

BUFFALO CASTLE

A SOLITAIRE ADVENTURE
For Deluxe Tunnels & Trolls



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35 Compton

By Rick Loomis

DELUXE
TUNNELS & TROLLS

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BUFFALO CASTLE



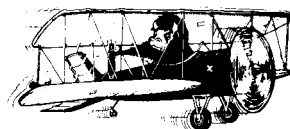
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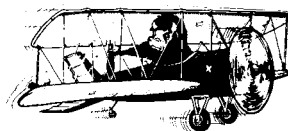
And to **Mike Stackpole** and **Ashley Morton**,
who edited the 1982 edition of Buffalo Castle

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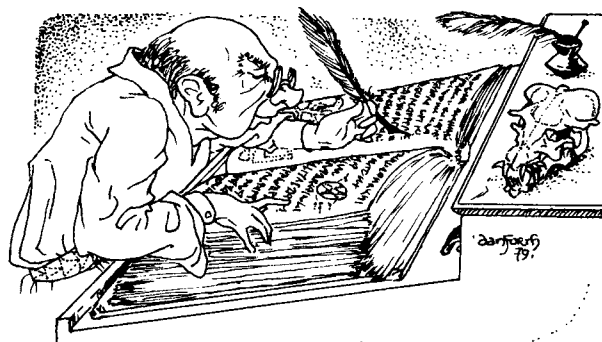
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Forward by Ken St Andre

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.

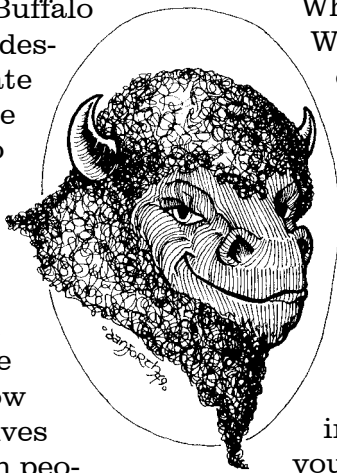
In many ways *Buffalo Castle* is the perfect T & T solo adventure. Written for first level fighters, there is nothing in this dungeon crawl that will conflict with any of the 5th or Deluxe edition rules. Go ahead and create your character using 5th or Deluxe edition guidelines. You may find that your 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**.

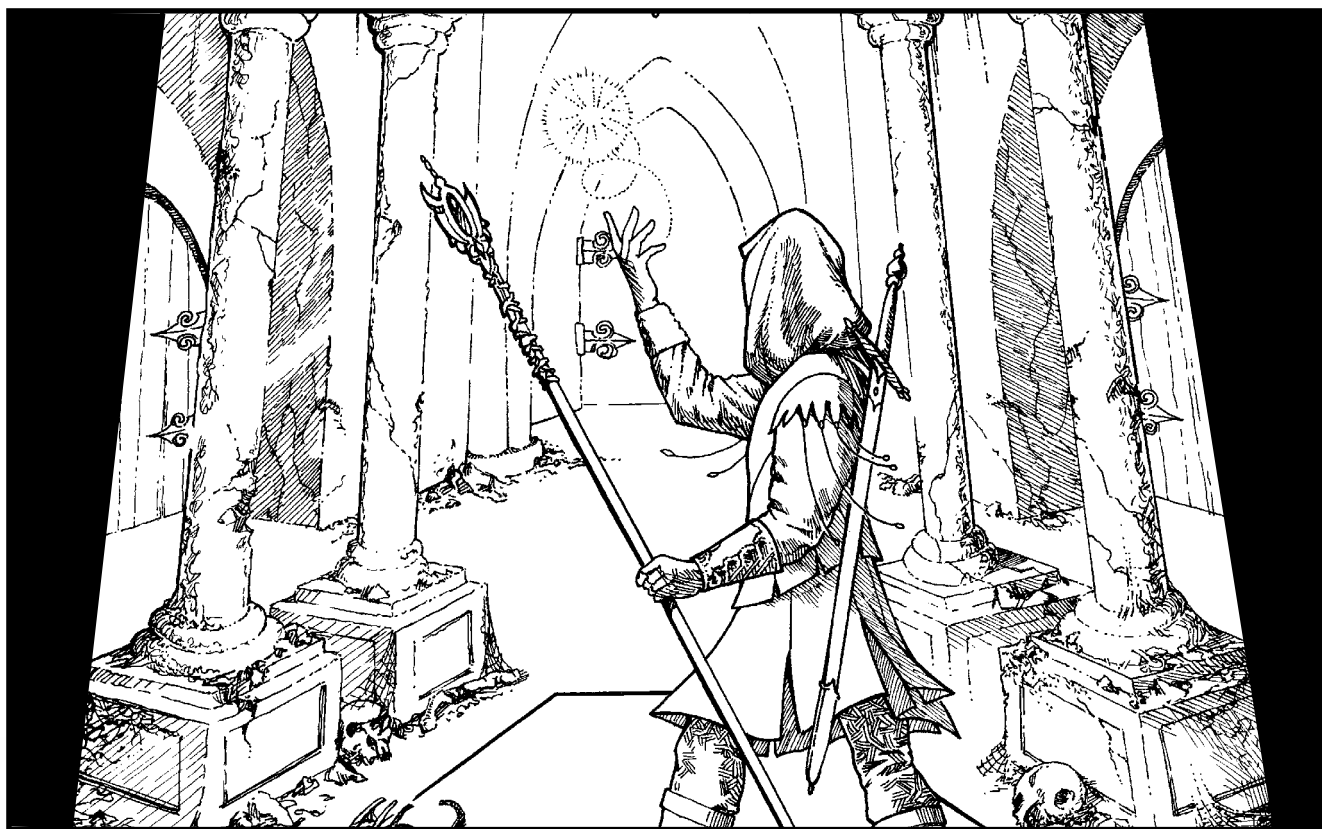
1A You have been sitting in a tavern in a new town, slaking your thirst, and grumbling to yourself about how bad things have been the last few weeks. You've been bragging to the tavern wench (Author's note: if you are playing a female character, substitute "handsome barkeep" whenever I mention "tavern 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.

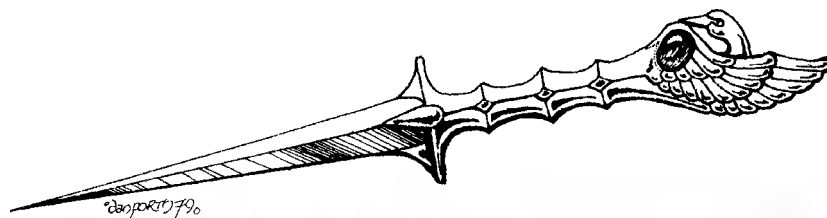
2B You find one gold piece. Go to **2A**.

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

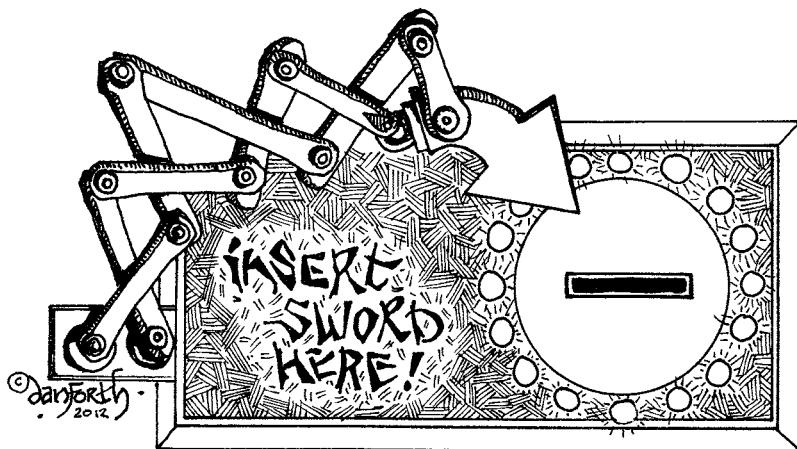


2D Roll one die. If you roll a 6, there is a secret door. Go to **7D**. If you do not roll a 6, roll again to see if a wandering monster appears while you are wasting time looking for a door. (A six on the WM roll means a WM appears.) Then go back to **28D**.

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**.



3A You walked down a short corridor, and entered a small room. There is nothing in the room except a small slot in one wall, with a sign over the

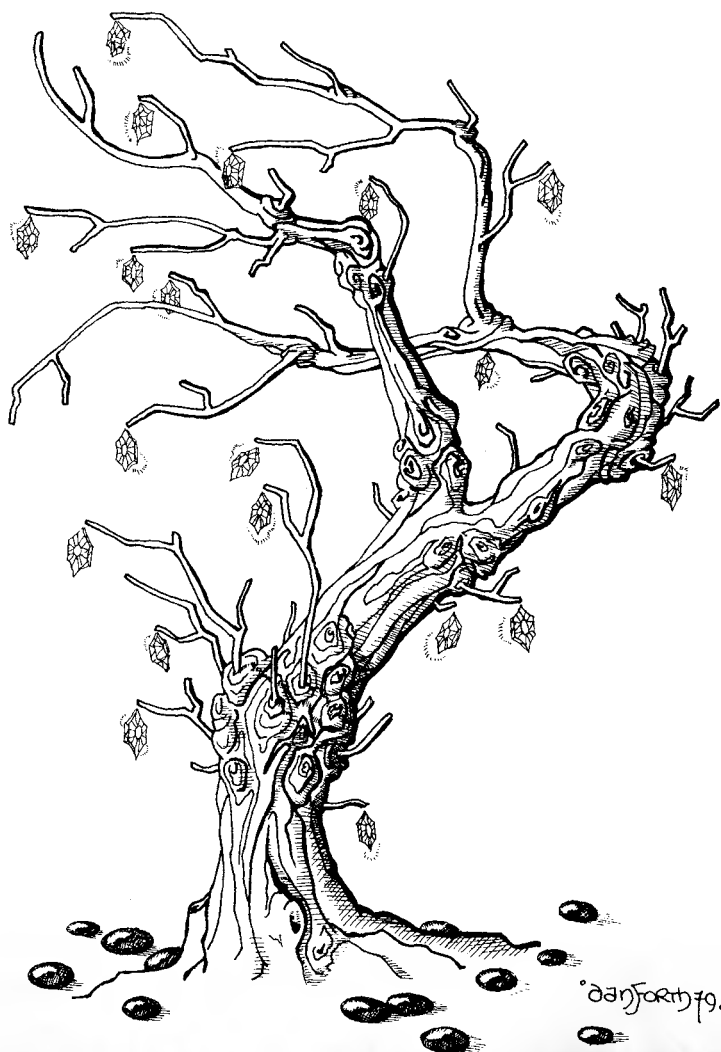


slot. The sign says "Insert Sword Here". You may insert your weapon in the slot go to **25A**, or you may leave by the north door go to **16A** or you may leave by the west door go to **19A**, or you may leave by the south door go to **4A** or you may exit the dungeon go to **2A**.

