

MushroomLand RPG



By William Moore



The setting of Mushroom Land game system is loosely based on the worlds surrounding the Super Mario™ games and takes the name directly from the GameBoy™ Super Mario™ games. The role-playing system used is the Cubic System.

To play the Mushroom Land role-playing game, you will need some tokens and a few six-sided dice, which can be found just about anywhere and don't need to really be accurate, unless you want them to be.

What is outside the scope of this book is how to be a great gamemaster, a great player, and role-playing in general. The author feels strongly it has been covered to death in other role-playing games and other materials, which can do these topics greater justice.

The part on the "Denizens and Places of Mushroom Land" should contain complete information from Super Mario 1 and Super Mario 2, and it will contain partial information from Super Mario 3. While not an exhaustive list, it should serve as a starter, and inspiration, for what you want in your own adventures!

Skills

This section details the list of skills found in Mushroom Land.

Acrobatics - Based On Agility. Requires 5 seconds. They may do any acrobatic task, including those to reasonably avoid damage from falling. The difficulty of the action is determined by how difficult the task is.

Customs of <Specific Region> - Based On Intellect. Requires 5 seconds. They have knowledge of a particular custom or customs of a given region. This may be taken multiple times but only for a different region. General Traditions have an Easy difficulty. The meanings of said traditions are Moderate. Finally, full knowledge of the esoteric ones is Very Difficult.

Etiquette of <Specific Region> - Based On Perception or Intellect. Requires 5 seconds. They have knowledge of societal behaviors which are considered generally acceptable. This may be taken multiple times but only for a different region. Proper table manners have an Easy difficulty. Specific forms of conduct are Moderate. Finally, full knowledge of all ceremonies is Very Difficult.

History of <Area> - Based On Perception or Intellect. Requires 5 seconds. They have knowledge of an area. This may be taken multiple times but only for a different region. Knowledge of major events is an Easy difficulty. This such

as nations, leaders, and wars fought are Moderate. Next, legends and myths are Difficult. Finally, ancient knowledge is Very Difficult.

Jumping - Based On Agility or Physical. Requires 5 seconds. Jump splendidly in any direction. Add +5 for each horizontal meter and +10 for vertical meter which the character will jump. This can be used as an attack dealing 2D+1 damage.

Lore - Based On Perception or Intellect. Requires 5 seconds. They may learn any amount of lore, arcane or otherwise. The difficulty increases by 1 for each subsequent attempt after failure.

<Melee Weapon> - Based On Agility. Requires 5 seconds. May use an attack with a specific melee weapon.

<Missile Weapon> - Based On Coordination. Requires 5 seconds. May use an attack with a specific missile weapon.

Ostro Riding - Based On Agility. Requires 5 seconds. An Ostro may be ridden. The skill difficulty is determined by how disagreeable is their temperment.

<Weaponless Fighting> - Based On Agility. Requires 5 seconds. May use an attack fitting in one of the following categories: martial arts, wrestling, or brawl-

ing. If multiple categories are desired, this skill must be taken multiple times.

Weapons

Buzzy Beetle Shell - A shell which will bounce around the area, wrecking havoc and dealing +1 damage every time it makes contact with something, when kicked. It will not stop until someone jumps on top of it.

Cobrat Shooters - A small Cobrat which shoots a bullet dealing +1 damage upon contact.

Koopa Troopa Shell - A shell which will bounce around the area, wrecking havoc and dealing +1 damage every time it makes contact with something, when kicked. It will not stop until someone jumps on top of it.

Super Hammer - A large hammer which can be used to attack for +2 damage on a given target.

Power-Ups

Power-ups, when activated by players, confer on them some sort of ability. Unless specified, these abilities are permanent until the player receives any wounds after activating the ability.

Fireflower - When touched by the player, the fireflower disintegrates and grants the player the following skill:

Shoot fireball - Fires a fireball for an attack dealing +2 damage if successful.

Green-speckled Mushroom - When consumed by the player, this heals the player 1 wound.

Leaf - When touched by the player, the leaf disintegrates and the player dons a raccoon suit which only reveals their face and hands. Grants the player the ability to fly. Can strike with the following skill:

Tail attack - Swings a tail dealing +2 damage if successful.

