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the Deluxe Tunnels \u0026amp; Trolls tabetop RPG Tunnels
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Tunnels & Trolls (abbreviated T&T) is a fantasy role-playing game designed by Ken St. Andre and first published in 1975 by Flying Buffalo. The second modern role-playing game published, it was written by Ken St. Andre to be a more accessible alternative to Dungeons & Dragons and is suitable for solitaire, group, and play-by-mail gameplay.

Tunnels & Trolls - Wikipedia

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Classic Solo RPG Adventures The second RPG ever published, Tunnels & Trolls combines easy to learn and addictive gameplay with epic narrative. Explore a world filled with magic and wonder as you search for the long-lost legacy of your people. Sword and sorcery adventures on your phone!

Tunnels and Trolls Adventures

Generic Dungeon Generator: A Tunnels & Trolls Guide

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to Creating Random Dungeons. by James L. Shipman | 5 Jun 2012. Paperback Currently unavailable. Quests of the Leprechaun: A Tunnels & Trolls Solo. by James L. Shipman | 3 Jun 2012. Paperback Currently unavailable. Sewers of Khazan: A Tunnels & Trolls Solo . by James L. Shipman | 4 Jun 2012. Paperback Currently unavailable. Monstrum Codex: A ...

Amazon.co.uk: tunnels and trolls

One of the earliest competitors to Dungeons & Dragons, Ken St. Andre's Tunnels and Trolls role-playing game carved out a niche by being somewhat less complex than the competition and by providing a long line of solitaire adventures.

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Series - Tunnels and Trolls - Demian's Gamebook Web Page

Tunnels & Trolls, created by Ken St. Andre and published by Flying Buffalo, is now in its eight incarnation and the game's still going strong with fan support. Today I wanted to talk a little about what T&T is and how you can start playing.

Trollish Delver: How to get started with Tunnels and Trolls

Home of Deluxe Tunnels & Trolls Role-Playing Game - News about one of the easiest and longest running rpgs ever designed.

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Official site for Deluxe Tunnels and Trolls Role-Playing Game

Tunnels & Trolls is the 2nd oldest role-playing game and has been in print since 1976. This 100 page PDF contains the classic and widely popular 5th edition of T&T. This is the version... [click here for more] Flying Buffalo : \$12.95 \$6.95 : Tunnels & Trolls 1st Edition reprint. During our successful "Deluxe Tunnels & Trolls" kickstarter, as a stretch goal we offered a reprint of the original ...

DriveThruRPG.com - Tunnels & Trolls - The Largest RPG ...

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It's been a long time coming but it's finally here, Tunnels and Trolls 8th edition, and for the first time this looks like it could be a competitor in the major RPG market, bashing heads with the likes of WotC and White Wolf. There are three core rulebooks, all gorgeously illustrated: Trollmaster's Guide, Delver's Handbook, and Tome of Monsters.

Trollish Delver: Review: Tunnels and Trolls 8th edition
Tunnels & Trolls is one of the easiest role playing games to learn and play. All you need are paper & pencil and some six-sided dice (at least 3). One of the best things about T&T is that you can play it solitaire, where the book is the gamemaster. Most of the

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following rules are written as if you are playing a solitaire adventure.

Tunnels & Trolls Free Rulebook - Flying Buffalo ...
The Tunnels and Trolls: Rule Book (Corgi books)
Paperback – 4 April 1986 by Ken St Andre (Author) ›
Visit Amazon's Ken St Andre Page. search results for
this author. Ken St Andre (Author), Liz Danforth
(Editor) 4.9 out of 5 stars 6 ratings. See all formats
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Tunnels & Trolls £49.99 Out Of Stock. Product description. V7.5, 1999. Main booklet, Codex Incantatem, Monstrum Codex, Map, Strange Destinies booklet, Hot Pursuit booklet, and Monsters & Magic book all present and in excellent condition. Three cards of pop-out tokens present with none removed. Two Character Record Sheets present, one blank and one filled in. No dice. Box has some wear. Item ...