3B You find one silver piece. Go to **2A**.

3C You have entered room number fifteen. There is a large tree growing in the middle of the room. There appear to be emeralds growing on its branches, and rubies lying on the ground.

If you wish to pick up the rubies, go to **10B**. If you wish to pick the emeralds growing on the branches, go to **15B**. If you wish to leave by the north door, go to **11B**. If you wish to leave by the south door, go to **14B**.



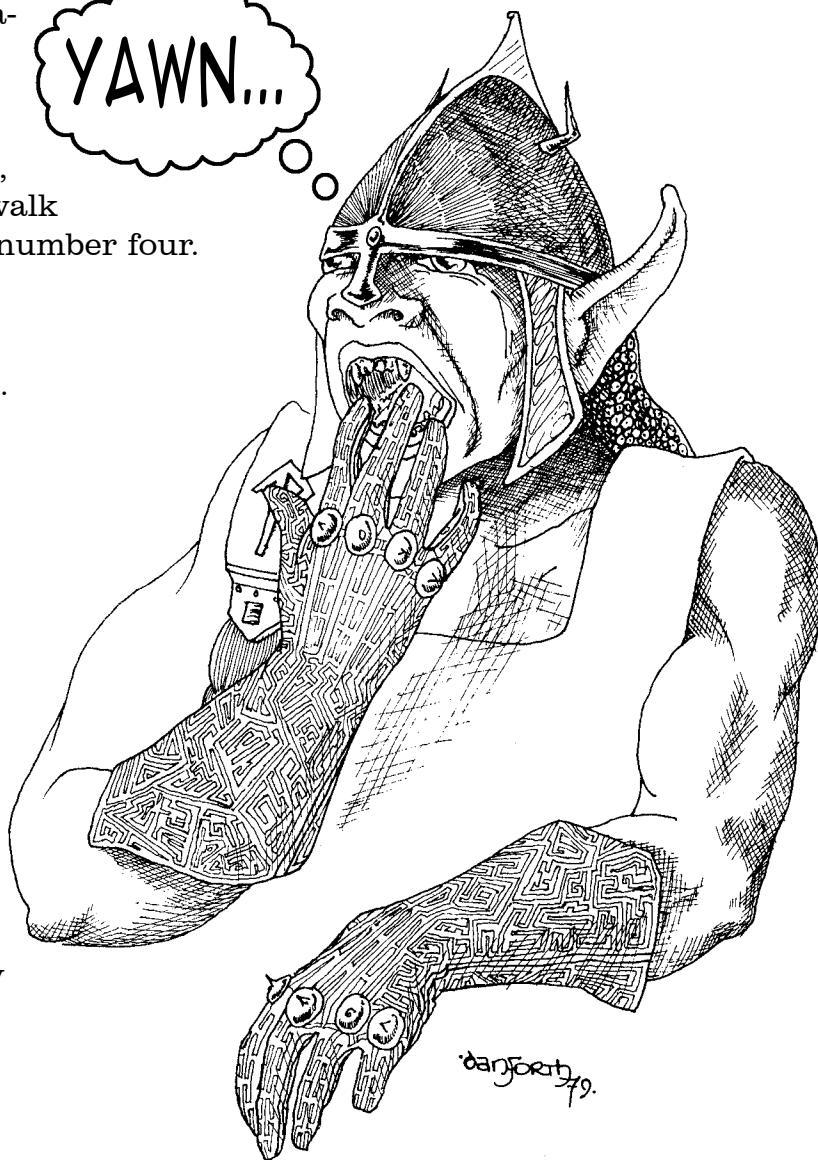
4A You walked down a short corridor, and entered a small room 10' x 10'. There is a troll sitting on a treasure chest. He is looking at you in a bored fashion. If you wish to fight him, go to **7A**.

If you wish to try to talk to him, go to **14A**. If you wish to try to walk by him, go to **18A**. This is room number four.

4B You find 22 gold pieces. Go to **2A**.

4C You have entered a wandering monster room. This is room number twenty-one. Roll on the WM table to see what monster you have to fight. After you have killed it, you may exit the dungeon go to **2A** or you may leave through the north door go to **22B** or you may leave through the south door go to **22C**.

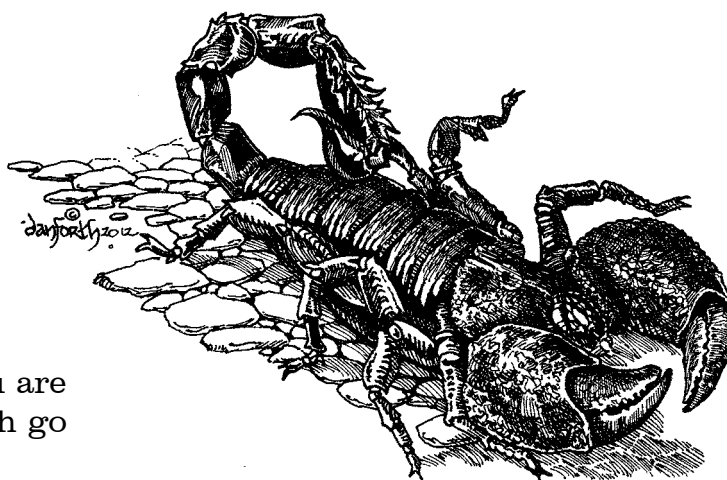
YAWN...



4D You are at a 4-way intersection. Roll to see if a wandering monster appears. After that, you may go north go to **9E** or east go to **17E** or south go to **20E** or west go to **14E**.

5A After you leave the room, you find he has picked your pocket. Lose 100 g.p. (or all you have, if you don't have 100). If you go back to the room, he is gone and the room is empty. Meanwhile, you may leave through the south door go to **19A** or the north door go to **22A**.

5B You find a scorpion.
Make your saving roll.
If you are successful, you may capture him and sell him for 10 gold pieces. If not, take 3 hits, and he gets away. Now go to **2A**..



5C Make your saving roll.
If you fail, go to **23E**. If you are successful, you may go north go to **16C** or south go to **7C**.

5D You walked down a short corridor, which comes to a sudden end. Make your saving roll. If you are successful, go to **20D**. If you are unsuccessful, go to **14C**.

5E You are in a corridor which goes north and south. If you wish to go north, go to **28E**. If you wish to go south, go to **24D**. If you wish to go through the door on the east wall, go to **10D**.

5F You are at a 3-way intersection. If you go north, go to **25C**. If you go east, go to **27C**. If you go west, go to **17E**.

6A You have entered room number thirteen. There is nothing in the room but a chest. You may open the chest go to **23A** or you may leave by the south door go to **22A** or you may leave by the north door go to **27A**.

6B You find a jewel worth 100 gold pieces. Go to **2A**.

6C Cut your charisma in half (temporarily for the rest of this adventure) for being a coward and refusing to fight. Go to **3C**.



7A He has a monster rating of 40 (5 dice). If you kill him, go to **17A**.

7B He has a monster rating of 20 (3 dice). If you get hits on him once, he tries to give up and let you pass for free. If you accept his offer, go to **5A**. If you choose to continue fighting, go to **16B**.

7C You are in a corridor that runs north and south. There is a door on the west wall. If you wish to go through the door, go to **23C**. If you wish to go north, go to **5C**. If you wish to go south, go to **22B**.

7D You are in room number five (the treasure room). There are gold pieces strewn all over the floor. You may pick up as many as you want. For each 10 g.p. you pick up, roll once for a wandering monster. If a wandering monster appears, all the rest of the gold disappears. When you are tired of picking up gold, or when you have killed the wandering monster, you may leave through the east door go to **27D** or you may exit the dungeon go to **2A**.

7E You have found a magic sword. It is worth 1000 g.p., it doubles your strength while you are carrying it, it takes 20 hits for you every combat turn, and it wards off all evil magic up to 20th level! Go to **19E**.



8A You have gone through the teleport door. Roll two dice to see where you are teleported.

- | | |
|----------------------|-----------------------|
| 2 - Go to 16C | 8 - Go to 15C |
| 3 - Go to 19D | 9 - Go to 3A |
| 4 - Go to 10D | 10 - Go to 26A |
| 5 - Go to 22C | 11 - Go to 8D |
| 6 - Go to 23C | 12 - Go to 4A |
| 7 - Go to 7D | |

8B Roll a die to see how many gold pieces you find (1 to 6). Now go to **2A**.

8C Roll one die. 1 to 4 means you add, 5 or 6 means you subtract.
Roll one die again. This tells you how many you add or subtract.
Roll one die a third time. This tells you which of your basic characteristics the number is added to or subtracted from.

- | | | |
|------------------|---------------|--------------|
| 1 - Strength | 2 - IQ | 3 - Luck |
| 4 - Constitution | 5 - Dexterity | 6 - Charisma |

Example: you roll 1, 2, 4. That means you add two to your constitution.
Now go back to **22C**. (You can only drink once.)



8D You have entered room number twelve. There is an old man sitting behind a desk. Leaning against the wall is a very elaborate magic staff. On the wall is hanging a diploma from the 17th Level Wizards' School. He smiles at you. He is nonchalantly flipping a coin over and over. He offers to flip you double or nothing for any of your characteristics (strength, IQ, luck, constitution, charisma, dexterity) or all your gold. If you decide to attack him, go to **22D**. If you decide not to flip with the wizard, go to **13D**. If you agree to flip, decide what characteristic you are flipping for, and go to **17C**.

