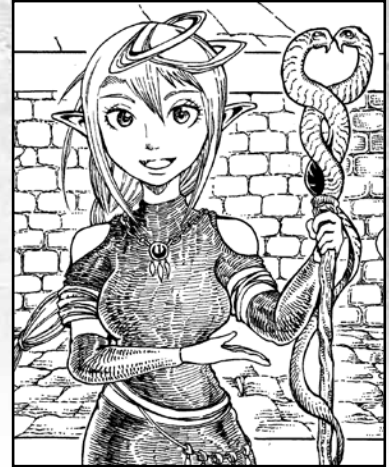
STR: 10 CON: 8 DEX: 17 SPD: 14
 LK: 16 IQ: 25 WIZ: 18 CHA: 17

Personal Combat Adds: +11
You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

WT: POSSIBLE: 1000 WT: CARRIED: 300

Adventure Points
25

LAILA THE ELF



SPELLS:
CAN DO ALL 1ST
& 2ND LEVEL SPELLS.
HAS MAGIC STAFF
(2D+6 WEAPON)

NAME: DAISAN KINDRED: DWARF
 LEVEL: 2 CHARACTER TYPE: WARRIOR
 GENDER: M HEIGHT: 3'9" WEIGHT: 200LB
 AGE: 123 HAIR: GRAY MONEY: 31GP

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: 22 CON: 26 DEX: 10 SPD: 12
 LK: 8 IQ: 13 WIZ: 15 CHA: 9

Personal Combat Adds: +10
You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

WT: POSSIBLE: 2200 WT: CARRIED: 1000

Adventure Points
10

DAISAN



WEAPONS & ARMOR:
LIGHT DOUBLE-
BLADED AXE 7D+6.
FULL DWARVEN PLATE
TAKES 16 HITS
BUCKLER TAKES 3 HITS

ABOUT THESE DT&T CHARACTERS

The information on these character sheets and the stats listed here are explained in the Mini rules on page 12. Additional details on weapons and spells can be found in the Deluxe Tunnels & Trolls rulebook. For playing the solos you will not need to worry about some of the character information unless it is referred to in the solo itself.

NAME: GILBERT KINDRED: HUMAN
 LEVEL: 3 CHARACTER TYPE: ROGUE
 GENDER: F HEIGHT: 5'6" WEIGHT: 150LB
 AGE: 18 HAIR: BROWN MONEY: 214GP

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: 11 CON: 30 DEX: 23 SPD: 14
 LK: 14 IQ: 15 WIZ: 12 CHA: 10

Personal Combat Adds: +15
 You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

WT: POSSIBLE: 1100 WT: CARRIED: 400

Adventure
Points
14

GILBERT



WEAPONS & ARMOR:
TERBUTJE SWORD 4D+6
LEATHER JERKIN: 1 HIT
GREAVES: 1 HIT EACH
GUANTLETS: 1 HIT EACH

NAME: IRIS KINDRED: FAIRY
 LEVEL: 2 CHARACTER TYPE: WIZARD
 GENDER: F HEIGHT: 6 INCHES WEIGHT: 1 LB
 AGE: 92 HAIR: GREEN MONEY: 13GP

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: 3 CON: 4 DEX: 16 SPD: 10
 LK: 18 IQ: 16 WIZ: 26 CHA: 18

Personal Combat Adds: +10
 You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

WT: POSSIBLE: 30 WT: CARRIED: 10

Adventure
Points
8

IRIS THE FAIRY



SPELLS: CAN DO ALL 1ST
& 2ND LEVEL SPELLS.
HAS SPECIAL MAGIC
WAND THAT ALSO
SHAPESHIFTS & HAS
SLEEP SPELL IN IT.

Coming Down the Mountain; a Mystic Japanese T&T adventure

Can you escort the venerable priest down the mountain?

by Ken St Andre

Illustrations by Shohei Nakayama, Asuron, Kwarabe, Shu Nagata, Dreamtime & Takashi Matsuoka

Introduction: You are a Samurai warrior. Your daimyo (clan chief) has just ordered you to climb Mount Kitsune and escort the venerable hermit priest who lives in the Kitsune temple down to the lord's estate at the foot of the mountain. It is a simple job, and should not take more than 3 or 4 days. This is an adventure for T & T warriors of any level though it is meant for characters of level 3 to 7.

[1] Mount Kitsune is not the largest mountain in Japan, but it is the largest on this island. It fills the center of the island and effectively separates the east coast from the west, and the north coast from the south. Although it is a volcano, it has not erupted for hundreds of years. The slopes are richly forested and have plenty of wild game. There are many paths and trails through the forests and over the foothills that surround the main peak. There are some paths that are used enough to become small roads, and these connect small villages on the outlying slopes, and merchants frequently travel these roads to bring goods to the people who live far from the daimyo's court and city on the east coast. Go to [11]

[2] A wave of dizziness passes over you, and you fall down. Perhaps the spider-demon's talons were poisoned. You lose consciousness.

When you awaken it is night. Your wounds have been bandaged, but you are alone. You recover half of your missing CON. Your blessed katana is gone—the priest must have taken it. You still feel weak, and after taking a drink of water, you fall into a restless slumber that lasts until sunrise. When you awaken you must decide what to do. If you follow the priest back up the mountain, go to [42]. If you realize that you cannot win and decide to go down the mountain and report to the daimyo, go to <c10>. If you think that you have lost your honor, and that only death awaits you in the daimyo's court, go to [66].

[3] The old priest looks at you with some amazement. "Truly, you are a peerless warrior, but you are using your gifts for evil. For this heinous deed, I curse you to die by drowning." You feel a chill of supernatural horror as he says this. Permanently reduce your Luck and Charisma attributes by 1 point each.

"I fought in self defense, and in pursuit of my duty. I have pledged to take you to the daimyo's court and I will do so." Take 200 adventure points for slaying the kappa. Go to [13].



illustration by Shohei Nakayama

[4] "Warrior, you have chosen wisdom at last," says the priest. "I may be able to save you." He falls upon his knees and begins chanting in a language you have never heard before. As he does so, the skies begin to clear, and the feeling of menace in the air abates. When he finishes chanting, it is once again a beautiful clear summer afternoon. Then the priest begins to calmly walk back up the mountain. Go to [14]

[5] "Then I will go over you," you shout. You reach up as high as you can to find the top edge of the wall, but there is no top edge that you can reach.

You dash at it and try to break through or knock it over, but you only bruise your shoulder. After a while you return to the path where the priest is sitting serenely and chanting.

