

THE COMPLETE
DUNGEON
OF THE
BEAR
^{DELUXE}
TUNNELS & TROLLS



by Jim "Bear" Peters
LEVEL ONE • TWO • THREE
and CASTLE WARD by Michael Stackpole
A Complete Game Master Dungeon
for Tunnels & Trolls™

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THE Complete DUNGEON OF THE BEAR

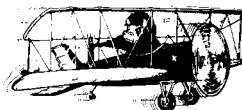
The logo for 'Tunnels & Trolls' is positioned below the main title. It features the words 'TUNNELS & TROLLS' in a stylized, outlined font. Above the word 'TUNNELS' is the word 'DELUXE' in a smaller font. To the right of the text is a circular emblem containing a troll's head.

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Introduction

The folks at Flying Buffalo felt that a word or two might clarify some aspects of *The Dungeon of the Bear*, and they have provided me with this space in which to supply to you, the prospective Game Master, a few tips, pointers, and not a little history . . .

One month after Ken St. Andre created *Tunnels & Trolls* and his infamous prototype T&T dungeon Gristlegrim, the Dungeon of the Bear was born. As time passed, the original Gristlegrim was devastated by the Dungeon Demolition Team of Ugly John Carver in a marathon 22-hour game, leaving the Dungeon of the Bear the oldest made-for-*Tunnels & Trolls* dungeon in the world.

The Dungeon of the Bear has come down through three years of constant use; its halls echo with the clash of swords and the tramp of Orcish boots. This dungeon is time-tested, tried and true. Now its fine traditions are yours; may its traps and monsters serve you as well as they did me.

The basics are given you herein, all you need most vitally to run the dungeon: descriptions of rooms, the monsters and treasures therein, and traps. It is your job as the Game Master to make it all work smoothly. Read the entire dungeon *thoroughly* before you try to run it for delvers – to skim two or three paragraphs of small print in the middle of a trip is certain to slow the adventure and bore the delvers. Get a feel and an understanding of the parameters and possibilities of the dungeon before you open its doors to the first adventurer. You should have a decent idea of what you're working with so you don't tell more than you should, or leave out vital information.

Certain abbreviations common to T&T have been used within the text:

WM = Wandering Monster	ST = Strength
MR = Monster Rating	IQ = Intelligence
SR = Saving Roll	LK = Luck
Lx-SR = Saving roll at "x" level (i.e. L1-SR = first level saving roll)	CON = Constitution
1d6 = 1 six-sided die	DEX = Dexterity
g.p. = gold pieces	CHR = Charisma
s.p. = silver pieces	WIZ = Wizardry
c.p. = copper pieces	SPD = Speed
× = multiplication symbol ("times")	e.p. = experience points (also called "adventure points")

The room descriptions in this dungeon are not set up so you can simply read off the text concerning Room Y or Trap B. You should tell the players only what their characters logically can see or sense. Logic is the key here; that, and your good sense of balance and discretion. You needn't be afraid of killing the delvers – they know the risk they run when they enter! – but you should do it fairly. And if you run across a situation for which there are no contingencies mentioned in the text, it will be up to you to envision the situation and then decide what would happen. You are the Game Master – this is now *your* dungeon, and you have the right to make things occur as you see fit. Be stern but fair, and you should enjoy many trips. Good Luck!

– Jim "Bear" Peters

CASTLE WARD

See the Appendix in the back of this book for additional maps that show the nearby village, an overhead view of Castle Ward, and the entrance to Dungeon of the Bear.

A Note to the Game Master: CASTLE WARD can be used as a complete adventure by itself, or as the above-ground entrance level of Dungeon of the Bear. It is an introductory level adventure, well suited for newly-created characters with little or no adventuring under their belts. However, if experienced characters are being taken in on an adventure, you may want to re-populate the Castle and return it to its original purpose.

When you run this adventure, you should instill in your players the feeling that they are characters in a story. The tale below can be told to them as if a story-teller in a tavern or on a street were telling it. Feel free to embellish the tale with descriptions of the people, and a greater description of the castle itself. Make the setting of the story into something *you* feel comfortable with, and you will find it easy to run.

In this adventure, various points have been left open for interpretation. It is up to you as the Game Master to decide how to handle these points, and to determine how to answer questions brought up by your players. For instance, if we don't tell you how tough a demon is and your players want to fight it, make that demon as tough as you wish. This is now *your* adventure!