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Tunnels & Trolls | Oxfam GB | Oxfam 's Online Shop
Tunnels & Trolls was the second RPG ever published. Author Ken St. Andre found a copy of D&D and decided it was too complex for his tastes. T&T was the first RPG designed with simplicity in mind. The first four editions were all solely authored and self-edited by Ken St. Andre.

Tunnels & Trolls (1st, 2nd, 3rd & 4th Editions) | RPG

...

An all-new Tunnels & Trolls solitaire adventure from Flying Buffalo, Alice in Weirdworld is based on Lewis Carroll 's 1865 novel Alice 's Adventures in

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Wonderland, and is the first T&T solo ever based on an...

Tunnels & Trolls – Gamebook News

Tunnels & Trolls (abbreviated T&T) is a 1975 fantasy role-playing game designed by Ken St. Andre and published by Flying Buffalo. The second modern role-playing game ever published, it was developed to be a simpler alternative to Dungeons and Dragons suitable for solitaire and play-by-mail gameplay.

Tunnels & Trolls | Ogres Wiki | Fandom

Try a tankard of Tunnels & Trolls! A great Tavernmaster welcomes you with good cheer and

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works hard for your enjoyment. He deals fairly with everyone and runs his inn with a firm hand, so that you can relax and have a grand time. And of course, his ale is the best in town.

Welcome to Tavernmaster Games. Try a tankard of Tunnels ...

Old Vic Tunnels Party Photos Royals Signed Skraybor Statement Tickets Trolls T-shirt Website Wendy Froud. Archives. September 2016 April 2016 March 2016 January 2016 May 2015 March 2015 November 2013 May 2013 March 2013 January 2013 September 2012 July 2012

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News - The Goblin King's Masquerade Ball

Ugo Monye is England's wing on a prayer. While his team-mates get pumped up on gangsta rap, he hides himself away whispering words from the gospel.

Contains two substantial GM adventures: * Something in the Wind * The Jumbo Compendium 5-in-1 Bumper Dungeon Fun Pack! Also other material for the Tunnels & Trolls(TM) role-playing game: * Magic Items * Random Names * Conversion Notes for other role-playing games * Novelties

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Contains the 7th edition of the T&T rules, written by Ken St. Andre.

An evil necromancer is terrorising your town and only one person can stop him. Well no, that's not true. Lot's of people could stop him but they're not. And so you decide to take on the task... This adventure introduces the reader to the wonderful world of Tunnels & Trolls. You will create a character and learn the rules as you play, no preparation or knowledge of the system is needed. By the time you have finished you will be ready to take your newly minted delver and subject them to any of the hundreds of Tunnels & Trolls solo adventures available. The adventure starts here!

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This is a HUGE Tunnels & Trolls Mega-Solo. It is well over 500+ entries. That means a ton of reading and it is a Mega-Solo you will NOT finish in one day. Not even close! BACKGROUND: "Welcome to the Fortress of Fear where almost anything goes! If you thought your adventure deep into the heart of the Fortress of Fear to help those who asked you to go there as going to be easy, boy were you mistaken! At every turn something deadly and dangerous can be found lurking in the shadows in wait for you." SPECIAL: Within these pages you will find a massive tome of verbiage as well as several pages of very specialized house rules. As with all House Rules they are optional and work when used

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within this solo, but they might not work elsewhere.
Suitability: For a 2nd to 4th level character with roughly 25+ combat adds (One character only). Pre-generated character provided (No). Kindred type used in this solo (Any). Class type best used in this solo (Warrior). Magic Matrix (No). Character Sheet Provided (Yes). Note: This Mega-Solo could be used with any fantasy RPG Rules.

Tunnels & Trolls Campaign Book designed to provide the Game Master and his or her players with many days of playing enjoyment. It contains the GM setting

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of The Woodland Village of Millet's Crossing:

BACKGROUND: "The owner and proprietor of the Trove is Melmutt Dunderholme, a stout man in his fifties with receding gray hair and a well maintained goatee. He wears a patch over his left eye and claims to be both the illegitimate son of Duke Elbow and one-quarter troll on his mother's side. However, he doesn't appear to be of either trollish or noble origin (in fact he's referred to as Mel Dunderhead by the locals)."