"I see that you did not get around the wall," the priest gloats.

"How long will this wall remain?" you ask.

"As long as it takes for you to relent and let me return to my home." Go to [15]

[6] When the sun comes up the wall fades away and disappears. You wake the priest and together you walk the last quarter mile to the gates of the daimyo's town. Go to [16].

[7] It is dark before you finally admit to yourself that you are lost. Well, there is nothing to do but make camp and wait for the morning. Like all Japanese forests, this place is haunted. Make a 1SR on Luck to see if the yokai leave you alone during the night. If you make the saving roll, you will sleep restlessly and awaken with first dawn. After a few hours of wandering you find your way back to a place you recognize. Go to [74]. If you fail the saving roll, then something more exciting happens—go to [35].

[8] Your lord listens carefully to your story, and at the end, he smiles. “You did your best, and you returned to me when you failed. You are just a man. Perhaps the old priest does not need to come down off his mountain now. I will give him another ten years to change his mind. You may return to your home now.” The adventure is over. Take 50 a.p. The End.

[9] The battle has been difficult and you feel yourself tiring. Roll 1D6 and subtract that amount from your STR attribute, reducing your combat adds appropriately. If your STR is reduced to less than half of what you started with, go to **[2]**. Otherwise, return to <c-1> and fight another combat round.

[10] The battle continues. If you were the one that took damage and battled on, return to **[50]** and fight another round. If you are beating the kappa, go to **[23]**.

[11] You are walking—you expect it to take you a day or two to reach the summit. You begin to hear the sounds of struggle. Men are shouting. You hear the ring of metal on metal. You come around a corner and see a small merchant troop beset by a dozen brigands. The merchants are defending themselves with clubs and cudgels, but they are outnumbered and the bandits have knives and a few even have old swords. One merchant is down and the others won’t be able to hold out for long. What do you do? If you rush in to help the merchants go to **[48]**; if you rush in to help the bandits, go to **[56]**. If you think this is not your problem, you may take a side path and go around the robbery by going to **[64]**.

[12] You realize that there is no honor in dragging the priest down the mountain against his will. Reluctantly, you untie the priest, and apologize for the inconvenience you have caused him. He mumbles a few words of forgiveness and then trudges back up the mountain path. Now, what will you do? If you decide to get off the mountain and report to the daimyo, go to **[52]**. If you think that you have lost your honor, and that only death awaits you in the daimyo’s court, you may take another path, leave this land, and become a wandering ronin—a masterless samurai outlaw. If you choose that, you may take 100 a.p. and keep the character, but this adventure is over for you.

[13] Before you resume your journey you spend some time patching up your wounds. If you have been injured, you may recover 2 CON points by applying bandages and salves that you carry with you at all times. When you have recovered from the fight, you once again pick up the priest and continue down the mountain path. Go to **[43]**.

[14] You realize that you have failed your mission to return with the priest. Death is frequently the result of such a failure. The honorable thing to do is to continue down the mountain and report to your lord. The smart thing to do is to turn aside, abandon your lord and your duty and become a ronin—a wandering, masterless samurai. If you decide to do the smart thing, go to **[66]**. If you do the honorable thing, go to **[60]**.

[15] You sit down and glare at the priest. It is now quite dark as the moon is still below the tree line in the east, and there is only starlight to see by. He is only a dim gray form a few feet away from you.

“You could be resting comfortably at home in just a few minutes if you simply allow me to return to my shrine,” says the priest temptingly.

Do you give up? If you allow the priest to return to his shrine, simply say so, and go to **[25]**. If you refuse to give up, and try to think of a way to get past this barrier, go to **[57]**. If you decide to try and kill the wall with your sword, go to **[65]**.

[16] You have arrived at the daimyo’s court. The guards take you and the priest to the bath house, where you have a chance to freshen up and make yourselves presentable to the daimyo. If you are wounded or hurt in any way, your injuries are treated. You get a few hours of rest, and then you and the priest are summoned to an audience with the daimyo. Go to **[26]**.

[17] Pulling out your wakizashi, you charge into the battle, shouting your samurai war cry. Roll 1D6. That many of the 12 outlaws break and run for it when you appear. The rest all turn to face you. Each brigand has a monster rating of 18 (they get 2D6+9 each). The merchants will help you in the fight—they provide a total of 40 hits on your side of the general melee. If the brigands lose the combat round, any that are not slain will run away. If they win the combat round, the merchants will run away, leaving you to fight the brigands on your own. If the robbers run away, go to **[47]**. If you lose the combat round, the outlaws will keep attacking, keep fighting until you are either slain, or you win a round. If you die, close the book. If you win, go to **[47]**.

[18] The lord grows impatient halfway through your tale and barks a command to the other samurai in the room. They seize you, disarm you, and drag you off to a prison cell. There you remain in dishonor for 3 years until your daimyo gets ill and dies. (He was poisoned by his wife.) Then you are released, told to leave, and never return. Your character is now a ronin, a masterless warrior. Take 80 a.p. and hit the road. The End.

[19] You take a vicious cut at the wall. As the metal strikes the stone, you hear what sounds like a gong ringing loudly. Your sword shatters into a dozen pieces, one of which flies into your face leaving a nasty cut just below your eye. Roll 1D6 plus 1 to see how many CON points you lose. This is a permanent reduction. But with a shriek the wall also shatters and disappears. Heedless of the blood flowing down your face, you seize the priest and dash down the path. Soon you come to the gates of town and the guards on duty see you coming and open the gates for you. Go to **[16]**.

[20] The oni has a monster rating of 200. (21D6 + 100 combat adds) There is nothing to do now but fight for your life. Your swords are blessed; they are effective against it, but are they enough? Fight to the finish. If it slays you, the priest will get free, and go back up the mountain. If you slay it, go to **[68]**.

[21] As you climb the mountain gets steeper and the path gets narrower, but the day remains fine, except for a brief shower in mid-afternoon. Just as the sun is going down you reach a small shrine built of timber and bamboo at the crossroads of 6 paths. It is not the very top of Mount Kitsune, but it is near it. An old bearded priest is sitting upon a tatami mat near the front door. He raises a hand to you in greeting. You approach and bow and comment upon the nice weather and ask if you can join him. He gestures for you to sit. The two of you sit together in silence and watch the sun go down. The priest has not yet spoken a single word to you. Go to **[31]**

[22] Vowing that you will not allow a little thing like the attack of mountain spirits prevent you from doing your duty, you gather up the old priest, strap him onto your back again, and resume the journey. Go to **[62]**.