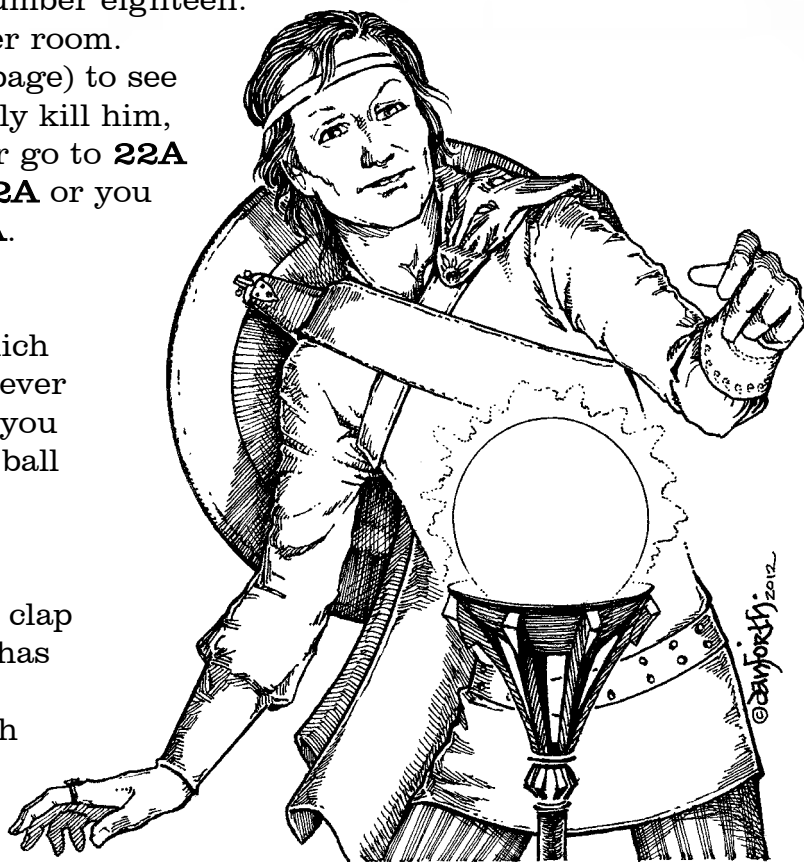
8E You are at a 4-way intersection. Roll one die to see if a wandering monster attacks you. Then, if you wish to go north, go to **24F**. If you wish to go east, go to **28F**. If you wish to go west, go to **15D**. If you wish to go south, go to **13E**.

9A You have entered room number eighteen. This is a wandering monster room.

Roll on the WM table (last page) to see what monster it is. If you successfully kill him, you may leave through the east door go to **22A** or you may exit the dungeon go to **2A** or you may look for secret doors go to **21A**.

9B You find a crystal ball, which tells you that if you should ever come into this room again, you should look in box #20. The crystal ball is worth 20 gold pieces. Go to **2A**.

9C There is a flash of light, a clap of thunder, and the fighter has returned to life. She is now twice as strong as before. If you wish to fight her again, go to **18C**. If you wish to give up and leave, go to **11E**.



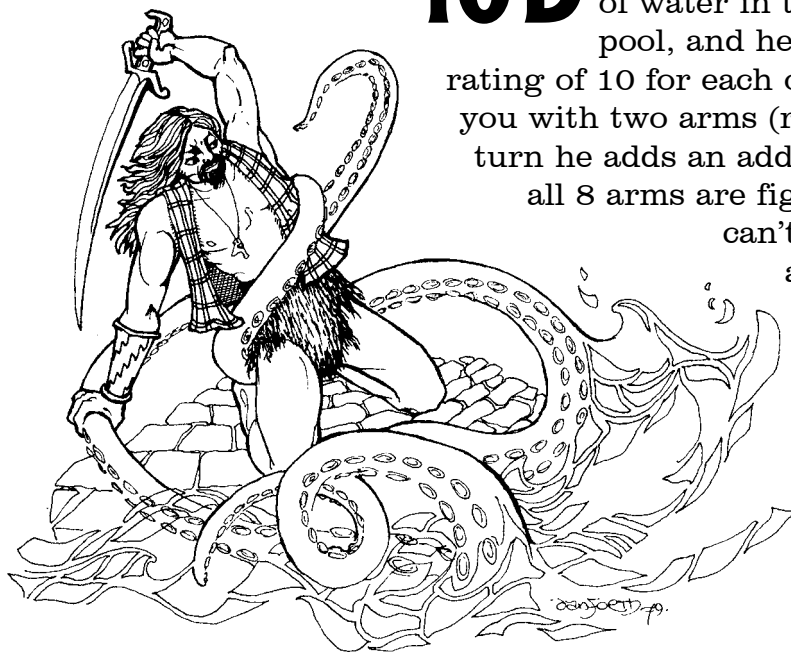
9D The corridor curves to the north. You are now standing beside a door. If you wish to go through the door on the east wall, go to **26D**. If you wish to follow the curve around northeast, go to **14E**. If you wish to go back around the southeast curve, go to **2E**.

9E You are at a 3-way intersection. If you go north, go to **13G**. If you go east, go to **25C**. If you go south, go to **4D**.

10A You set off the burglar alarm. 4000 policemen swarm into the room and arrest you. You are put into prison for 20 years. Every year at Christmas you may roll one die to see if your character was paroled. If you roll a 6, you get to use that character again. If you roll anything else, put him away for another year! (In other words, you are finished. Try again?)

10B There are three rubies, and they are worth 100 gold pieces each. Go back to **3C**.

10C You tripped a trip-wire, and the walls start closing on you very fast. Try again to make your saving roll. If you are successful, you managed to save yourself by sticking your weapon between the walls sideways. Subtract one from your weapon's adds (if your sword was 1 die plus 3, it is now 1 die plus 2. If it was two dice with no adds, it is now 2 dice minus one.) If you failed the second saving roll, the walls smash you flat. Sorry about that! If you saved yourself, go east go to **24D** or go west go to **22C**.



10D You are in room number one. There is deep pool of water in the room and a giant octopus in the pool, and he immediately attacks you. He has a rating of 10 for each of his eight arms. He starts fighting you with two arms (rating of 20; 2 dice) and each combat turn he adds an additional arm with a rating of 10 until all 8 arms are fighting. On any one combat turn, you can't get more hits than his total rating at the moment. Each combat turn, combine his arms which are fighting into one total rating. (He only gets the plus 1/2adds on the first turn.)

If you kill the octopus, add 80 e.p. and roll one die and multiply by ten to see how many gold pieces you find in the room. You may now exit the dungeon go to **2A** or you may leave by the west door go to **5E** or you may leave by the east door go to **21E**.

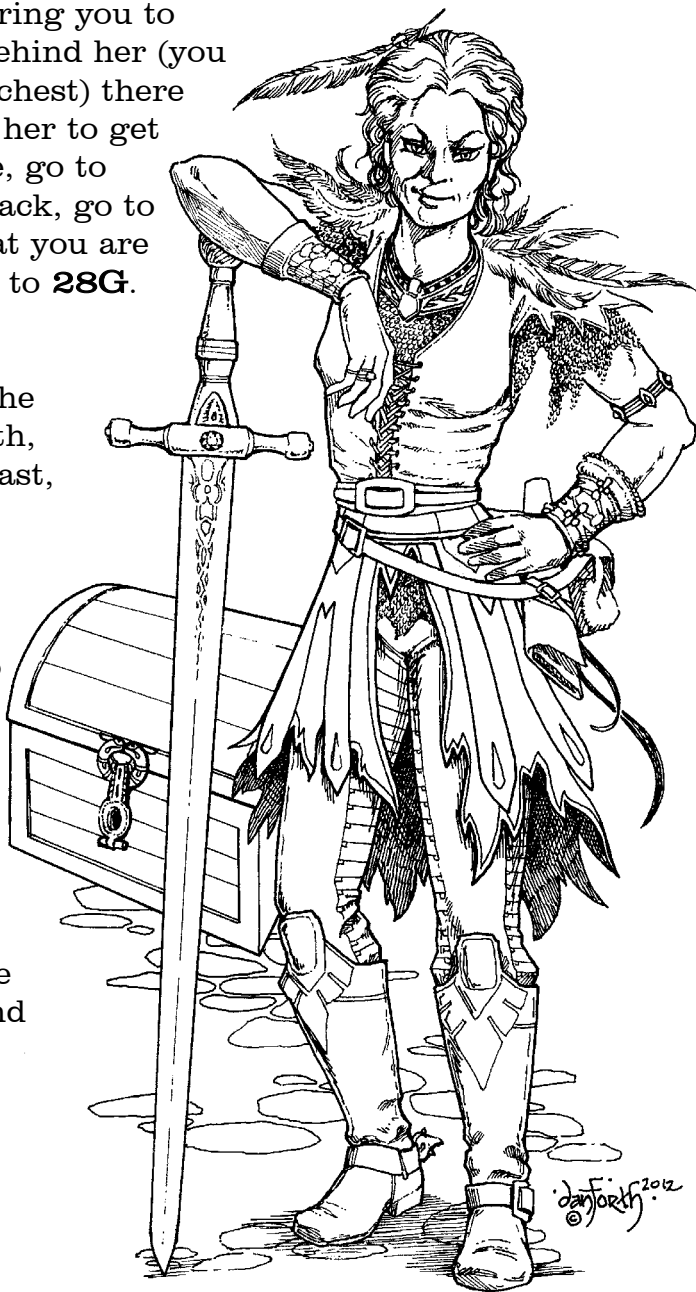
11A You find three gold pieces. Go to **2A**.

11B You walked down a short corridor and entered a small room. There is a very strong looking woman laughing at you and daring you to fight her. She tells you that in the chest behind her (you suddenly notice a very expensive looking chest) there is a fabulous treasure, but you must fight her to get it. If you wish to fight her for the treasure, go to **24C**. If you wish to turn around and go back, go to **6C**. If you wish to try to convince her that you are on a vital mission for the nearby town, go to **28G**.

11C You have come to a bend in the corridor. If you wish to go north, go to **24D**. If you wish to go east, go to **15C**.

11D The corridor bends. If you go south, go to **25C**. If you go west, go to **26E**.

11E She congratulates you on being a worthy opponent, and offers you the potion you are looking for. You accept, shake her hand, and exit go to **2A**.



