

DELUXE
TUNNELS & TROLLS

BUFFALO CASTLE



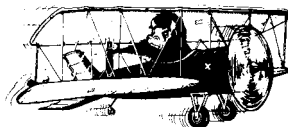
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Patrice Geille
whose French version of Buffalo Castle is
the wellspring for this new, updated edition.

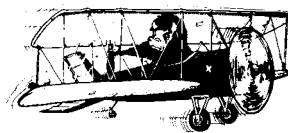
**Buffalo Castle Map by
Mike Tremaine**

And to **Mike Stackpole** and **Ashley Morton**,
who edited the 1982 edition of Buffalo Castle

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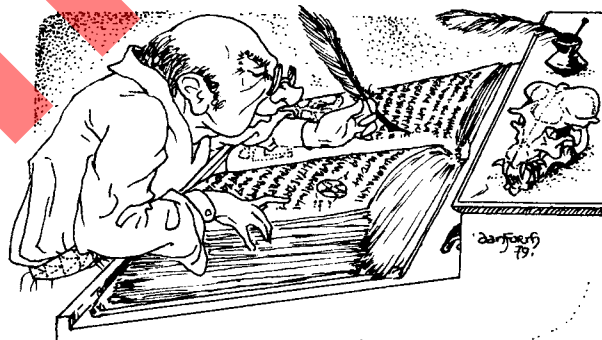
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Forward by Ken St Andre

Buffalo Castle was the first solitaire adventure ever written for a fantasy role-playing game. Yes, folks, it was Rick Loomis, who took Steve McAllister's idea and ran with it and created the whole solo gaming field with the adventure you have here. All of this happened years before the "Choose your own adventure" books popularized the idea with the general public. I was there when Steve first tossed off the idea, and I was second with my own solo adventure.

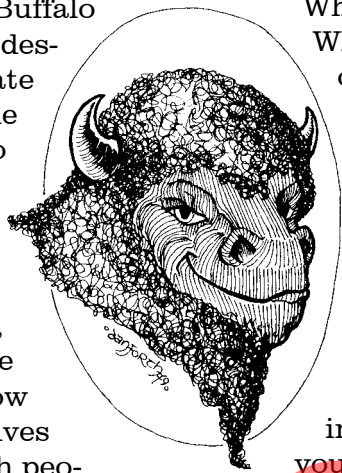
In many ways Buffalo Castle is the perfect T & T solo adventure. Written for first level fighters, there is nothing in this dungeon crawl that will conflict with any of the 5th or Deluxe edition rules. Go ahead and create your character using 5th or Deluxe edition guidelines. You may find that your Luck saving rolls are a little easier, since you no longer need that minimum of 5 to make the roll, and that your attributes are a little higher since triples will add and roll over when you're creating a new character, but that won't harm the adventure in any way. Go ahead and use the Spite Damage rules-any 6 rolled is a point of damage to the other guy regardless of armor. As in any adventure when you're completely on your own, what will save or kill you is your luck and your choices-not your combats with the monsters necessarily. In this adventure the attributes of Wizardry and Speed are irrelevant. So, if you are new to Tunnels and Trolls, grab your weapons and venture boldly within. You have a treat awaiting you, and I think you will feel the same kind of excitement we all felt when I first wrote this game over 30 years ago.

Ken St. Andre



Adventure Introduction

Good evening, Welcome to Buffalo Castle. This adventure is designed for you unfortunate people who do not have a Game Master living next door willing to take you down into his dungeon at a moment's notice, or you who have never played Tunnels & Trolls before and want to get some ideas about how it is done, or you who want to try this game but don't want anyone to know about it, or for Dennis Hall, who lives in Alaska and doesn't have enough people nearby to play a group game of T&T.



Whenever you are told to "roll for a WM (or Wandering Monster)," roll one die. If you roll 1-5 nothing happens, and you may continue. If you roll a 6, a wandering monster has appeared, and you must turn to page 33 of the booklet to see what kind of monster has attacked you. Any time you wish to stop and regain Strength which has been lost (by going berserk during combat, for instance), you may rest and gain your Strength back one per turn - but each turn you rest, you must roll once for wandering monsters.