Red-speckled Mushroom - When consumed by the player, this doubles the player's height and physical based dice.

Starman - When touched by the player, the starman disintegrates and grants the player invincibility and automatically defeats any enemies. Lasts 10 rounds.

Tanooki - When touched by the player, the tanooki disintegrates and the player dons a tanooki suit which only reveals their face and hands. Grants the player the ability to fly. Can strike with the following skills:

Tail attack - Swings a tail dealing +2 damage if successful.

Turn to stone (Endurance) - Turn to stone, made immovable, and rendered invincible for 2 rounds. Once used, cannot be used for the rest of combat.

Denizens and Places of Mushroom Land

Heroes

In Mushroom Land, there are a handful of creatures which may help you out. This chapter lists their abilities because it is assumed at this point you know all about them.

Generic Toads - All stats are 1D. They punch for 1D-1.

Luigi

Attributes: Co: 1D; Ch: 1D; En: 1D; Ag: 2D; Pn: 1D; In: 1D; Ph: 2D

Skills: Jump (4D); Ostro Riding (2D); Super Hammer (2D); Cobra Shooters (2D)

Mario

Attributes: Co: 2D; Ch: 3D;
En: 2D; Ag: 4D; PnL 3D; In:
1D; Ph: 4D

Skills: Jump (4D); Ostro Riding
(2D); Super Hammer (2D); Co-
brat Shooters (2D)

Princess Peach Toadstool - All stats
are 1D. She has the following special skill
outside punching:

*Fly (Coordination) - She may
hover over the ground for 1D
rounds.*

Toad - All stats are 2D.

Baddies

In Mushroom Land, there are a number of baddies found. Each one possessing different abilities and features. They range from small to big and can be bosses. For the sake of ease, all baddies have the same dice for each of the 4 main stats. There is some assumption of familiarity for the way each of the baddies looks. Therefore, there will be no description.

Small Baddies

All small baddies have 1D for all their stats and attacks do 1D+1 damage, unless otherwise specified. Furthermore, they can only take 1 wound before being

defeated.

Albatoss - Flies around. Has only two attacks: drop bob-ombs and bite.

Beezo - Flies around. Has only one attack: stab using their tridents.

Blooper - Found only in water. Has only one attack: tentacle sting.

Bob-omb - Walks back and forth. When injured or an enemy is sighted, they stand still and explode after 3 rounds, dealing damage to everything within 10 feet.

Bullet Bill - Only flies around and emerges from specific bullet bill shooters. Has only one attack: shove. Cannot be harmed by punching due to the hard shell.

Buzzy Beetle - Walks around. Immune to fire. Has only one attack: bite. If defeated, hides in shell and shell can be used as a weapon. After 10 rounds, emerges from the shell and tries to punch whoever is holding the shell deemed an enemy.

Cheep-cheep - Flies for 2 rounds from water and then goes back into the water. Has only one attack: bite.

Cobrat - Found in tall pots. Emerges every 5 rounds and tries to bite or, additionally, shoot bullets from their mouth.

Flurry - Only walks around and found in frozen climates. Has only one attack: kick.

Hoopster - Climbs vines endlessly. Has only one attack: bite.

Goomba - Only walks around. Has only one attack: bite.

Hammer Bro - Walks back and forth. One attack: throw hammer.

Koopa Troopa - Only walks around. Has only one attack: punch. If defeated, hides in shell and shell can be used as a weapon. After 10 rounds, emerges from the shell and tries to punch whoever is holding the shell deemed an enemy.

Koopa Paratroopa - Can either walk around or fly around for 2 rounds. Has only one attack: punch. If attacked, the wings fly off and acts like a regular Koopa Troopa. If defeated, hides in shell and shell can be used as a weapon. After 10 rounds, emerges from the shell and tries to punch whoever is holding the shell deemed an enemy.

Laikitu - Flies around on a cloud, throw-

ing spiny eggs at the ground, which immediately hatch into a Spiny.

Ninji - Has only one attack: karate chop.

Panser - Cannot move. Every 5 rounds, it opens the flower and fires 3 fireballs into the air, which slowly fall to the ground and fizzle out when touching the ground, and cause damage when touched.

Para-Goomba - Can either walk around or fly for 2 rounds. Has only one attack: bite. If attacked, the wings fly off and acts like a regular Goomba.