12A Make your saving roll. If you are successful, go to **22C**. If you are unsuccessful, go to **18E**.

12B You find a magic wand, which will double someone else's strength. (It only works once and disappears.) It cannot be used on any character belonging to you - only someone else's. Now go to **2A**.

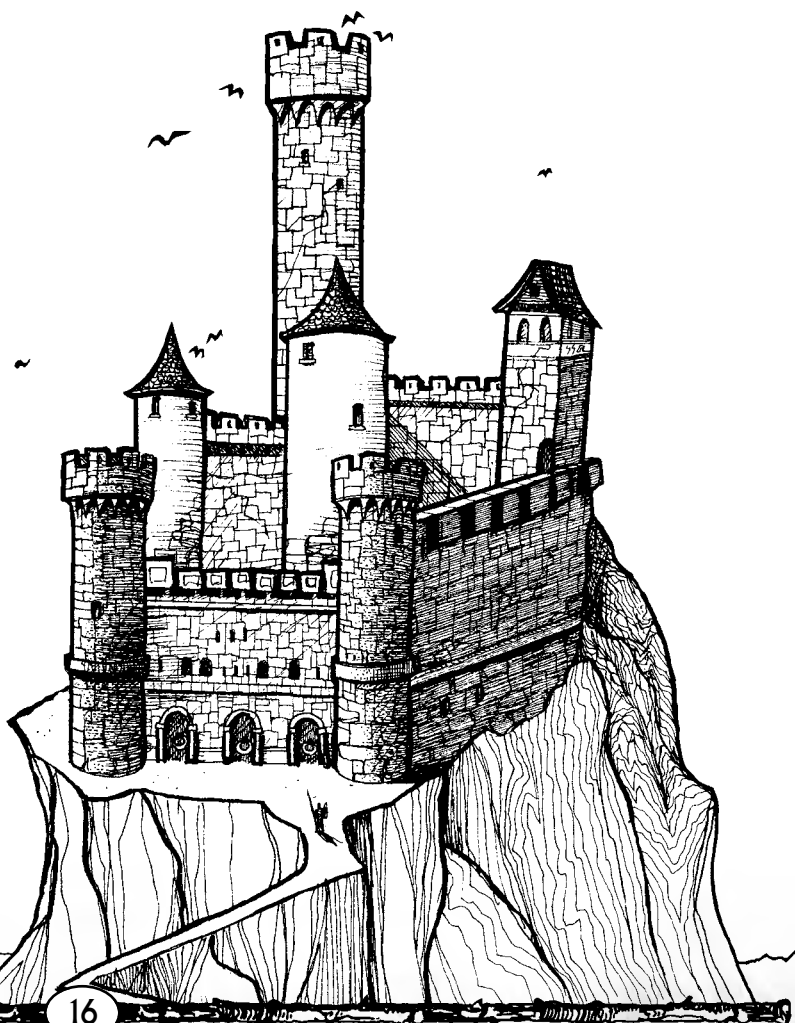
12C You find three silver pieces. Go to **2A**.

12D You are in a short corridor. Make your saving roll. If you are successful, you may continue. If you want to go west, go to **19D**. If you want to go east, go to **13E**. If you miss your saving roll, go to **24E**.

12E The corridor curves to the south. You are now standing beside a door. If you wish to go through the door on the east wall, go to **26D**. If you wish to follow the curve around southeast, go to **2E**. If you wish to go back, go to **14E**.

12F There is a bend in the corridor. If you wish to go north, go to **27C**. If you wish to go west, go to **13F**. If you wish to go through the door on the east side, go to **27B**.

12G The corridor goes east, and there is a door to the south. If you go east, go to **17F**. If you go through the door, go to **26E**.



13A You have entered room number seventeen. There is a wandering monster in this room. Roll on the wandering monster table (last page) to see what kind of monster he is. If you kill him, you may leave by the north door go to **19A** or the east door go to **4A** or you may exit the dungeon go to **2A**.

13B You find a gambling stone. It is worth 20 gold pieces. It has a red button on it. Each time you push the button, roll a die. If you roll 1 through 4, the stone is doubled in value. If you roll a 5 or 6, the stone disappears. If the stone stays with you, you may sell it for its present value when you leave the dungeon. (In other words, you can press the button as many times as you want, and the stone gets more and more valuable. But if you ever roll a 5 or 6 after pressing the button, you get nothing!) Now go to **2A**.

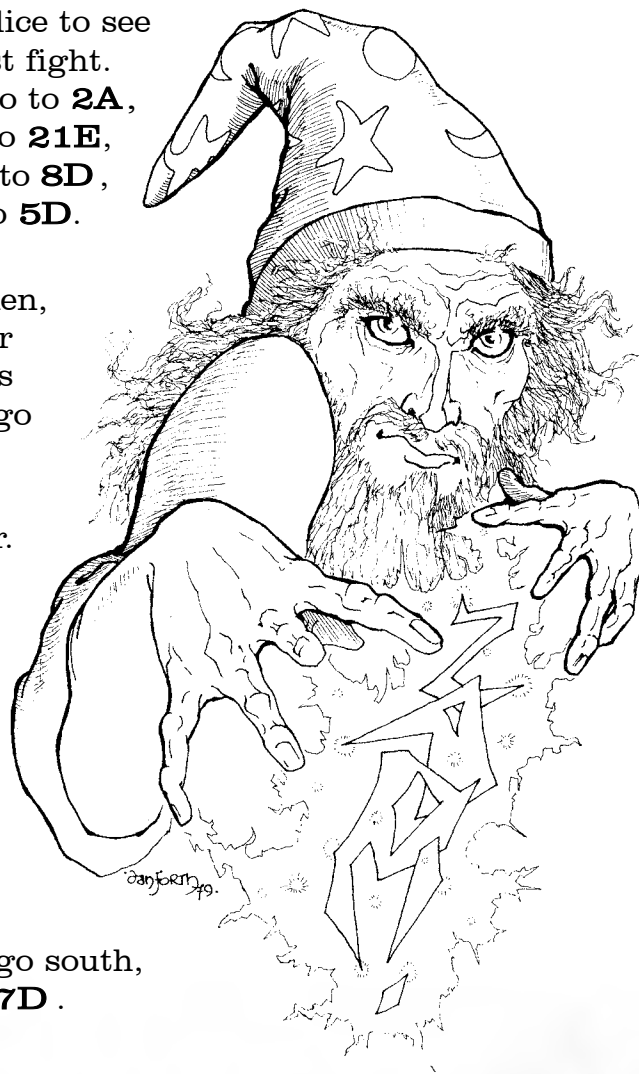
13C You are in a wandering monster room. This is room number nineteen. Roll two dice to see what wandering monster you must fight. After you kill it, you may exit the dungeon go to **2A**, or you may leave through the west door go to **21E**, or you may leave through the north door go to **8D**, or you may leave through the east door go to **5D**.

13D He sneers at you for being chicken, and throws a spell which cuts your charisma in half for the rest of this adventure. You may leave by the south door go to **13C** or the east door go to **21D**.

13E You are at a bend in the corridor. If you go north, go to **8E**. If you go west, go to **12D**.

13F You are at a 3-way intersection. If you wish to go east, go to **12F**. If you wish to go west, go to **24F**. If you wish to go south, go to **28F**.

13G You are at a 3-way intersection. If you go east, go to **26E**. If you go south, go to **9E**. If you go west, go to **27D**.



14A Add your charisma and your luck. Roll two dice (doubles add and roll again) and add that to the total. If the combined total is over 36, he gives you a jewel worth 300 g.p. and you may continue. If you wish to leave via the north door, go to **3A**. If you wish to leave via the west door, go to **13A**. If the total is not over 36, he attacks you immediately. Go to **7A**.

14B You have walked down a short corridor, and are at a "T" intersection. If you wish to go west, go to **22A**. If you wish to go north, go to **3C**. If you wish to go south, go to **17B**.

14C You have stumbled into the falling rocks trap. Dozens of rocks fall on you from the ceiling. Roll one die to see how many hits you take. Your armor may take hits for you in this case. After you climb out from under the rocks, you may go back the way you came go to **13C** or you may search for secret doors go to **23D**.

14D Make your saving roll three times, (on either your luck or your dexterity, your choice) If you make all three, you are safe but exhausted. Reduce your strength by 4 temporarily (you may rest to gain it back, but don't forget to roll for WM while resting). If you only miss once, you got grazed by one buffalo. Take 1 die roll of hits. If you missed twice, you got trampled. Take 3 dice of hits (roll three dice and take that many hits). If you missed all three, you were smashed to dust. Sorry about that! If you survived, you may leave through the west door go to **28E** or you may leave through the east door go to **12D**.

14E You are at a 3-way intersection. If you wish to go east, go to **4D**. If you wish to go south, go to **20F**. If you wish to follow the curve of the corridor to the southwest, go to **12E**.