This is a solitaire adventure. Only first level warriors are allowed in here (no magic users, no higher level characters) and only one at a time. Any one character may only enter this once. Since, unfortunately, I cannot be here to lead you through this adventure, we must apply some special rules. Each time you have a decision to make, the instructions will tell you which page and section to turn to for each decision (for example, the instructions may say "If you open the box, go to 14B"; that means turn to page 14 and read paragraph "B"). No peeking, and no changing your mind when you see what is on the page (if you are going to cheat, you might as well just start your character off as a 17th level wizard!). Don't read through this booklet - just follow the instructions. Each page that you read in advance will spoil a surprise for you later. After you have become familiar with the rooms in Buffalo Castle, give this book to a friend to try. (It is also available online in its original format at www.flyingbuffalo.com/beintro.htm)

In order to play, you will need a copy of the Tunnels & Trolls rules, paper and pencil, and at least three six-sided dice.

Each of the rooms in Buffalo Castle is numbered. Keep track of the rooms you have been in before. If you enter a room for the second time (in one trip), ignore the original instructions, and roll once to see if a wandering monster is in the room. If not, there is nothing in the room.

All of the monsters in this adventure attack without hesitation, unless other special instructions are given. If a monster looks too tough for you to fight, you may "run for the exit" instead. If you choose to run, make a first-level saving roll on your Luck. If you are successful, turn to paragraph 2A (the exit). If you are unsuccessful, you take two hits and must fight the monster anyway. Also several rooms have an exit. All exits lead to paragraph 2A.

Now, before you enter Buffalo Castle, I have a special exploring kit to sell you. It contains clothing, provisions, a knapsack to carry gold in, and a compass. It only costs you 10 g.p. (a bargain!) and weighs 5. The only other things you will need are weapons, armor, and poison (if you can afford it). You won't need torches, as the entire complex is dimly lit. From here go to 1A.

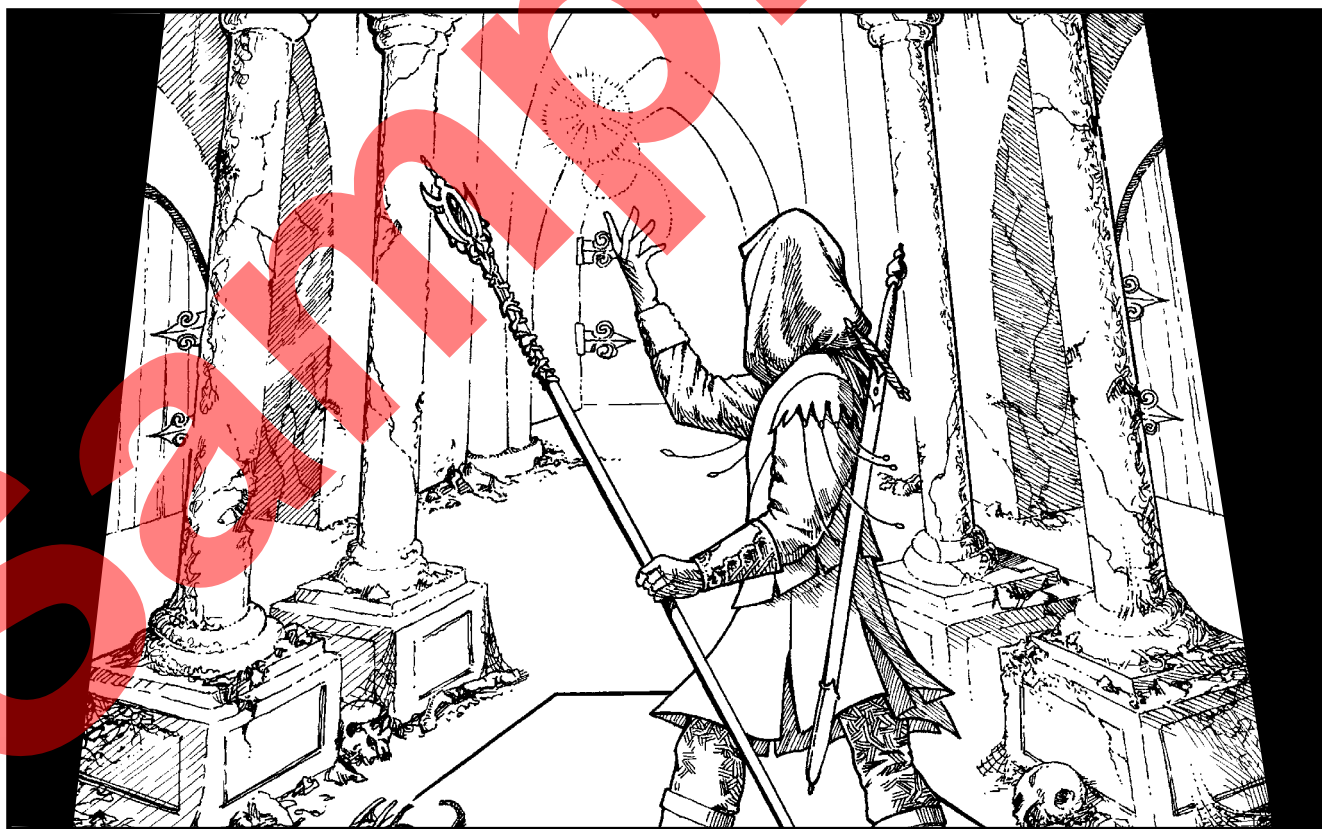
1A You have been sitting in a tavern in a new town, slaking your thirst, and grumbling to yourself about how bad things have been the last few weeks. You've been bragging to the tavern wench (Author's note: if you are playing a female character, substitute "handsome barkeep" whenever I mention "tavern wench") about how you are used to the finer things in life, ever since you killed that dragon in '06, but lately there just don't seem to be any good quests available. You think you've sparked her interest a bit, and are hoping for more than just some more ale. All of a sudden an important looking man walks into the tavern, and catches the lady's eye. She points at you, and he walks over.