The Story Behind the Castle

Once upon a time there was a little-known tribal chieftain named El Ghred who called himself "The Conquerer." He discovered that an alarmingly large number of his best warriors and bravest subjects were seeking riches and fame by venturing into an underground monster haven. Unfortunately for him, and for his best warriors and brave subjects, a number of them did not return from their adventures. To put an end to this waste of humanity, El Ghred commanded that a castle be built. He named it *Ward*.

The Castle was a grand affair. The back wall of the manor house and the fourth wall of the castle itself were formed by the face of the cliff that housed the entrance to the monsters' lair. A round tower was built into the northwest corner of the castle; in the southeast corner was constructed a five-pointed tower for the use of El Ghred's favorite wizard, a woman named Banitaar. She sunk a well which tapped into the monsters' water supply, knowing the monsters would not poison themselves to kill the humans outside. The courtyard was paved with mosaic of colored flagstones which formed El Ghred's Red Hawk crest.

The Castle was built to prevent adventurers from entering the monster lair. El Ghred gave the command of Castle Ward to his nephew, the Count, who was hopelessly in love with the wizardess Banitaar. Anticipating charges that he and his soldiers were "mining" the dungeon for its riches, El Ghred built the castle strong enough to stand off an assault by any military force his age could muster. He did not realize that the greatest threat to his castle came from the monsters within the dungeon it guarded.

The monsters became aware that something was amiss when adventurers no longer entered their dungeon to die. Their scouting parties returned with tales of a massive castle and many soldiers. They also told of the weakness of the castle and how an assault from within could destroy it. The monsters struck.

Their assault was simple and deadly. They waited for a night with a full moon so that their were-companions would be at full strength. Trolls burst the doors the humans had erected to contain them. Werewolves and vampires, orcs and ogres quickly sacked the manor house and killed the Count and the officers of his guard while they slept. Having slain the leadership of the garrison, the monsters abandoned caution and assaulted the troop barracks outside.

Their assault would have succeeded but for two people. One was a guard in the round tower; he happened to be watching the interior courtyard when the monsters rushed from the manor house. He roused the other guards in the tower, and they sold their lives dearly, making the monsters pay in blood for every step in the tower. Eventually they were slain, but not before the monsters had vowed to eat their hearts to gain their bravery.

The other person who cost the monsters dearly was Banitaar. She returned the Count's love, and felt his death where she slept in her tower. Enraged, she set her demons to protect her tower, then made her way to the tower's roof. From there she blasted the monsters back into

their underground lair with sorceries more powerful than they had ever seen. Unable to touch her, the monsters shattered the east wall of the castle and then fled back home. With them, they dragged as much wealth as possible.

Banitaar found herself alone in Castle Ward. With the help of her demons, she buried the Count beneath the heart-shaped flagstone in the middle of the Hawk mosaic, then burned the other bodies. At the entrance to the monsters' haven, she set an invisible demon and gave it instructions about how to let pass any who sought to leave. Satisfied that there was no reason to stay, she outfitted herself with a small pack and left the castle to spread the tale of Castle Ward.

Watchtower. The round part of the tower is 40' tall and contains four floors. The rectangular section of the tower, connecting it to the rest of the castle, is only 30' tall and contains three stories that open onto the corresponding round rooms in the main tower. An open doorway in the interior of the tower leads to the courtyard.

Like most of the castle, the tower is constructed of granite. The floors were made of wood and have decayed to the point where walking on them could be dangerous. Each round room in the tower has four archer slits looking out. Access to higher levels comes through a spiraling stairway built into the wall of the tower itself.

The tower – and especially the stairway – is packed with bones of every shape, size, and description. If characters examine the skeletons, they might find gold teeth (worth 20 g.p. total). On the uppermost level are a dozen human skeletons with burst rib cages. In and around them, the delvers may find 100 silver pieces and 40 gold pieces; Banitaar attacked the monsters before they got around to looting these bodies.

The only hazard in the tower comes from walking upon the wooden floors to find booty. Each character who searches must make a L1-SR on Luck (20 – LK). If a character misses the roll, he falls to the next floor. On that floor, he must make another L1-SR; if he misses that, he will crash through to the next floor. Even the first floor can break, and the character will end up on the hard stone foundation. For every floor he falls through, the character must take 1d6 in damage.

Soldiers' Barracks. These barracks originally housed the soldiers who would guard Castle Ward. The east and west walls each were lined with rows of bunk beds which have long since been demolished. It is evident that most of the soldiers died in their sleep. Skeletons lie broken beneath the debris of wooden bunk beds; a layer of dust has settled over everything.