[23] Fight another round with the kappa. It still gets 10D6 but if you have wounded it and reduced its monster rating, remember that it only gets half the current monster rating in combat adds. If you wound the kappa again without killing it, go to **[33]**. If you slay it outright, go to **[3]**. If it kills you, close the book. If it injures you with more than spite damage, the priest will again beg you to surrender, save your life, and release him—go to **[30]**.

[24] You quickly go to work at constructing a mask that you think will frighten a demon. You cut out a piece of cloth from your spare garment in your pack. You cut eyeholes in it. With a piece of charcoal you draw extra triangular eyes in parallel lines down the side. You gather twigs and carve them into short little horns and attach them on the sides. You don't bother with a mouth. You write the sacred name of the Buddha on the forehead. Really, the mask is a ludicrous thing, but you don't have much time, or much to work with. You put away your weapons and take out the small copper cooking pot that you always carry with you—that and some pebbles which you place inside it, and then cover it with a improvised cloth cover. This you will keep inside your robes so the demon cannot see it. Just as you think you are ready, the clouds burst open and rain pours down upon you. Lightning strikes less than ten feet away. Go to **[34]**

[25] "Is there no end to these obstacles?" you ask yourself.

"I resent being called an obstacle," says the wall. "I am a guardian. I guard the priest."

"How can I persuade you to let us pass?" you ask.

"The Holy One need only ask me, but there is nothing you can do to pass me by so long as you detain the Holy One against his will." Go to **[49]**

[26] Your lord has a love for luxury and grandeur that clearly displeases the ascetic old priest. Elaborate silken tapestries cover all the walls of the audience chamber. Twenty samurai guards are scattered throughout the room. His seven concubines all sit together behind a flimsy butterfly screen that conceals nothing. He bids you come forward and tell him about your journey. (Take 100 adventure points for the successful completion of your task.) The old priest stands quietly beside you, frowning, and looking very unhappy. Go to **[36]**

[27] Unsheathing your short sword and making as much noise as you can, you stomp forward shouting "Halt, brigands! Justice is upon you!" Make a L2SR on Charisma (25-CHR) If you succeed, go to **[55]**. If you fail, you will find yourself in combat—go to **[17]**.

[28] "We will just walk around you, O Wall,." You snarl.

"You can try, but I don't think you can do it."

"I will just sit and watch," says the priest.

You step off the path on the right side, go between a couple of trees, and turn to go around the wall, but, instead you bump into something hard and unyielding. It is dark now, and hard to see under the cover of the trees, but it sure feels like a wall.

"What?" you blurt.

"I am here in front of you," answer's the wall in a melodious voice. "You cannot go around me." Go to **[5]**

[29] If the spider-demon has slain you outright, this is the end. The wild spirits of the mountain will rescue and untie the old priest. In time, he will send a message to the daimyo telling of your death and burial on the mountain.

If you are wounded, you must decide whether to continue fighting or to surrender and let the priest go. If you continue fighting, reduce your STR attribute by the same amount as you have reduced your CON attribute. If your STR is reduced to less than half of what you started with, go to **[2]**. Otherwise, return to **[69]** and fight another combat round. If you surrender, go to **[32]**.



illustration by Asuron

[30] The priest sees that the kappa is hurting you. “Surrender, warrior!” he shouts. “You cannot win this battle.” If you agree with him, go to **[75]**. If you still think you can win, or if you think death is better than dishonor, go to **[50]** and fight another round.



illustration by Kavarabe

[31] When darkness has settled upon the mountain the old priest stands up and enters the shrine, beckoning for you to follow. You take off your straw hat and do so. Inside there is nothing but an old tatami for the priest to sleep upon, a small table, and a few tools used for carving wood, a chisel, a sharp knife, a small hammer. The shrine itself is lined with dozens of small figurines carved from wood—each more fantastic in appearance than the one next to it. These are the spirits of the mountain. By the light of a single candle you see turtle-like kappa, spider-demons, demonic wolves, kasodek umbrella monsters, the crab-like hikigani with their samurai faces, and many more strange and bizarre spirit forms. There is a small wooden bowl full of ginnan and kuri nuts on the table. The priest invites you to satisfy your hunger by eating some of them. He chooses 3 nuts for himself and seems to be quite content with them. You notice that he is very thin. You take a sweet rice cake from your pack and break it in half and offer to share with him. This makes him smile. “Thank you, my son,” he says. “It has been more than a year since another pilgrim shared sweet rice with me.” He eats two small bites of rice and leaves the rest to you. Go to **[41]**

[32] You throw down your sword and kneel. The spider-demon stops attacking you, scuttles over to the priest, and soon has him free of his bonds. The priest mutters something about it being better to learn wisdom late than never and trudges back up the path. If you decide to return to the daimyo and tell him what happened, go to **[52]**. If you think that failure is the same as a death sentence, and you do not wish to die, go to **[66]**.

[33] “Stop fighting!” shouts the old priest. Such is the force of his command that both you and the kappa freeze in your tracks and turn to look at him. “Return to your pool, Kappa-sama,” commands the priest. “I thank you for your efforts, but you cannot save me from this warrior. A greater spirit than you

shall do so.” The kappa bows to the priest, nods to you, turns and walks back into the spring, quickly disappearing from your sight. Take 100 a.p. for surviving your fight with the kappa and go to **[13]**

[34] The stench of ozone fills the air. The thunderclap deafens you. A torrent of rain explodes around you, and out of the dazzle comes the most horrible thing you’ve ever seen—black lizardlike skin, red glowing eyes, burning horns on its head and sprouting from every joint on its body, long dagger-like claws, and instead of a mouth, a kind of eagle’s beak. Bedecked in your mask, with your arms hidden inside your robes, you turn and face the oni. You rattle your noisemaker as loudly as you can, and let out your most horrifying screech—easy enough to do as you are quite horrified by the apparition in front of you. This is the moment of truth. Make a L3SR on either your Charisma or your Luck. If you make the saving roll, go to **[44]**; if you fail, go to **[54]**.

[35] You awaken to feel a hot breath upon your face. Opening your eyes you look directly into the face of a demon-wolf. You know it is no ordinary beast by the way it acts, by the green flames flickering where the pupils of its eyes should be, and by the cold grating voice that says, “You are forsworn, samurai, and now your soul belongs to me.”