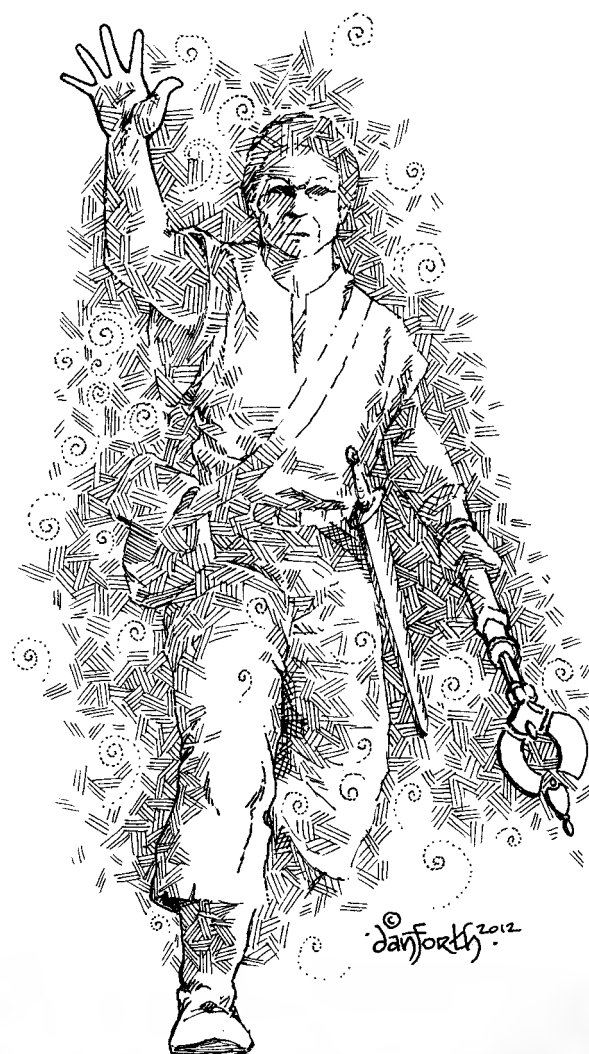
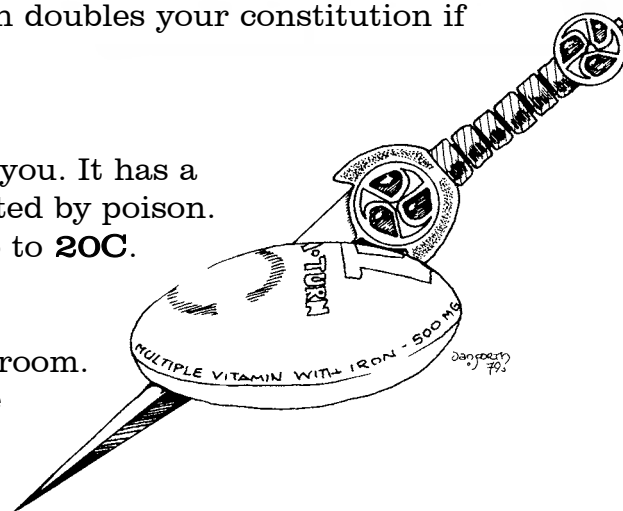
15A You find a magic vitamin pill which doubles your constitution if you eat it. Go to **2A**.

15B The tree comes to life and attacks you. It has a rating of 25 (3 dice) and is not affected by poison. If you succeed in killing the tree, go to **20C**.

15C You have entered the smoke-filled room. This is room number three. Roll one die. That is the number of turns it takes you to find the way out. For each turn that you are in the room, roll one die for wandering monsters. If a wandering monster appears while you are in the smoke-filled room, you must fight at half-strength (divide your combat rolls by two) because you cannot see.

After you have searched for the required number of turns, you may leave by the west door go to **11C** or the north door go to **21E**.

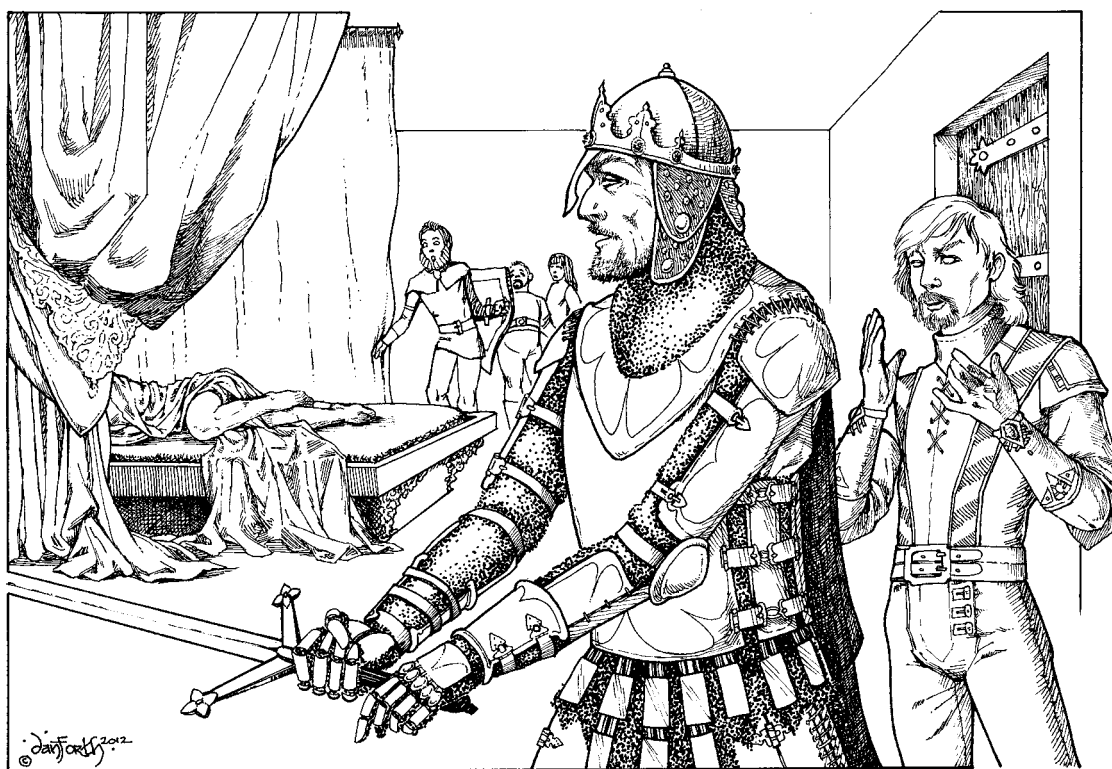
15D You are at a 3-way intersection. If you wish to go west, go to **2E**. If you wish to go north, go to **20E**. If you wish to go east, go to **8E**.



16A You are standing in a corridor which runs north and south. There is a door on the east wall. If you wish to go through the door, go to **28C**. If you wish to go north, go to **17B**. If you wish to go south, go to **3A**.

16B If you successfully kill him, roll one die and multiply times 100 to see how many gold pieces you find. You may leave through the south door go to **19A** or the north door go to **22A**.

16C You have entered room number nine. You see a lady sleeping on a couch with her back to you. There is a dresser near her with a jeweled bracelet on it. There are several life-sized statues of various heroic characters in several poses in the room. The room is decorated with paintings and fancy drapes. If you wish to wake her up and talk to her, go to **18D**. If you wish to try to kill her while she sleeps (shame on you!) go to **26C**. If you wish to try to steal the bracelet while she sleeps, go to **21C**. If you wish to go back the way you came, go to **5C**. If you wish to exit the dungeon, go to **2A**.



16D You are in a short corridor that runs east and west. Make your saving roll. If you are successful, you may go east go to **24D** or you may go west go to **22C**. If you miss your saving roll, go to **10C**.

17A You find a jewel worth 300 g.p. in the treasure chest. Now you may leave the room by the north door, or by the west door. If you wish to go out the north door, go to **3A**. If you wish to go out the west door, go to **13A**.

17B You are standing in a corridor that runs north and south. There is a door on the east wall. If you wish to go through the door, go to **23C**. If you wish to go north, go to **14B**. If you wish to go south, go to **16A**.

17C Roll one die. If you roll 1, 2, or 3, double the characteristic you picked. If you roll 4, 5, or 6, reduce that characteristic to 1. You may only try once. Now leave by the south door go to **13C** or the east door go to **21D**.

17D You fight one buffalo at a time, one combat round each. Each combat turn you fight a fresh buffalo. They each get 2 dice and 7 adds. If you get hits on a buffalo, it goes around you. If it gets hits on you, it grazed you as it went by. If you get 5 hits on one buffalo, you killed it. Add 15 experience for each buffalo killed. There are five thousand buffalo, but after you have killed three, the others go around you. (In other words, you keep 'fighting' until you have killed at least three.) You may keep fighting if you wish (buffalo hides are worth 5 g.p. each and weigh 10) but you may kill no more than 10 buffalo. After the buffalo are gone, you may leave through the east door go to **12D** or the west door go to **28E**.



17E You are in a short corridor that goes east and west. Make your saving roll. If you succeed, you may go east go to **5F** or you may go west go to **4D**. If you do not succeed, go to **19F**.

17F You are at a bend in the corridor. Roll one die to see if a Wandering Monster appears. Then you may go south go to **24G** or you may go west go to **12G**.

18A Make your saving roll. If you are successful, you may leave. If you wish to leave by the north door, go to **3A**. If you wish to leave by the west door, go to **13A**. Meanwhile, add 100 e.p. for getting past the troll. If you are unsuccessful in your saving roll, the troll attacks you immediately. Go to **7A**.

18B You find 2 gold pieces. Go to **2A**.

18C Her rating is twice what it was, don't forget. If you kill her, go to **21B**.

18D You have been turned to stone. Sorry about that! This adventure is over for you.

18E You have fallen into the pit trap. Take two hits. You may look for secret doors go to **2D** or try to climb out go to **28D**.

18F Make your saving roll.
If you miss, the pendulum hits you and you take 10 hits!
If you succeed, go on through.
If you were headed east, go to **13G**.
If you were headed west, go to **7D**.



19A You have traveled down a short corridor and you are at a "T" intersection. If you wish to go north, go to **26A**. If you wish to go south, go to **13A**. If you wish to go east, go to **3A**.

19B You find stocks and bonds. Roll one die to see how many hundred gold pieces they are worth. Then go to **2A**.

19C Roll one die to see what happens. You may only open it once.

- 1 - there is a jewel inside worth 100 g.p.
- 2 - there are 10 silver pieces inside.
- 3 - make your saving roll. An arrow has popped out of the chest. If you miss your saving roll, take 2 hits. At any rate, you find 50 g.p. inside.
- 4 - the chest is full of tear gas. Take one hit. There is nothing else inside.
- 5 - add three to your luck!
- 6 - you are teleported to room number three. Go to **15C**.

If you did not roll a 6, then return to **23C**.

19D You are in room number two. You are apparently in a very large grassy plain. You see a large herd of buffalo thundering right at you. You may fight or run. If you run, go to **14D**. If you fight, go to **17D**.