Picking through the debris would yield 1 die × 100 gold pieces in left-over pay from the soldiers. If a character wishes to search further and can make a L2-SR on Luck (25 – LK), he'll find a loose flagstone in the floor where a soldier hid 150 g.p. in winnings from a card game.

The only danger in this room will come when characters search for treasure. Each character who searches should make a L1-SR on IQ (20 – IQ) to avoid sticking his hand where rats might be lurking. If he misses the saving roll, he'll take one die worth of damage, for an angry rodent has bitten him on the hand. The rat will then attack with a MR of 15. If a character's CON is reduced by more than 50% from bites on his hands, he will be unable to use two-handed weapons from that point until the wound is healed.

Non-Commissioned Officers Barracks. This small room was home to two NCOs. The remains of one lay slumped against the wall; the skeleton has a shattered skull. The other's back and rib cage are also broken. As in the soldiers' barracks, the bedding and fixtures have all been reduced to splinters.

A careful search of the walls will reveal several places where the plaster appears to be cleaner – and newer. (There are four of these spots: one in each wall.) If these places are chipped at to remove the plaster, one golden dish about the size of a dinner plate will be revealed. These plates are carefully inscribed and are quite beautiful. If care was taken in getting at them, each will be worth 100 g.p. If they were hacked out of the walls, they will only be worth 25 g.p. as the lovely patterns and inscriptions will have been destroyed.

Storage Room. This room was a combination weaponry/armory area and storehouse. Most of the room has been destroyed; a collapsed loft near the west wall lies across several orc skeletons. Most of the weapons and valuables have been looted from here, but a search will reveal one or two weapons from each of the weapon types listed in the T&T rulebook.

The dangers in this room will be readily apparent to anyone who looks inside. When the loft

collapsed on the orcs, half of the roof supports for the building collapsed too. Each character in the room should make a L1-SR on Luck (20 – LK), each turn he is inside the storehouse. Keep track of how much anyone misses a saving roll by. Once the total missed by equals or exceeds 30, the roof collapses. (For example, if Fred has to roll a 7 to make the saving roll and rolls a 3 instead, he has missed by 4. When the total of his misses combined with the misses of any other characters in the room reaches 30, the roof caves in.)

The collapsing roof will do 2d6 in damage to anyone in the room. Armor will take damage, but only at face value (not doubled for warriors). You should supply the party with clues as to the state of the roof by noting groans and falling dust as the total nears 30.

The Manor House has three levels above ground and two below ground. The description here will start from the top and work down.

TOP FLOOR. This is the main area where the Count lived. It is divided into four rooms. The room in the northwest corner (1) was his observatory. The monsters did little damage here and most of his astronomical equipment, star charts, and telescopes are intact. They would be worth about 2500 g.p. if they could be carted out – except that all this equipment must literally be “carted” out! It tends to be bulky and often heavier than its value indicates.

The southwest room (2) was the Count’s bedroom. It has been totally destroyed. The monsters blamed him for their problems, and left nothing intact. Even the plaster walls show clawmarks.

The room on the northeast side of the house (3) was the Count’s library. It has been sacked, and most of the books were destroyed. There are no spellbooks in here, but a few rare editions might bring 100 - 500 g.p. in some city.

The southeast room (4) was the Count’s wardrobe. The monsters have shredded all the clothes. In their fury, however, the monsters failed to notice that one of the closets had a false bottom. Characters may also miss this, unless one of them can make a L2-SR on IQ (25 – IQ). A character might also find the false bottom if he states that he is looking for it in a stand-up closet.

The false bottom conceals a thin metal box that holds the deeds to certain lands owned by the Count’s family. (If the deeds are found, you should be able to create new scenarios from this. For example, someone may try to kill the characters to get these deeds. The lands may be valuable, or they may contain hidden and valuable resources. Or, the characters may only take possession of the lands if they are able to drive the squatters away.)

SECOND FLOOR. This floor housed the officers of the troops stationed here. Like the barracks, almost everything has been demolished and skeletons abound. There are four rooms on this floor, as on the top floor.

In the northeast room (5) can be found a bright silver sword, with the bony fingers of a battered skeleton wrapped around its hilt. Magic of a functional nature can be sensed from the sword. If a humanoid character touches the sword, the character will hear these words spoken into his or her mind: “Finally – a person and not a monster! Please, I ask you to take this sword to my home. It is a family heirloom and must be passed to the son I left behind.”