“Leave me, demon, and I will let you live,” you whisper, all the while seeking the handle of your katana. You knew the risk of sleeping in the forest, which is why you slept in your armor and kept your katana close at hand. The feel of the sword hilt gives you confidence and you roll and spring to your feet. Then begins a true test of speed and skill. The demon-wolf has a monster rating of 98. It gets 10D6 plus 49 combat adds. Fight to the finish. Your blessed sword can harm this oni, but the short sword would be useless. If you win the fight you will spend the rest of the night on guard, and then find your way back to the main path in the morning. If you survive the fight, go to **[74]**. If you lose the fight, close the book. Someone else will have to fetch the priest.

[36] The daimyo cannot help but notice that his guest is obviously not pleased with the honor and the attention that he is getting. His flowery speech of welcome breaks off in the middle. “Why do you frown, Holy One? It should be a great honor for you to be my personal priest and advisor in spiritual matters.”

“I did not seek this honor,” answers the priest. “I would like to return to my shrine, lord. There is no need for me in this court. You have everything that a man could desire.”

“But you are alone and unguarded from bandits and other hazards way up there.” The daimyo turns to you. “You have seen how he lives. Would he not have a better life here with us?”

“Lord,” you answer, “this holy man is far from alone and unguarded. The spirits of the mountain attend him and protect him. I had the greatest difficulties of my life in obeying you and bringing him down the mountain to you.”

“What do you mean?” Go to **[40]**

[37] Suddenly lightning strikes not ten feet away from where you are standing. The stench of ozone fills the air. The thunderclap deafens you. A torrent of rain explodes around you, and out of the dazzle comes the most horrible thing you've ever seen—black lizardlike skin, red glowing eyes, burning horns on its head and sprouting from every joint on its body, long dagger like claws, and instead of a mouth, a kind of eagle's beak. It hops like a frog and is upon you. Somehow you manage to lift your swords and slash at it as it approaches. It jumps above your cuts and the fight is on. Go to **[20]**

[38] You decide that it is foolish and dishonorable to attack a wall with a sword. You go and sit down again. The woman laughs softly. "You have made the right decision," she says. "Now make another good choice and let the Holy One return to his shrine."

If you decide to give in and allow the Holy One to turn back, go to **[25]**. If you get stubborn and sit there and glare at the wall until you fall asleep, go to **[6]**.

[39] You are fighting 3 brigands. In such situations, samurais rely heavily upon the speed of their attack. Make a L1SR on Speed. (20-SPD). If you succeed, you cut down the first of the three attackers without him even having a chance to defend himself. If you fail, you must fight all 3 of them. Each has a monster rating of 18 (2D6+9). They have no armor. Do the combat. If you win the first combat round, any surviving outlaws will panic and run away. You let them go. Their panic infects the others and all the surviving robbers will flee. If this happens, go to **[47]**. If they win the first combat round, the fight will continue. Battle it out until either you win a combat round at which point they will all run away go to **[17]**, or you are dead. If you die close the book.

[40] You tell him of the journey down the mountain and how you faced a spider-demon, a kappa, an oni, and the nurikabe wall. The court listens to your tale in wonder, and as you describe the various guardians you hear many gasps of wonder. You finish by saying, "If you keep the priest here against his will, it seems likely to me that his yokai friends will also come to live in your court. Do you wish to have an oni demon here causing mischief and slaying those that displease it?"

The daimyo looks very thoughtful. He turns to the priest. "Do you really wish to return to your humble and austere shrine on the mountain?"

"Lord, I do," answers the priest, bowing just the slightest bit.

"I will not keep you here against your will. Stay and instruct me in the ways of the spirits at supper tonight. In the morning my faithful servant . . ." he gestures at you, "will accompany you back to your shrine."

"Thank you, lord," says the priest.

You silently groan. It appears that your adventures on the mountain are not finished yet. But it is the end of this adventure.

[41] After the meal is finished the priest offers you the tatami mat to sleep upon, saying that he will rest upon the doorstep and protect you from the mountain spirits. You refuse and tell him you are accustomed to simply sleeping in your clothing and no mat is required. It is an epic politeness battle, but as you are younger, you win it by emphasizing your respect for his great age and wisdom. Eventually you fall asleep. The priest is lying upon his mat quietly chanting prayers when you finally close your eyes. Go to **[51]**

[42] When you reach the mountaintop, you find the intersection of the paths, but there is no longer a shrine there. You realize that the old priest, with the aid of the mountain spirits is hiding from you. Make a L2SR on Luck. If you make it, then you find and recover your katana. If you fail, you do not find the sword. You now have two choices. If you return to your lord and tell him what happened, go to **[52]**. If you decide that life is better than death with honor, go to **[66]**.

[43] After a short rest you pick up the priest and continue going down the mountain. It is past noon now, and the sky starts to fill with dark gray thunderclouds. After being silent most of the day, the priest now begins to talk to you. "Warrior, you have impressed me with your courage, your courtesy, and your devotion to duty. I do not wish to see you slain in a futile attempt to take me where I do not wish to go."

"I do not think I am in any great danger," you reply. "At this rate of travel, even though your spirit guardians have slowed me down, we should reach the daimyo's court shortly after sunset." Go to **[53]**

[44] Completely startled by the weird, armless, rattling, screeching figure you present, the oni howls in sudden fear, and vanishes in another flash of lightning. Your desperate trick worked. Go to **[68]**.

[45] You have never encountered a talking wall before. Now that you look closely, you can see that this one also has a face, the face of a young and modest woman. "Please allow us to pass, O Nurikabe."

"Do you wish to continue, Holy One?" asks the wall.

"No. I wish to return to my shrine," he answers.

"You may pass, warrior, if you allow me to take the Holy One back to his mountain top." Go to **[28]**

[46] Your enchanted blade has slain the spider-spirit. You get 60 a.p. for the fight. The priest begins to weep. In a voice that cracks with pain, he says "I curse you, samurai. You have slain the spider-demon. Now you shall become one when you die." Go to **[71]**.

SOLO ADVENTURE

[47] You get 18 adventure points for each robber that you slew plus 25 a.p. for rescuing the merchants. They thank you profusely and ask you to accompany them to the next town. It is close to your planned path, and you accompany them as a guard. There is a small inn at the town, and you stay overnight as the caravan leader's guest. In the morning after breakfast, you continue climbing the mountain. Go to **[21]**.

[48] You have 2 choices. You can draw your short sword—you would not dishonor your longer weapon by using it on scum like these men—and rush into combat. This is what most samurai would do. If you make this choice, go to **[17]**. Or, you could use the fact that you are Samurai to simply try and scare the bandits into running away. They are a cowardly bunch of rogues and not used to dealing with trained warriors. If you do that, go to **[27]**. Choose one of these options.



illustration by Shu Nagata

[49] “Then I surrender,” you groan. “Take him home.”