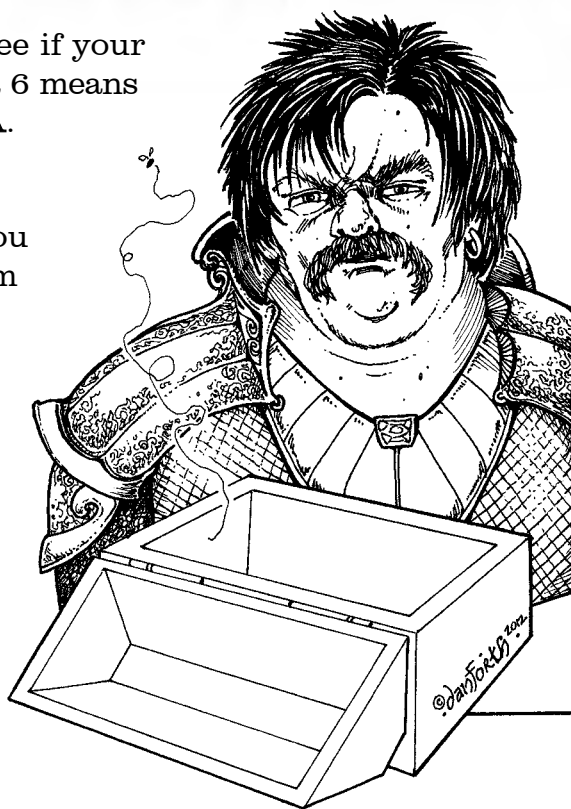
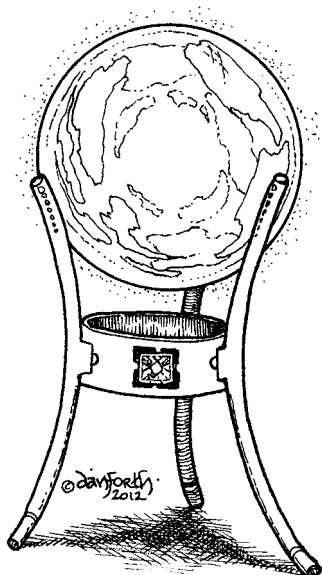
19E It is impossible to get to 19E. You have cheated. You are instantly vaporized by the Dungeon-Master! (This was, temporarily, room 10)

19F You have tripped the "stink" trap. You are squirted with essence of skunk oil. Your charisma is reduced by 5 for the rest of this trip, and by 1 permanently. You may now go east to **5F** or west to **4D**.

20A You find a lot of dust. Roll a die to see if your sneezes attract a wandering monster (a 6 means you meet a WM). If not, then go to **2A**.

20B You find a crystal ball which tells you that if you should ever be in this room again, you should look in box #17.

The crystal ball is worth 25 gold pieces. Go to **2A**.



20C The emeralds are fake; worthless. Go back to **3C**.

20D If you wish to go back the way you came, go to **13C**.
If you wish to search for secret doors, go to **23D**.

20E You are at a 4-way intersection. If you wish to go north, go to **4D**.
If you wish to go west, go to **20F**. If you wish to go south, go to **15D**.
If you wish to go east, go to **24F**.

20F You are at a 4-way intersection. Roll a die to see if a wandering monster appears. Then if you wish to go north, go to **14E**. If you wish to go west, go to **26D**. If you wish to go south, go to **2E**. If you wish to go east, go to **20E**.

21A There are no secret doors here. Roll one die to see if a wandering monster appears while you are wasting time looking for secret doors. Then go to **9A**.

21B There is a flash of light, a clap of thunder, and she has returned to life. Her rating is now twice what it was last time. You may fight her again or you may leave. If you leave, go to **6C**. If you kill her, go to **9C**.



21C Roll two dice (doubles add and roll over). Add your dexterity. If the total is over 20, you have stolen a bracelet worth 500 g.p. You may exit the dungeon go to **2A** or you may go back the way you came go to **5C**. If the total is 20 or less, go to **18D**.

21D You are at a bend in the corridor. If you wish to go north, go to **27B**. If you wish to go west, go to **8D**.

21E You are at a bend in the corridor. If you wish to go south, go to **15C**. If you wish to go east, go to **13C**. If you wish to go through the door on the west side of the corridor, go to **10D**.

21F The door does not open. You must go back the way you came. Go to **26D**.

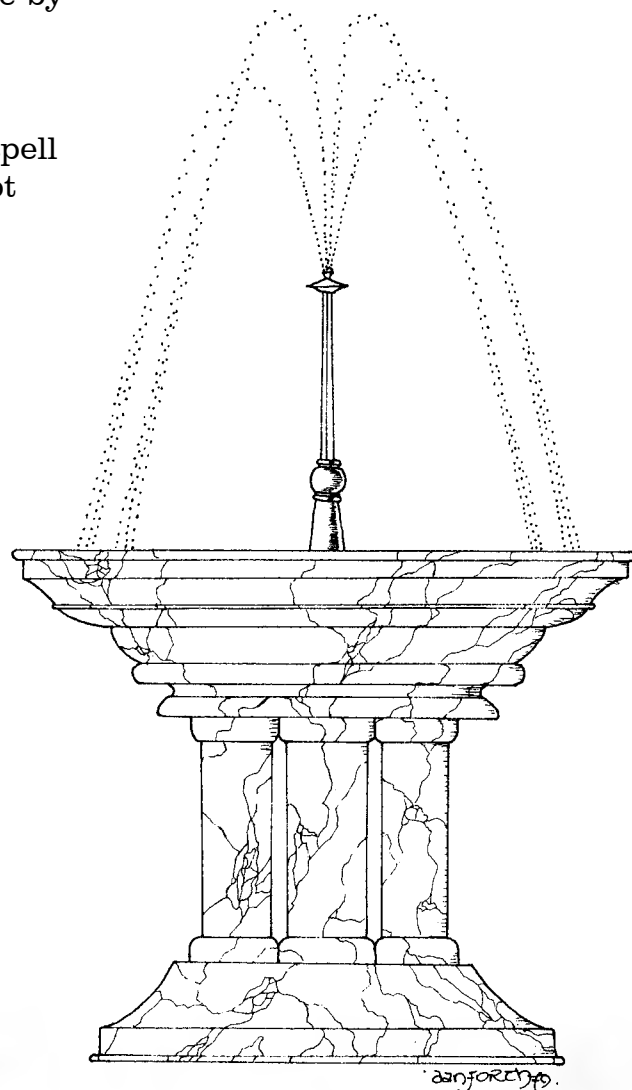
22A You walked down a short corridor, and now you are at a 4-way intersection. Roll a die to see if a wandering monster appears (6 means yes). If you wish to go south, go to **26A**. If you wish to go west, go to **9A**. If you wish to go north, go to **6A**. If you wish to go east, go to **14B**.

22B You are in a corridor that runs north and south. There is a door in the west wall. If you wish to go through the door, go to **28C**. If you wish to go north, go to **7C**. If you wish to go south, go to **4C**.

22C You have entered room number six. There is a large fountain in the middle of the room. You may drink from it if you wish. If you take a drink, go to **8C**. If you wish to leave by the north door, go to **4C**. If you wish to leave by the east door, go to **16D**.

22D The wizard instantly throws a spell which paralyzes everything except your left eyelid. He tells you to blink your eye once if you want to flip, or twice if you want to not flip. If you want to flip, he unfreezes you and you go to **17C**. If you do not want to flip, he unfreezes you anyway, and you go to **13D**.

22E You are at a bend in the corridor. If you go west, go to **25C**. If you go south, go to **27C**. If you go through the door on the east, go to **24G**.



danforch

23A

Roll one die. (You may open this chest only once.)

- 1 - you find a magic wand, which will kill anything, but will only work once. (It disappears after it kills.)
- 2 - you find a potion and an antidote (2 drinks of each). If you drink the potion, your strength is tripled until you drink the antidote. But you get one hit on your constitution each combat turn until you drink the antidote. Each drink is worth 50 g.p. if you sell it.
- 3 - there is nothing in the chest, and it slams shut on your fingers! Take one hit.
- 4 - there is a ruby in the chest worth 1000 g.p., but it is cursed, and every monster you meet while carrying it will go berserk and fight you at double strength.
- 5 - there is an emerald necklace worth 200 g.p. if you sell it, but while you wear it, each time you meet a new monster, roll 2 dice. If you roll 12, he is charmed by the necklace and gives you all his treasure and lets you pass freely. (However, he will not fight for you.)
- 6 - there is a rattlesnake inside. Make your saving roll. If you are successful, nothing happens and you get no treasure. If you miss, take 4 hits on your constitution, and your strength is halved until you get out of the dungeon.

Now go back to **6A**.

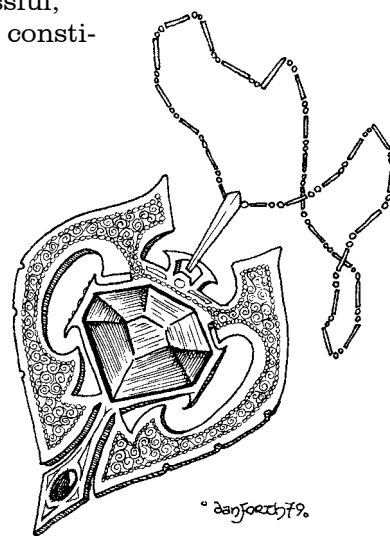
23B

You find nothing, but you may write in this space

_____.
to indicate what the next person who opens
this box will find! Now go to **2A**.

23C

You have entered room number eight. There is nothing in the room but a chest in the middle of the floor. If you wish to open the chest, go to **19C**. If you wish to leave by the west door, go to **17B**. If you wish to leave by the east door, go to **7C**.



23D

There are no secret doors. Roll a die to see if a wandering monster appears. Then go back the way you came go to **13C**.

23E

You are caught in the rope trap. A loop of rope has grabbed your foot, and you are now dangling from the ceiling. Take one hit (cannot be stopped by armor). Roll one die to see if a wandering monster comes along while you are cutting yourself down. If one does appear (roll of 6), then your first combat roll is cut in half! After you have cut yourself down, and dispatched any WM that might have appeared, you may go north go to **16C** or south go to **7C**.

24A A green fog comes out of the box and eats all the gold you are carrying. Now go to **2A**.

24B You find a bottle of magic aspirin; when you eat one your constitution is put back up to maximum without going out of the dungeon. There are three aspirins in the bottle. They are worth 50 gold pieces each if you sell them. Now go to **2A**.

24C She has a rating of 20 (two dice). If you kill her, go to **9C**.



24D You are at a "T" intersection. If you wish to go west, go to **16D**. If you wish to go north, go to **5E**. If you wish to go south, go to **11C**.

