

Panic in the Long Grass

A *Panic at the Dojo* starter for the Tuxemon Universe

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A starter for *Panic at the Dojo* by Jacob “Gnome” Randolph:

<https://www.drivethrurpg.com/product/247607/Panic-at-the-Dojo>

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Premise

In *Panic in the Long Grass*, you are young adults who have set out into the world as trainers – and battlers – of monsters called tuxemon. In this world, disputes are resolved through monster battling; battling wild monsters is also conveniently how you acquire more monsters to add to your collection.

This is designed as a gentle introduction to the rules of *Panic at the Dojo*. Rules and character abilities are introduced slowly so they are easier to learn.

Rules

Monsters

Whereas in *Panic at the Dojo* player characters have three Stances that they can switch between, player characters in *Panic in the Long Grass* have three Monsters they can switch between (at least – they will once they’ve caught three!).

If a player character happens to own more than three Monsters, then characters choose at the beginning of battle which three Monsters they will use for that battle.

Multiple player characters can own the same monster, but they should not both use it in the same battle if they are on the same side. It’s okay for a player character to use the same monster as an enemy, however.

Sometimes you will fight Monsters without owners. In that case, the Monster acts like its own owner – tracking tokens, health, etc.

Classes

Unlike in *Panic at the Dojo*, you don’t begin with any classes. You can acquire them along the way, however.

Paper Town: My first monster!

The players briefly narrate how their characters end up at the Professor's Laboratory. This should reveal some details about their personalities and skills – are they punctual or late? Were they chosen for some reason or did they force the Professor to include them?

There is a scene in which the Professor outlines her motivation for gathering the characters to her Laboratory and why she is giving each character a monster of their own. The Game Master can decide this for themselves or consult with the players.

Each player chooses a name, a starting Monster and a Personality (which determines their character's appearance as well).

- Take the card, counters and tokens that correspond to that Personality
- Take the card that corresponds to that Monster

The characters challenge one another to a battle to test the capabilities of their monsters.

The players have their first battle (Arena: Laboratory).

- There should be at least three characters on each side. The Game Master controls the remaining characters, adding in NPCs to make up the difference.
- It's okay for player characters to be on different sides – this is just a friendly bout.

Starting tuxemon list

- Agnite
- Budaye
- Memnomnom
- Tweesher
- Tetrchimp

Route 1: Fun on Route 1!

Now the characters set out on their adventure. They quickly have their first Random Encounter (Arena: Grassy Route).

- There should be one Random Encounter Monster for each player character
- At the end of the Random Encounter, if the players win, all the defeated Monsters are captured and distributed one per player, which means the characters now have two Monsters to choose from in battle.

Then they have their second Random Encounter (Arena: Grassy Route).

- Because the players have two Monsters each now, they can switch between them. At the start of a player's Turn, they choose which Monster they use until their next Turn.
- This time, the Random Encounter Monsters have one Item that they can use
- If the players win, they get the Item (regardless of whether the Monsters used the Item). Players can use Items in battles, although when they do so they are lost after the battle.
- At the end of the Random Encounter, if the players win, all the defeated Monsters are captured as usual and distributed one per player.

Now the characters have three Monsters each, they are able to face their **First Adventure**.

- Roll on the Route 1 challenges list to see their first Challenge. Players look through what skills their Monsters have, and one player chooses a Monster that is equipped to deal with that problem, and briefly describes how the Monster deals with it.
- Repeat with as many Challenges as there are Players (rerolling if there are any duplicates). However, a Player that has already dealt with a Challenge cannot deal with another.
- If it gets to the point where no remaining character has Monsters with the skills to deal with the Challenge, the Players lose that Challenge. Move onto the next one.

Whether they succeed or fail with the challenges, or a mix, the characters then arrive at Cotton Town!