“Holy One, let us depart,” says the wall.

“Gladly,” answers the priest.

The wall seems to flow around you and then you are alone on the downhill side of the nurikabe. As the moon comes into view, you can see the wall retreating into the distance, moving faster and faster. In a few seconds it is no longer visible, nor is the priest.

Unhappily you contemplate what reaction you will receive when you return without the priest. Go to **[52]**.

[50] The kappa advances steadily upon you, and begins slashing with its claws. It moves faster and faster as it advances. (The kappa has a monster rating of 98 (10D6 + 49). Fight. If you are dead at the end of a single combat round, close the book. If you have taken more than 5 points of damage, go to **[30]**; if you have taken less than 5 points of damage or if you have wounded the kappa with more than spite damage, go to **[10]**. If you have slain the kappa outright, go to **[3]**.

[51] During the night you have many strange dreams, but you feel no fear. In the morning you awaken refreshed to find that the priest is already awake and brewing an herbal tea. A little more rice from his pack makes a breakfast for the two of you. Then he finally gets to the point and asks, “Why have you come all the way up here to see me?” You explain that you are on a mission from the daimyo to bring you back to the court.

You tell him that the lord needs his spiritual guidance because the local spirits are giving him many problems, but he detects the falsehood in your voice. From the tilt of his head and the angle of his eyebrow, you know he doesn't believe you, so you tell him that the daimyo is fearful for his health, and wishes to bring him off the mountain to his court where he can live out his declining years in comfort. “I do not wish to leave my home,” answers the priest. “I will not go with you.” Go to **[78]**.

[52] You return to the daimyo's court and tell him the whole story of your journey. A good lord would forgive you for failing under the extraordinary circumstances of the task.

But some lords are not as good as others. Make your level 2 saving roll on either Luck or Charisma (your choice). If you make the saving roll, go to **[8]**. If you miss it, go to **[18]**.

[53] “That will never happen, because the next spirit you face will surely slay you. I can read the omens. The next spirit you face will be a deadly demon from hell, the oni, Imakiyu. Even your blessed blade will be no match for it.”

There are legends about the demon known as Imakiyu, and none of them end happily for the people in those stories.

You set the priest down and stop to think about how to deal with an oni. If you have slain either the spider-demon or the kappa outright, then go to **[63]**. If you did not slay either of your previous challengers, then go to **[70]**.

[54] Momentarily startled by your trick, the oni steps backwards and begins to laugh. “O ho ho, mortal, that is the funniest thing I have ever seen. I am tempted to let you live if you will simply release the priest.” Its appearance changes to that of a handsome young man, with still a bit of hellfire in its eyes.

The priest calls out, “Spare this man, O Imakiyu. He is an honorable warrior.”

“Only if he frees you,” says the demon to the priest.

If you agree to let the priest return to his shrine, go to **[4]**. If you do not agree, there is nothing you can do except draw your weapons and fight—go to **[20]**.

[55] When the brigands see that a samurai is about to attack them, they panic, and flee in all directions. You let them go—after all, you cannot pursue in a dozen directions at once. You get 25 a.p. for rescuing the merchants. They thank you profusely and ask you to accompany them to the next town. It is close to your planned path, and you accompany them as a guard. There is a small inn at the town, and you stay overnight as the caravan leader’s guest. In the morning after breakfast, you continue climbing the mountain. Go to **[21]**.

[56] The bandits see you rushing in towards the fight, and mistakenly think you are attacking them. The three bravest ones turn to fight you; the three most cowardly run away; and the other 6 continue attacking the merchants. Go to **[39]**.

[57] You sit and stare at the wall. It is not just a plain expanse of stone, but is instead a mural of a small hut in the lower left quadrant surrounded by rice fields with a young woman standing in the center. You ask yourself why does this wall have a picture on it? Most walls are simply stone or brick or timber without much in the way of adornment. Make a L3SR on Intelligence. If you succeed, go to **[73]**. If you fail, go to **[67]**.

[58] You handled the spider-demon. You handled the kappa. You can handle this oni. How powerful can it be? It’s just some lesser demon that lives out in the wilderness. Just in case, you take out your whet-stone and sharpen your katana. Then you sharpen the wakizashi (short sword). For the next fight only you may add an extra D6 to the combat value of each weapon. You say a short prayer over your weapons, asking the Lord of Heaven to bless them and protect you. The priest watches you sadly. Go to **[37]**

[59] “How can there be a wall built across the path?” you ask in bewilderment. “There was no wall when I came up the path a few days ago.”

“Why don’t you ask the wall?” chortles the priest.

“Walls can’t talk.” you snap.

“I can talk very well,” says the wall. “Good evening to you, warrior. Good evening, Your Holiness.”

“A pleasant evening to you as well, Nurikabe,” says the priest. He sits down on the side of the path. Go to **[45]**



illustration by Dreamtime

[60] When you arrive at the daimyo’s court without the priest, rumors begin to fly. The seneschal gives you some time to clean and refresh yourself, and then summons you to the daimyo’s presence. The question now is whether your lord is truly a good lord or not. Make a L1SR on Luck. (20-LK). If you succeed, go to **[8]**; If you fail, go to **[18]**

[61] In the morning you ask the priest again to go down the mountain with you. He refuses and demands that you leave his shrine. You apologize for what you must do, but your honor is at stake. You seize him and tie his arms and legs. Then you put him in the chair and tie him to that. He endures it all with a stony face. With some difficulty you manage to tie the chair on your back. It is an awkward burden, but the old man doesn’t really weigh very much. By mid-morning everything is ready. With the old priest strapped to your back, you start down the mountain, thankful that the path is fairly wide and not that steep. Go to **[71]**.

[62] You shoulder your burden and continue carrying the priest down the mountain. He seems surprisingly happy, and is humming a little prayer chant very quietly. Shortly after noon you reach the spring by the side of the trail, and decide to take a brief rest. A cup of clear water would refresh you, and the priest must be thirsty by now. You set his chair down, then reach into your pack to pull out a small wooden teacup. As you turn toward the spring you hear a gravelly voice say, “You may not have any of my water.” You also see a very strange sight—a creature is standing in the bubbling pool of water and frowning at you. It looks something like a cross between a turtle and a man, complete to the shell on its back and the beaked head, but it is standing upright. You notice that there is an indentation in the top of its bright green head, and the cavity is full of water. Although you have never seen one before, you realize that this must be a kappa, a water spirit. Go to **[72]**.