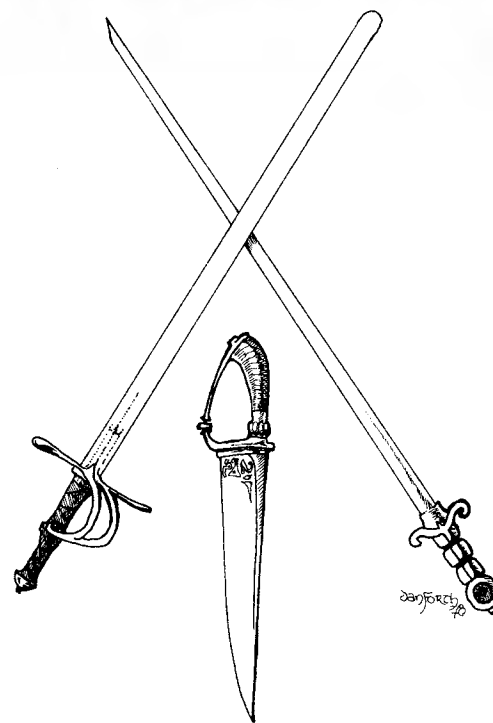
24E You fell into a pit of very hot oil. Take 5 hits. If you are wearing any armor, you have to take it off and leave it behind to climb out of the oil. You may now go east **13E** or west **19D**.

24F You are at a 3-way intersection. If you wish to go west, go to **20E**. If you wish to go east, go to **13F**. If you wish to go south, go to **8E**.

24G The corridor goes north, or you may go through the door on the west. If you go through the door, go to **22E**. If you go north, go to **17F**.

25A If your weapon was not a dagger or sword of some kind, nothing happens. Go back to **3A**.
If your weapon was a dagger or sword, roll two dice to see what happens to it. Each sword or dagger may be inserted once only.

- 2 - Your sword is now a magic flying sword. It will fight any monster for you, the same as if you were carrying it, only it will fight by itself. You may fight with a different weapon at the same time. On the first combat turn, it fights the monster far away so he cannot get any hits on you with his initial bonus.
- 3 - Your sword is now a magic sword. Double the number of dice you get to roll.
- 4 - Your sword melts. It is gone.
- 5 - Your sword is the same as before, but if it touches a vampire or bat, the vampire or bat is instantly destroyed. (If you meet any wandering blood bats in this dungeon, you have automatically defeated them if you are carrying this sword.)
- 6 - Your sword is hexed. Subtract 4 from every combat roll!
- 7 - You get an additional 5 adds for your sword when fighting.
- 8 - Temporary magic: for the very next combat turn only, add 20 adds to your first combat roll.
- 9 - Your sword is now a magic defensive sword. It will take 3 hits for you every combat turn.
- 10 - Your sword is now a glowing sword. Your sword shines so brightly, any monster is partly blinded, and loses one of his combat dice. Also, it lights your path as well as an ordinary torch. (Not needed in this dungeon, but handy in other people's dungeons.)
- 11 - Your sword is now a singing sword. Every combat turn (after combat), roll one die. If you roll a 6, the sound scares away one monster.
- 12 - Magically poisoned sword. After you get any hits on a monster, each subsequent combat turn, he loses 5 from his rating until he is dead.



This is room number seven. After you have rolled once for each sword or dagger (if you wish to) return to **3A**.

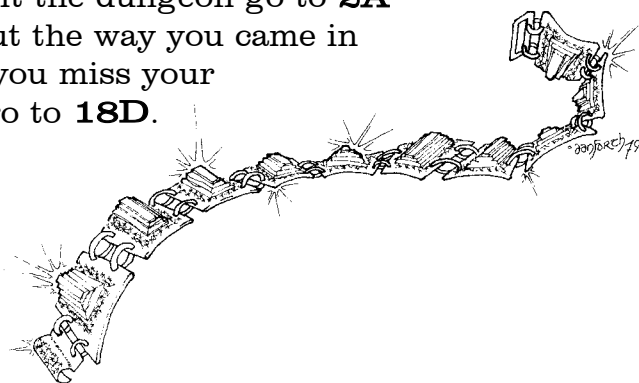
25B You find 20 gold pieces. Now go to **2A**.

25C You are at a 4-way intersection. Roll one die to see if a Wandering Monster appears. Then, if you go north, go to **11D**. If you go west, go to **9E**. If you go south, go to **5F**. If you go east, go to **22E**.

26A You have entered room number eleven. You see an evil looking character in leather armor. He says you must either fight him or pay him one gold piece. If you wish to fight him, go to **7B**. If you pay him one gold piece, go to **5A**.

26B You find 100 gold pieces. Go to **2A**.

26C Make your saving roll. If you are successful, you have killed her. Get 500 e.p., pick up the bracelet (worth 500 g.p.) and either exit the dungeon go to **2A** or go back out the way you came in go to **5C**. If you miss your saving roll, go to **18D**.



26D You are in a short corridor that runs east and west with a door in the west side. If you wish to go west, go to **21F**. If you wish to go east, go to **20F**.

26E The corridor goes east and west. If you go east, go to **11D**. If you go west, go to **13G**. If you go through the door at the north, go to **12G**.



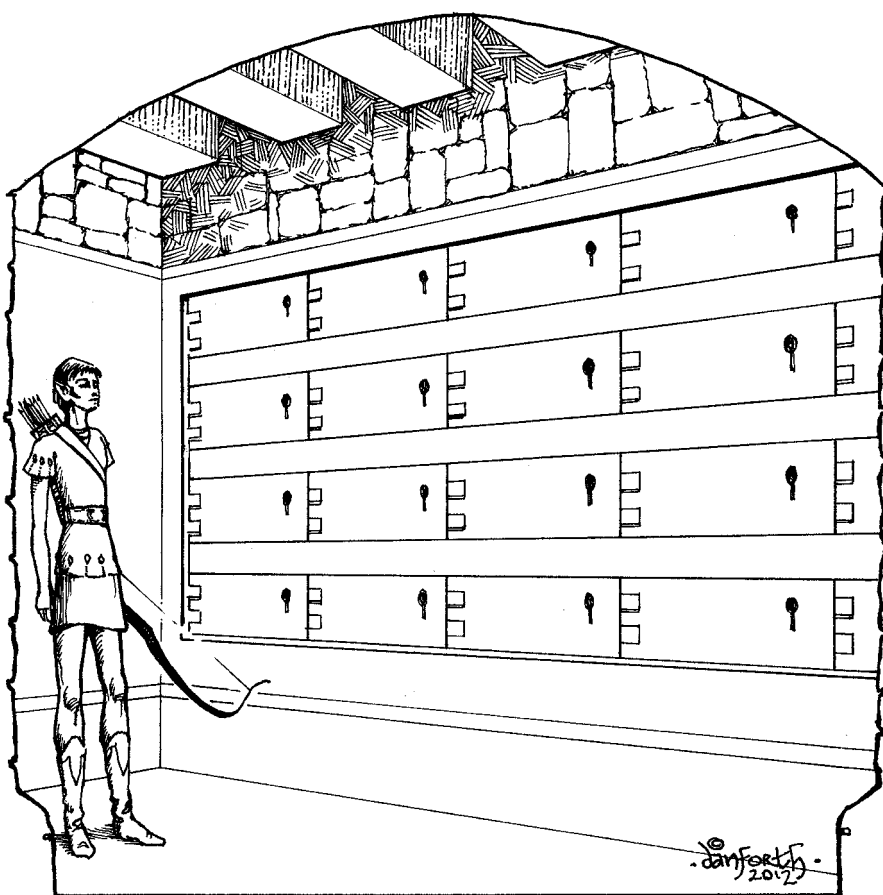
27A You have entered room number fourteen. You are in a bank vault. There are 25 safety deposit boxes in this vault. You may pick ONE box and open it. Then you must exit the dungeon. No fair picking the same box in future trips with other characters!

Box# 1 - 2B	Box# 8 - 11A	Box# 14 - 12B	Box# 20 - 20B
Box# 2 - 3B	Box# 9 - 6B	Box# 15 - 5B	Box# 21 - 26B
Box# 3 - 10A	Box# 10 - 19B	Box# 16 - 25B	Box# 22 - 12C
Box# 4 - 15A	Box# 11 - 24B	Box# 17 - 9B	Box# 23 - 13B
Box# 5 - 20A	Box# 12 - 8B	Box# 18 - 2C	Box# 24 - 24A
Box# 6 - 18B	Box# 13 - 25B	Box# 19 - 4B	Box# 25 - 23B
Box# 7 - 28A			

27B The corridor ends, but there is a door in the west side. If you wish to go through the door, go to **12F**. If you wish to go south, go to **21D**.

27C You are at a 3-way intersection. If you go north, go to **22E**. If you go south, go to **12F**. If you go west, go to **5F**.

27D There is a pendulum swinging across the corridor. If you wish to try to go through between swings (it is a very big pendulum) go to **18F**. Otherwise go back the way you came. If you came from the east, go back to **13G**. If you came from the west, go back to **7D**.



28A You found nothing at all. Go to **2A**.

28B You have found a diploma. It is worth nothing at all, but it is very pretty. Now go to **2A**.

28C You have entered room number twenty. This is a wandering monster room. Roll on the wandering monster table (last page) to see what kind of monster you must fight. After you kill it, you may leave by the west door go to **16A** or the east door go to **22B**.



28D To climb out, add your dexterity and luck, and roll two dice (doubles add and roll over). If the total is over 30, you climbed out. Go to **22C**. If the total is not over 30, roll one die to see if a wandering monster appears (a 6 means yes), then try again. Keep trying until you have been killed by a wandering monster or you have successfully climbed out.

28E You are in a corridor which goes north and south. If you wish to go north, go to **2E**. If you wish to go south, go to **5E**. If you wish to go through the door on the east wall, go to **19D**.

28F You are at a bend in the corridor. If you wish to go north, go to **13F**. If you wish to go west, go to **8E**.

28G Make a 2nd level charisma saving roll. If you succeed, she gives you the potion you are looking for. Now exit the dungeon. Go to **2A**. If you fail, she attacks you, go to **24C**.

WANDERING MONSTER TABLE

Whenever you are told to roll to see whether a WM (Wandering Monster) appears, roll one die. A 6 means you must fight a WM.