Route 1 challenges

1. A boulder blocks your path
2. There is a chasm in the way
3. A sleeping Grintrock blocks the path
4. There's been a landslide and people are trapped under the rubble
5. An angry young man demands all passer-bys pay a toll
6. A troupe of travelling performers have lost the wheel to their wagon
7. A worried mother has lost her son in a hedge maze
8. A Jemuar has caught its foot in a trap
9. Your torches fail during the night, and you are lost in the darkness
10. There is a crossroads, and no signage to indicate which road is the right one
11. The bridge across this rushing river is tattered and worn
12. A parade is celebrating a national holiday
13. A police officer has cordoned off the road due to a crash
14. A grumpy old man wants to be carried to the next town

Route 1 random encounters

Work down the list, so if the first encounter has three players, you should choose Random Encounter Monsters #1, #2 and #3.

1. Shybulb
2. Carfey
3. Foofle
4. Turnipper
5. Sparepple
6. Vamporm
7. Cardiling
8. Fancair
9. Grimachin
10. Komodraw

Cotton Town: Cottoning on!

The characters arrive at Cotton Town, where they are challenged by Townsfolk. The Townsfolk don't look so healthy, but they insist on defending two shadowy figures behind them.

- This is a battle against as many Townsfolk as there are player characters. Give each one a different Monster from the Route 1 list. They also have one Item to use each.
- For every battle after an Adventure, the player characters have an advantage if they dealt with every Challenge, are neutral if they failed to deal with one Challenge, and are at a disadvantage if they failed to deal with two or more Challenges.

After the battle, the player characters have their **Second Adventure** (Cotton Town challenges list).

The characters realise that the people of Cotton Town are under the spell of a Nuenflu, which is making them sick, and a Mystikapi, which hypnotises them into doing nothing about it.

- This is a battle against the Nuenflu and Mystikapi (Arena: Foggy Bottom). Add other monsters from the Route 1 list until both sides are even in numbers.
- At the end of the Random Encounter, if the players win, all the defeated Monsters are captured as usual and distributed one per player.
- Now, the players have more than three Monsters each. They choose at the beginning of each battle if they want to swap to different Monsters, remembering that they can choose a maximum of three for each battle.

Cotton Town challenges

1. One of the Townsfolk mumbles in their sleep and you think it might be pertinent
2. A man tries to shout an explanation to you, but he is kept prisoner at the top of a tall tower by the Townsfolk
3. Hoofmarks lead into one of the buildings
4. Everyone seems to have fallen ill at once
5. There is a message scrawled messily in red paint on the side of a building
6. One of the Townsfolk is friendly to you, but her words all come out as gibberish

Appendix: Attribution

Tuxemon monster and trainer art is all under a Creative Commons Attribution-ShareAlike licence, and available on the Tuxemon wiki: <https://wiki.tuxemon.org/>

Personalities

Personalities art is all by David Revoy, from two sources: the characters on the Pepper&Carrot wiki and handball characters on OpenGameArt.org. Under a Creative Commons Attribution licence.

<https://opengameart.org/content/sport-players>

<https://www.peppercarrot.com/ms/static8/wiki&page=Characters>

Monsters

- **Agnite** was designed by Leo and Sanglorian. Art by extyrranomom.
- **Budaye** was designed by Leo. Art by ReallyDarkAndWindy.
- **Memnomnom** was designed by Sanglorian and Leo. Art by MTC-Studio.
- **Tweesher** was designed by Leo. Art by DevilDman.
- **Shybulb** was designed and sprited by Spalding004.
- **Ignibus** was designed by Cavalcadeur. Art by Leo.
- **Tetrchimp** was designed and illustrated by CrisFarias.
- **Carfey** was designed and illustrated by BrasioPkmn.
- **Foofle** was designed by josepharaoh99. Art by Leo.
- **Turnipper** was designed and illustrated by DarkySG.
- **Mystikapi** was designed and illustrated by fauxlens.
- **Nuenflu** was designed and illustrated by princess-phoenix.
- **Komodraw** was designed and illustrated by Serpexnessie.
- **Sparepple** was designed and illustrated by CrisFarias.
- **Vamporm** was designed and sprited by Spalding004.
- **Cardiling** was designed by Spalding004. Art by Kyu.
- **Fancair** was illustrated by DevilDman.
- **Grimachin** was designed and illustrated by Leo.

Classes

- **Acolyte** and **Firebreather** were sprited by Catch Challenger.
- **Florist** and **Recruit** were sprited by Sanglorian.
- **Enforcer** was sprited by Leo.
- **Firefighter** was sprited by Chickenshowman.