[63] Because you have already slain one spirit (or more) on this journey, you think that perhaps you could be a match for this demon that will soon appear. Why should you doubt yourself? Make a L2SR on INT. If you make it, go to **[77]**; if you fail, go to **[58]**.

[64] You find a path that leads off into the forest. You follow it uphill because you think you can avoid getting lost by simply always going up. You haven't reckoned with the fact that there are hills between you and the main slopes of the mountain and in the dense forest you cannot really see any landmarks. Make a L2SR on INT to avoid losing your way. If you make it, go to **[74]**; if you fail, go to **[7]**.

[65] Frustrated beyond belief, you draw your katana from its sheathe. Swords do not normally fare well in encounters with walls, but this wall is a spirit, and your sword is blessed. Perhaps it will cut right through it. You stride toward the wall brandishing your sword."

"Samurai, would you attack me, an unarmed woman with your weapon?" asks the wall. "Where is the honor in that? I beg you not to do this."

If you listen to the wall and relent, go to **[38]**. If you think it is just a trick and swing your sword at the wall, go to **[19]**.

[66] You think that you have lost your honor, and that only death awaits you in the daimyo's court, you decide to take another path, leave this land, and become a wandering ronin—a masterless samurai outlaw. When you choose that, you may take 100 a.p. and keep the character, but this adventure is over for you. The End.

[67] You look long and hard at the wall, but no solution to your problem occurs to you, except to possibly attack it, and see if you can kill it. Go to **[65]**.

[68] The old priest speaks to you. "I am very tired of riding in your chair. Surely you are tired of carrying me. I will walk with you for the rest of the way."

"Thank you," you tell him. You recover your rope and put it back in your pack. You also put your anti-demon mask away. It will make a good story when you get back to the daimyo's court.

By now the sun is sinking low in the west and the sky is darkening as sunset approaches. "There should be a nearly full moon tonight. There will be enough light to walk." you say. Go to **[76]**

[69] Seeing that the spider-demon is getting the worst of the fight, the old priest shouts "Return to your web, spider-demon-san. You cannot help me." The yokai is reluctant to obey, but it does break free and fly away, squawking unhappily. You turn to the priest and bow, and then say, "Thank you for sending it away. I did not want to kill it." The monk smiles bitterly. "This can all be avoided by simply releasing me." Make a L1SR on INT. (20-INT). If you make it, go to **[12]**; if you fail, go to **[22]**.



illustration by Takashi Matsuoka

[70] You turn to the priest and say "If a demon is coming for me, how can I prevail against it."

The priest looks at you sadly. "The smart thing to do would be to release me. I can banish the demon if I wish; after all, it is my friend and guardian."

"My honor does not allow me to release you," you answer, "unless you give me your word that you will accompany me to the daimyo's court. Is there anything else that I can do against an unbeatable demon?"

"Demons can sometimes be frightened away," the priest reminds you. "Masks, loud noises..."

If you decide to release the priest, go to **[4]**; if you wish to try and frighten it, go to **[24]**.

[71] About an hour later you have stopped for a brief rest and you hear the flapping of great wings. Looking up, you see a creature from legend descending out of the sky toward you. You have never seen one before, but there can be no doubt that this is a spider-demon and it does not look friendly. Because you expected trouble, you fastened the chair to your body with a slip knot—one yank, and the chair and the old man fall to the ground. He lets out a little bark of pain as he falls to the stony ground and rolls on his side. This is no way to treat a venerated old man. Go to **[79]**

[72] The kappa wades ashore and advances upon you with slow and ponderous steps. It has no weapons, but each hand has long black claws instead of ordinary fingers, five claws per hand, and each claw the size of a dagger. "Release the priest and I will not harm you," says the kappa. "Refuse and I will rend you limb from limb."

"Yes, release me," demands the priest. "The kappa is more powerful than the spider-demon. You cannot hope to defeat it in battle. There is no dishonor in surrendering to a superior foe."

You must choose. If you agree to release the priest, go to **[75]**. If you decide to draw your blessed sword and fight the kappa, go to **[50]**.

[73] You look at the wall and think. Your eyes range from the woman to the house, from the house to the woman, but they keep returning to the house. The house has a door, and doors are meant for getting through walls. You stand up, walk over to the door, and rap upon it with your knuckles. It sounds like wood instead of stone. "A gruff male voice asks "Who is it, and what do you want?"

You state your name and rank and say you want to get past the wall. "Easily done," says the voice, and the door opens. You can see the moonlight shining on the path on the other side of the door. Smiling, you grasp the priest in both arms, pick him up, and step through the door. As you do so you hear a despairing sob from the woman, and the wall vanishes as if it never existed. Go to **[16]**.

[74] After a couple of hours in the forest you find your way back to the main trail and continue climbing the mountain. Although you think you have simply been prudent, your choice has subtly eroded your character. Reduce your Luck and Charisma by 1 point each. Continue with your mission by going to **[21]**.

[75] You think about the situation quickly. You have never heard of a tale where anyone fought a kappa and won. Kappas may sometimes be tricked, or bribed, or befriended, but fighting is apparently hopeless. If you die while trying to bring the priest to the daimyo's court, it is still failure, and your honor is still lost. You decide to release the priest, and perhaps try some other means of bringing him to the daimyo's court.

Turning to the priest, you bow, and say, "Please call off your aquatic friend. I release you." After saying this, you step up and cut the rope binding him to the chair. The priest stands up and stretches. "You have made the right decision, warrior. I thank you for the pleasant journey." Sarcasm! It hurts worse than a knife wound in combat. Soon the priest is walking briskly back up the mountain path, and you are walking downhill to report your failure to your lord. Go to **[52]**.

[76] "Your challenges are not over yet," the priest declares. "I think my next guardian will surprise you."

You have reached the forested foothills at the bottom of the mountain now. This is the last hill to descend before reaching the daimyo's court. As you stride wearily down the path, it suddenly comes to an end in what looks like a painted stone wall that extends from the trees on the left to the trees on the right. Go to **[59]**.

[77] Common sense asserts itself. You know that no ordinary man can match the supernatural strength and ferocity of a demon. Demons can only be dealt with by priests. You have a priest with you, but will he help you? Go to **[70]**.