Phanto - Cannot move unless summoned by stealing their treasure. Once their treasure is stolen, they emerge from the wall and chase the thief until the treasure is returned or dropped.

Pidgit - Flies around on a magic carpet. Has only one attack: bite. Can be defeated and their magic carpet stolen.

Piranha Plant - Found in pipes. Emerges every 5 rounds and tries to bite. Additionally, they may also have another: spit fireball.

Pokey - Moves back and forth and found only in deserts. When touched, the spikes deal 1 wound. When attacked, one segment is destroyed and Pokeys

are not defeated unless all segments are destroyed.

Shy Guy - Only walks around. Has only one attack: shove.

Small Fry Guy - Walks back and forth. Two attacks: punch and spit fireball. Small Fry Guy is immune to fire attacks.

Snifit - Only walks around. Has only one attack: shoot bullets from mouth.

Spark - Moves back and forth along a predetermined path. Has one attack: energy burst, which deals damage if within 5 feet.

Spiny - Moves back and forth. When touched, the spikes deal 1 wound. Has one attack: bite.

Trouter - Swims around in water and up waterfalls. Has one attack: bite.

Tweeter - Runs around hopping, periodically. Has one attack: peck.

Big Baddies

All big baddies have 3D for all their stats. Additionally, they may only take 2 wounds. Their attacks do 2D+1 damage.

Birdo - Walks back and forth. Two attacks: punch and shoot eggs.

Fryguy - Walks back and forth. Two attacks: punch and spit fireball. Fry Guy is immune to fire attacks.

Mouser - Walks back and forth. Two attacks: punch and throw bob-ombs.

Tryclyde - Walks back and forth. One attack: spit fireball from all three heads with each fireball treated as a separate attack.

Bosses

All bosses have 5D for their stats, deal 3D+1 damage with their attacks, and can take 5 wounds.

Bowser Koopa - Walks back and forth. Two attacks: fire breath and punch.

Wario - Walks back and forth. Two attacks: punch and throw bob-ombs.

Wart - Walks back and forth, spitting up vegetables. Other than the damage from spitting up vegetables which hit targets, Wart has one attack: punch.

Vehicles

Autobomb - Controls allow the shooting of a fireball, which does a Agility roll +2 damage.

Flying Koopa Ships - A giant flying fortress containing traps, pitfalls, rotating cannons, and Bullet Bill shooters, as well as various small baddies.

Mechanical Shoe - Has one attack: stomp, which does a Coordination roll +1 damage.

Ostro - Has one attack: peck, which does 1D+1 damage.

Kingdoms

Again, as mentioned previously, not much effort will go into describing these individual lands because they're mentioned in other sources. Instead, I will list those relevant to this book. If a storyteller wishes to use others from other games, feel free!

Koopa Kingdom - The kingdom ruled by the ruthless Bowser Koopa.

Mushroom Kingdom - This is the land of Toads and ruled by Princess Peach Toadstool.

SubCon - The kingdom of Wart and only enterable through dreams.

Adventures

Adventures in Mushroom Land can take on any form and can, through the magic of OpenD6, use anything from compatible games. However, this section will present a few adventure hooks to get you started. Here are a few suggested hooks:

Mario is lost in the land of SubCon. He's running from way too many Shy Guys and Snifits. Can he reach Wart in time and free the land of his tyranny?

Bowser has, yet again, captured Princess Toadstool. Will Mario and Luigi, armed with the power of their raccoon suits, be able to save her in time?

The players are enlisted to figure out why buildings are mysteriously getting set on fire in the Mushroom Kingdom. Is this the work of Fryguy?

Armed with bomb-omb shooters and Cobrats, they are invading the Koopa Kingdom. Can they discover if the rumor of Bowser building air ships?

A large group of Goombas keep eating

all the crops. Can the team stop them? too much damage?

The team of players need to cleanse Princess Toadstool's castle in the Mushroom Kingdom of errant Koopa Troopa and Koopa Paratroopas residing in the castle and running amok. Will the players save the castle in time before doing

Credits

The author would like to thank \LaTeX . Without \LaTeX , this document would not be possible.

All characters in the book are © and registered trademarks of Nintendo.