Also found in this book is the dungeon adventures Dungeon of the Rat: A T&T Adventure set in the village of Millet's Crossing. BACKGROUND: "Soon after arriving in Millet's Crossing, a small logging village in the Olme River Valley, the characters are approached

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by Melmutt Dunderholme. The encounter will likely take place at Mel's inn - the Troll's Trove." Inside this book is two more GM Adventures called The Skolari Vaults: Level 1, and The Skolari Vaults: Level 2.

BACKGROUND: "The characters have emerged victorious from the Dungeon of the Rat and are lauded as heroes of the small town of Millet's Crossing. After the celebrations have died down, Mel tells the characters that a band of adventurers 'Moritan's Marauders' passed through the town recently. They asked about the region and an old hill near the Grey Lake. One of their number let slip an old tale of an ancient castle of wizards that was buried beneath the earth by a vengeful guild. Mel suggests that the

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characters follow the lead of Moritan and seek fortune and glory! The hill is only 3-4 leagues from the village. If the characters are brave enough, they will find remnants of the Marauders on levels 2 and 3 of the Skolari Vaults."

From the author of Gamesmen of Kasar, this solo adventure is set on the planet Bollux IV in the same fun but lethal spirit as that classic adventure. This is a solitaire adventure for a single 3rd-, 4th-, or 5th-level character created from the rules of Tom Loney's New Khazan and Ken St. Andre's Tunnels & Trolls. You will need both sets of rules to understand and play the game. Warriors, Rogues, or Wizards may play, but

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magic users may find their spell-casting ability severely limited in some parts of the Game complex.

Tunnels & Trolls UK 1st Edition is a rare and seldom-seen book was originally printed in the United Kingdom. Quite surprisingly, it has all-black front and back covers with no real art on the outside except for a swirl. Inside, it is very different from all the other T&T Editions, and probably the most illustrated one, with almost 1 to 3 illustrations per page. If you are a Tunnels & Troll Rules collector, this is a great set to add to your collection, as it is very straightforward and easy to use for a GM or solo player. It is considered the easiest to use of all the T&T rules.

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Within this Campaign book you will find; Campaign Setting #1: Gamma-Trollworld--Have you ever wanted to play T&T in a true post-apocalyptic setting? Now for the first time ever you have the chance to do so, with two ready-to-run GM adventures (Truck Stop Blues & Death Dwarves Attack) and one mini-solo. Campaign Setting #2: Superheroes Power Trip--BAM! Power Trip is an all new hard hitting, mind bending, super power flinging, action oriented thrill ride of a T&T Supplement that is fully T&T 7.5 Edition compatible. It also comes with two ready-to-run GM adventures. Campaign Setting #3: New Khazan--Now have the chance to play (and GM) in a true sci-fi setting using

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the T&T rules. It has been written in a way to be easily compatible with all editions of T&T. The New Khazan Supplement doesn't just leave the GM with nothing to start with. Included in this rules supplement you will find a Solo and a GM Adventure to help you jump start your very own T&T sci-fi campaign (on any number of planets). Note: These Campaign Settings could be used with any RPG.

This book is a stand-alone Tunnels & Trolls Campaign Book designed to provide the Game Master and his or her players with many days of playing enjoyment. It contains the GM setting of The Woodland Village of Millet's Crossing: BACKGROUND: "The owner and

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proprietor of the Trove is Melmutt Dunderholme, a stout man in his fifties with receding gray hair and a well maintained goatee. He wears a patch over his left eye and claims to be both the illegitimate son of Duke Elbow and one-quarter troll on his mother's side. However, he doesn't appear to be of either trollish or noble origin (in fact he's referred to as Mel Dunderhead by the locals)." Also found in this book is the dungeon adventures Dungeon of the Rat: A T&T Adventure set in the village of Millet's Crossing. BACKGROUND: "Soon after arriving in Millet's Crossing, a small logging village in the Olme River Valley, the characters are approached by Melmutt Dunderholme. The encounter will likely take place at Mel's inn - the Troll's Trove."

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