[78] You reply that you have given your word to bring him safely off the mountain. He merely sits down cross-legged upon his mat and begins chanting prayers. You plead and argue, but now he will not even speak to you. By late afternoon you realize that talk is futile. You regret it, but you can see that you must use force to bring the priest off the mountain. You go into the forest and cut down a few saplings. You use the wood to build a light chair that you can carry upon your back. That night the priest does not speak to you, and does not invite you into the shrine. You sleep upon the porch, an uneasy slumber haunted by many eyes in darkness watching you. You do not sleep very much—too many strange noises and ominous feelings keep you awake, but the night passes without incident. Go to **[61]**

[79] The spider-demon waits just out of reach, and squawks in a voice you can barely understand. "Release the holy one, and I will not harm you, warrior." You draw your katana, and answer, "Return to your web, spirit, and I will not harm you. The priest has been summoned by the daimyo, and he must come with me."

The priest speaks for the first time since the journey began. "Your blade cannot harm a spirit, but it can rend you to shreds." "This blade can harm it," you reply. "This blade has been blessed by the emperor himself."

The spider-demon attacks you, leaping around you and slashing at you with its long, razor-sharp talons. It has a monster rating of 60 (7D6 + 30). Fight. If you manage to do 10 or more points of damage in the first combat round, go to **[69]**. If you do 60 points of damage or more, go to **[46]**. If you take damage other than spite damage, go to **[29]**. If none of these options are valid, go to **[9]**.

Character you can use for this solo if you don't have one.

Samurai Warrior

Name: _____ Class: Warrior

STR: 38 CON: 26 DEX: 22 SPD: 16

INT: 12 WIZ: 9 LK: 17 CHR: 21

Combat Adds: 45

Weapon: Blessed katana 4D6 + 3D6 for being a level 3 warrior.

Because the sword is blessed it can harm spirit and demon creatures. Wakizashi 3D6 + 3D6.

Armor: Lamellar takes 9 hits.

Can be doubled if necessary but will degrade if it takes more than 9 hits.

Other equipment: Provisions, clothing, canteen, pack, flint and steel, 30 feet of light cord.



DELUXE TUNNELS & TROLLS RULEBOOK

We've talked a lot about deluxe T&T so here are some details about what is in the Deluxe rulebook and how you can get a copy, for the full rules and other great things in it.

What's in the rules? The Deluxe rules goes into detail about how to roll up characters and gives you options to pick from 40 different kindreds including: trolls, goblins, centaurs, hobbs, vampires, werewolves, harpies and many others. Each kindred has some basic info on how they fit in to T&T play.

dT&T also gives you 6 character classes to choose from and hundreds of different weapons and armor you can use to equip your character. It also gives you details on how to use poisons in your attacks and how warriors can go berserk during combat.

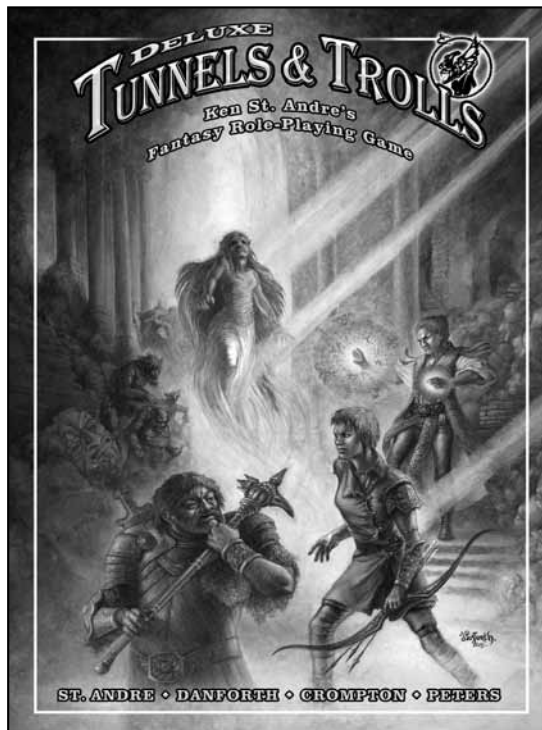
There are 111 spells in the magic section, along with details on how to make cursed items, how to teach spells and details about the 10 schools of magic.

The rules have great lists of numerous supplies (and the costs) for your characters ranging from rope, food, matches and a waterskins, to horses, servants and even your own trained falcon.

There's a section on how to customize and specialize your characters using talents, along with a list of 150 talents to choose from, and how to create your own.

There is also an entire section with optional rules you can add that will cover things like using languages, extended talents, creating guilds, using miniatures and charts for rolling up random monsters.

The main rules are 169 pages and the optional rules (which are included in the rulebook) are about 55 pages. There is also lots of advice for GMs on how



to run an adventure and even more...

You mean there are more than rules in the book? Yes, there is a large part of the book which does not contain any rules - instead it gives you details on Trollworld (*It's where most all the T&T adventures take place.*) This second section includes a timeline of major events on Trollworld, detailed maps of the main continents and close-up maps of three of the major cities, along with lists of important locations in each city. There are 16 full-color pages of maps and T&T artwork in the book as well.

The book also includes a 28 page GM adventure that you can run for beginning to mid-level characters, along with a dT&T solitaire adventure that allows players to see if they can bring their dead characters back to life, should they get killed while adventuring. Plus there is a great illustrated weapons glossary so you can tell what some of the more obscure weapons look like and how they work.

You can order the combined 380 pg dT&T hardcover rulebook with Trollworld for \$60 direct from Flying Buffalo. Visit www.flyingbuffalo.com/tandt.htm or Search for Tunnels & Trolls on Amazon.com

Are there other T&T adventures available? Oh Yes, there are over 25 T&T solos and gm adventures available from Flying Buffalo and even more from other approved publishers. You will find that there is a strong and friendly T&T community online at the **Facebook Tunnels & Trolls group**, Trollbridge.proboards.com and www.deluxetunnelsandtrolls.com. (Among many other T&T related places online.

And for those of you with a smart phone or tablet, you can play the **T&T Adventures App**. (*See the next page*)

TUNNELS & TROLLS ADVENTURES FREE APP FROM METAARCADE

MetaArcade has partnered with the Fellowship of the Troll to bring *Deluxe Tunnels & Trolls* to iOS and Android! Our mission is to give you an authentic digital remastering of the game on the device of your choice, and let you revel in the solo adventures which have enchanted us all these years—and ultimately, create your own *Tunnels & Trolls* adventures to share with the world.

Combining rich interactive fiction with classic RPG gameplay on mobile devices, *Tunnels & Trolls Adventures* is filled with tough decisions, devious traps, and monstrous encounters where the risks are only rivaled by the rewards. Roll your stats, choose your kindred and begin your legendary adventures.