"I understand you are a brave adventurer, looking for a quest?" You nod and take another swig of your ale. He explains to you that he is the mayor of this town, and there is a very sick child who is going to die soon,

if someone doesn't help. "She can be cured by a magic potion, created by a local wizard. The only problem is that this wizard is totally mad. No one knows what he will do next. He lives in a nearby castle, which is filled with monsters, traps, and random unexplainable things. It will be a difficult quest, and we hate to ask a nice person like you to risk it, but no one in the village is strong enough or a good enough fighter to get past all the wizard's pet monsters. If you don't do this for us, surely the child will die. If you do succeed in bringing back the potion, the town council has authorized me to pay you 500 gold pieces with our thanks."

You decided to accept his quest, since you really could use the money, and now you are facing a large, gloomy castle, with three large wooden doors. If you choose

to go in the left door, turn to **4A**. If you wish to go in the center door, go to **8A**. If you wish to go into the right door, turn to **12A**.



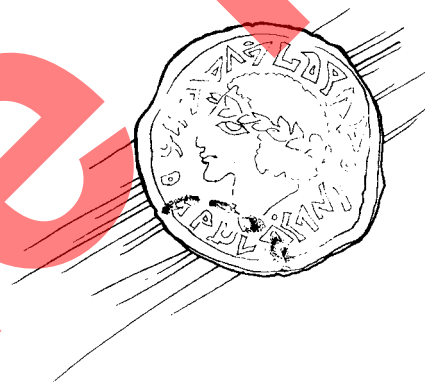
2A This is the exit. You must fight one wandering monster before you can leave. Roll on the wandering monster table (page 33) to see what monster it is. You must kill him to leave the dungeon. The exit monster never carries any treasure. Once you have killed the exit monster, you are out of the dungeon. Congratulations!

If you have gotten the potion, the mayor gladly gives you the promised 500 gold pieces, the child is saved, and you are now the hero of the town. (The tavern wench is especially appreciative.)

If you have not gained the potion (you ran from a monster, for instance), you are too embarrassed to go back to town and admit defeat, so you leave in the other direction. You do not get your 500 gold pieces, but you get 100 experience points for surviving the adventure.

2B You find one gold piece. Go to **2A**.

2C You find an ordinary dagger, weight 10, value 30 gold pieces, gets one die in combat. Go to **2A**.



2D Roll one die. If you roll a 6, there is a secret door. Go to **7D**. If you do not roll a 6, roll again to see if a wandering monster appears while you are wasting time looking for a door. (A six on the WM roll means a WM appears.) Then go back to **2D**.

2E You are at a 4-way intersection. If you wish to go north, go to **20F**. If you wish to go west, go to **9D**. If you wish to go east, go to **15D**. If you wish to go south, go to **28E**.