Now roll two dice and look at the table below to see which monster you must fight. If you kill it, take experience points equal to it's monster rating.

After each monster is the treasure number. After you kill a WM, roll one die to see if it has any treasure. "Treasure 1-4" means that if you roll a 1,2,3, or 4 that monster was carrying treasure. Now roll on the treasure generation table in the Tunnel & Trolls rules (ignoring rolls that call for magical treasures) to see what the treasure is.

Roll 2 d6

2 - GIANT: Monster Rating of 80. Special combat rules. You may try to dodge him. Make a first-level saving roll on Dexterity (20-DEX). Each time you make your saving roll successfully, he misses you and you get to roll your combat dice and get that many hits on him. If you miss your saving roll once, he smashes you flat. Any time you feel you have reduced his rating to a number low enough to fight, you may switch to regular combat. Treasure = 1-5.

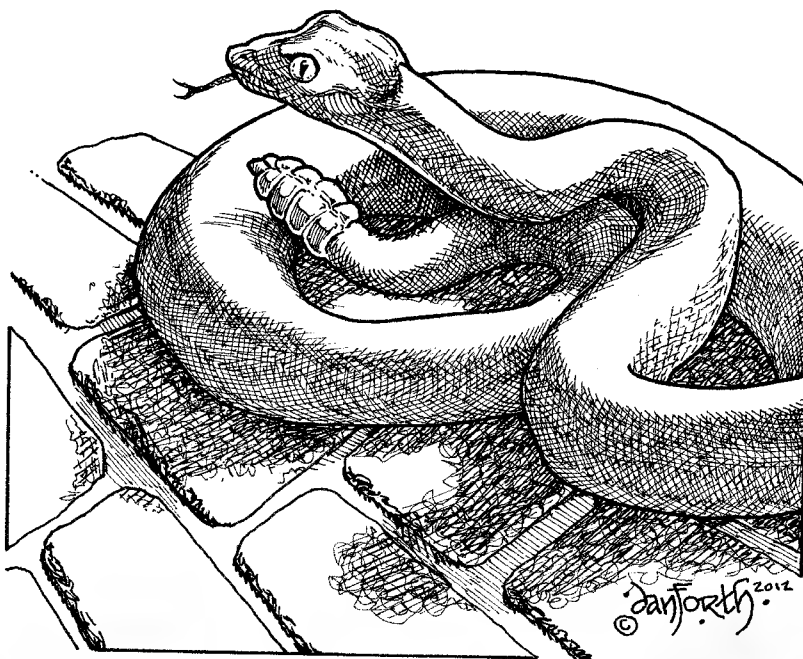
3 - BLOOD BATS: Roll one die to see how many bats. If you roll a 1, roll the die again and add one. Each bat has a Monster Rating of 10. Treasure = 1-3.

4 - KILLER BEES: You cannot defend yourself against the killer bees. You roll one die and subtract one. That's the number of damage points they cause you with their poisonous stings (if you roll 1, they don't attack you). On the other hand, if you are hit, you are now immune against bee/wasp/hornet poison. Treasure = none.

5 - OGRE: Monster Rating of 20. If it rolls 3 sixes during combat, it knocks you down, and for the next combat round the damage you inflict is halved. Treasure = 1-3.

6 - GIANT SNAKE: Monster Rating of 16. If it gets any hits on you, roll a die to see if it is poisonous. On a roll of 4, 5, or 6 it is poisonous. If you take any hits from the snake but still survive, your Strength is cut in half for the rest of the time you are in the dungeon. Snakes are not affected by poison.

After you kill a snake, roll one die to see if it's mate comes looking for you. If you roll a 1, you must fight another snake. Treasure = 1-3



7 - ORC: Monster Rating of 16. Treasure = 1-3.

8 - GIANT JELLYFISH: The giant jellyfish is a gelatinous monster that is found on the ceiling, hiding in the shadows. When it hears your steps, it drops on you. It cannot defend itself against you (it's gelatinous, after all) but you can't either defend yourself against its surprise attack on your head. It vomits an acidic substance and has highly urticant (stinging) little tentacles. Only a helm or other head armor can protect you. Then you're all covered in slime. You take 1 die plus 5 hits, less any protection from a helm. After you kill it, your sword is covered with slime. Take one turn to clean it off. (This cleans off any remaining poison also).

Roll once to see if another WM appears while you are cleaning your weapon. If one does appear, roll a die to see if the slimy weapon slips out of your grasp. A roll of 1 or 2 means your weapon slips out of your grasp and you must fight the monster with your bare hands (one die) on the second combat turn. Each subsequent combat turn, make a first-level saving throw on your Dexterity (20-DEX) to see if you can pick up your weapon. Treasure = 1-2.

9 - GIANT SPIDER: Monster Rating of 16. On the first combat turn, make your saving roll. If you fail you get caught in his web and must fight at half strength (after you total up your combat roll, divide it by two). You cannot get out of the web until you kill the spider. Treasure = 1-4.

10 - GIANT RATS: Roll one die to see how many rats. Each has a Monster Rating of 12. Treasure = 1-3.

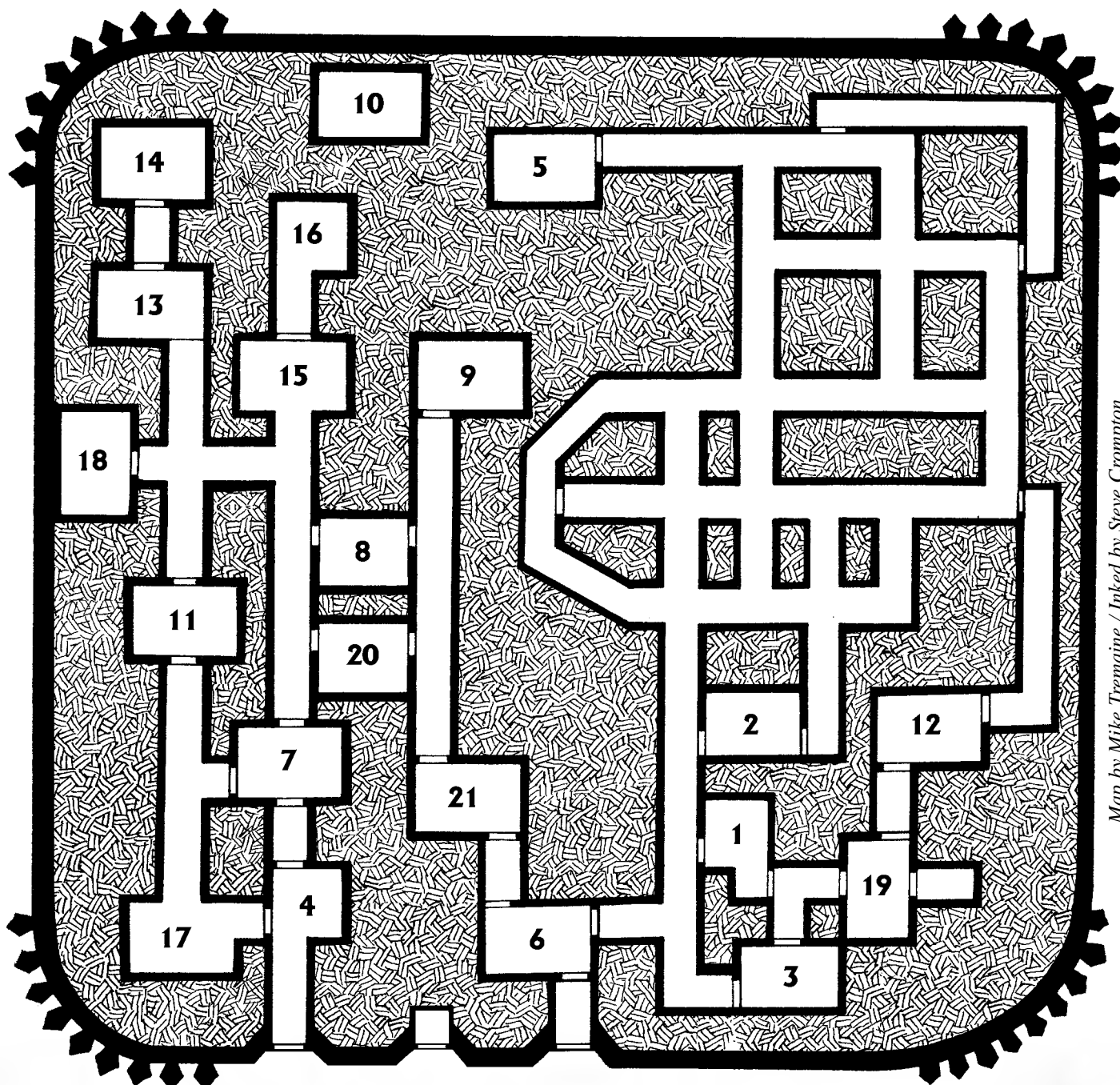
11 - TROLL: Monster Rating of 24. Treasure = 1-4.

12 - RABID DOG: Monster Rating of 18. If the rabid dog causes you 1 damage point or more, you have rabies, meaning that every time you are hit during the adventure, the damage points are tripled. Treasure = 1-3.



Map of Buffalo Castle

Now that you've played, you can use this map and the text of the solo to run your own GM Adventure. Run your players through Buffalo Castle and see what choices they make. Remember as the Game Master, you can change or adjust Buffalo Castle to suit your needs. In live role-playing, be prepared for the players to attempt to do things not in the solo. You'll have to improvise and use your common sense. See the *Tunnels & Trolls* rulebook for additional GM guidance.



Map by Mike Tremaine / Inked by Steve Crompton

3 ENTRANCES

BUFFALO CASTLE

DELUXE TUNNELS & TROLLS

Buffalo Castle is the first adventure designed for use with Tunnels & Trolls warrior characters. It is an excellent introduction to FRP game playing and solitaire adventure play in particular. Buffalo Castle has an abundance of rooms, traps, monsters . . . and treasure!

If you have only a little time to play, then the Solo Dungeons are designed for you. You need only the rules for Tunnels & Trolls, a few six-sided dice, paper, pencil, and this booklet to play.

This updated edition also includes new art by Liz Danforth, additional enhancements to the storyline and information to help you use this solo as a GM Adventure.



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