If you liked playing the solo adventure in this booklet, you're going to love playing *T&T* on your phone or tablet! It uses the same basic rule system, but the mobile app does all the saving rolls and combat math for you, using the stats of your character. You can level up, get special weapons and increase your character attributes, just like you do in the *Tunnels & Trolls* game in this booklet.

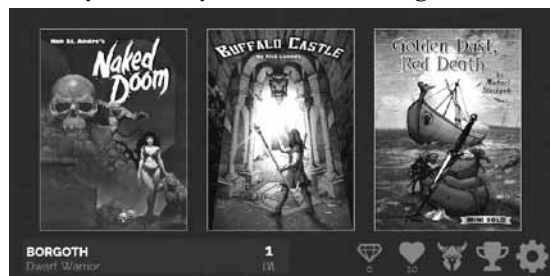
There are over twenty different adventures you can play on your phone and all of them are FREE, as well as the app itself – and you can purchase adventures to play them as much as you want without any delays.

Already featuring many classic *Tunnels & Trolls* adventures, the game continues to expand in scope. Every two weeks a new adventure is released, and in the near future, players will be able to design their own solitaire adventures and share them with others. Other new features and options for the *T&T Adventures* app are also being added on a regular basis.

You can download the game for FREE from **iTunes** or **Google Play**. Just search for **Tunnels & Trolls Adventures**.

The *T&T Adventures* App: How you play it

Download the app and roll up a new character or pick one of the pre-generated ones. Choose a solo adventure you want your character to go on.



Explore locations in the adventure. Some are rooms, places or even people (or monsters) you might meet.



Engage in combat using your characters' attributes, weapons and armor against the enemies.



See the dice roll for both sides...



If you win the combat, you gain adventure points and items that increase your character's skills and attributes.

TUNNELS & TROLLS ADVENTURES

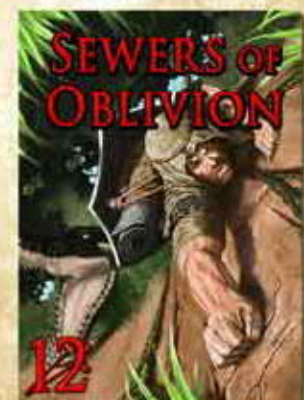
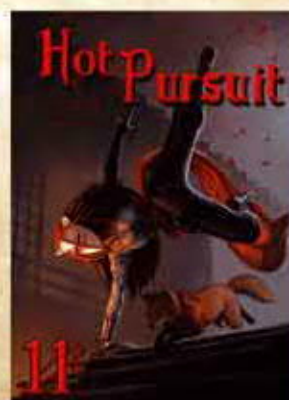
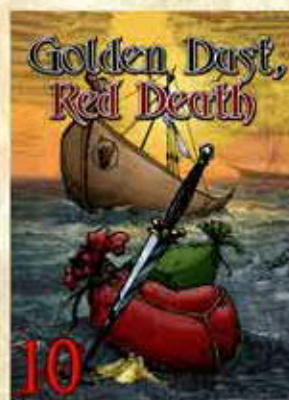
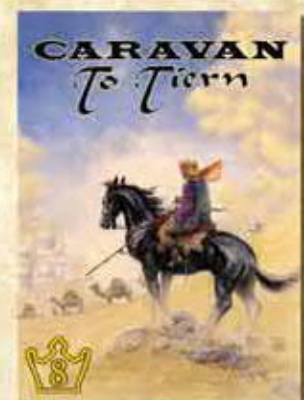
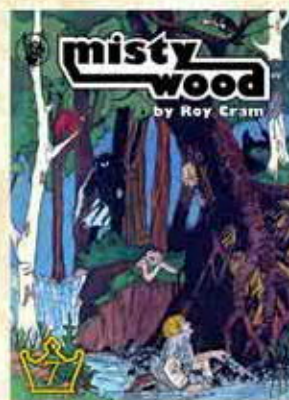
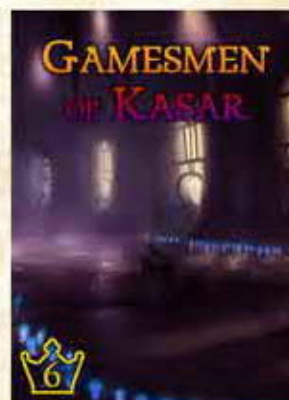
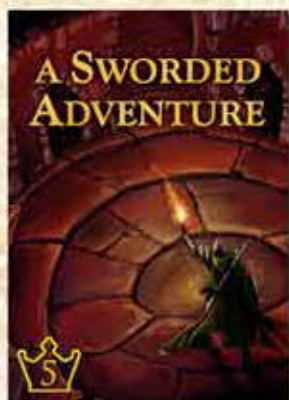
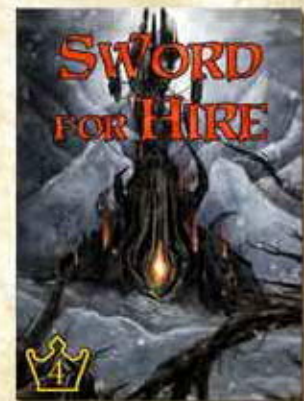
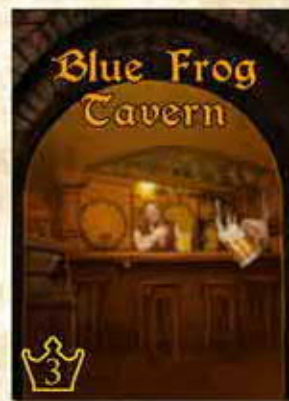
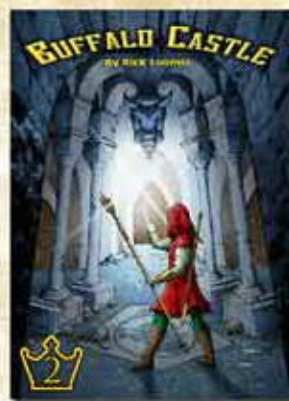
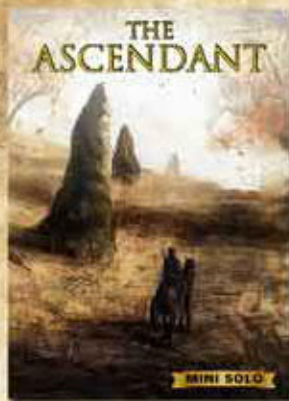
The classic RPG is now a **World Wide Phenomenon!** Roll up a character on your phone, download an adventure and start playing T&T for **FREE** today!



Download it
FREE



PLAY ON YOUR PHONE OR TABLET FOR FREE



NOW WITH OVER 20 ADVENTURES