The character has the choice of taking or leaving the blade, a broadsword which has been enchanted to do 5d6 damage in combat. If the character wishes to return the sword to its rightful owner, it’s up to you to create a scenario where the adventurers can find the family. Remember, many years have passed and tracking down the remnants of the family might be tough. And what if the family has lost its honor – and the soldier’s son has become an evil man who should not gain possession of this weapon?

If the party searches for treasure, they will find 2d6 × 100 g.p. strewn about.

The northwest room (6) is now home to four Living Skeletons. They are clad in rags from the Count’s wardrobe; the jewelled garments are remnants, worth 40 g.p. total. Each skeleton has a MR of 20. The skeletons will only attack the party if they are attacked, or if there are no magic-users to be seen. If the party outnumbers them by more than two to one, the skeletons will flee.

GROUND FLOOR. This floor housed the servants, and contained the dining facilities for the entire castle. The servants were quartered in a small room (7) in the southeast corner; the skeletons of both adults and children can be found here. Most of the ground floor was taken up by the kitchen (8). In here will be found the full complement of pots and pans, though most sharp implements are gone.

The western half of this floor was the mess hall (9). The monsters left it intact, for there was no one here during their attack. Left undisturbed since then, the mess hall has an eerie quality of peace amid the destruction of the fort. The room is filled with tables and chairs piled high with tin plates and cups. There is nothing of real value to be found here.

DUNGEON LEVEL. There is an opening at the base of the stairs which run up to the top levels of the manor house. An oaken door once covered this opening, but the monsters tore it down when they attacked. The stairway is built of stone blocks and descends 20'.

This level is dark and dank, and contains many cells. Nothing lives here, for this is the level that opens into Level 1 of *Dungeon of the Bear*.

SEWER LEVEL. This is a three-foot high "level" that slants down from the cliff face north towards the moat. All of the privies from above dump into it. (Privies are part of the southeast rooms in the manor house.) Access to the sewer level may be had from the dry moat, or from the privies (which are wide enough to admit a man). This level may be used as a route in the event that escape or entry into the manor house is needed.

Banitaar's Demon Doorman. The rough-hewn entrance to Level 1 of *Dungeon of the Bear* (beneath the manor) is blocked by two massive oaken doors. Each door is 15 feet tall, reinforced with iron, and has large lever-type latches (rather than the more conventional knobs.) Banitaar placed a demon to guard this door.

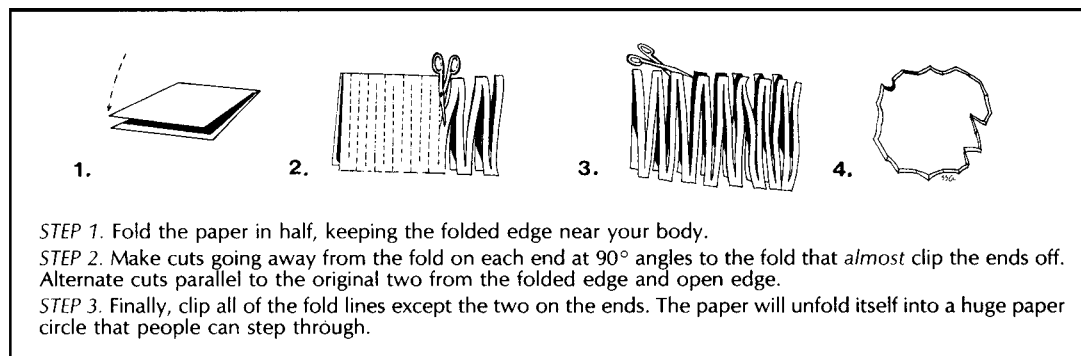
The demon will not bother anyone or anything which enters the doorway. However, it will prevent the outbound passage of anyone or anything "tainted with the blood of those who have died in Castle Ward". This includes any of the monsters which attacked, or any of their kin, and certain items of treasure which were removed from the castle.

Banitaar's Tower. Unlike the rest of the castle, this tower seems to be intact. It has four levels and reeks of magic.

GROUND FLOOR. A demon will appear when the door into the courtyard is opened. It will ask the party to produce "A rope with no end" before they may enter. (A rope with no end, of course, is a rope that has been spliced together at the ends to form a circle.) If the players can produce a rope with no end, they will be allowed into the ground level. Otherwise, the demon won't let them pass. The demon cannot be hurt by ordinary magic or weapons, and does not attack.

This level is basically clean and dry; a few sacks of flour and salt have been preserved by magic. The delvers will find this ground floor a safe haven if they need it. A spiral staircase leads up to the next floor.

SECOND FLOOR. When the party reaches the door to this floor, a demon will appear and hand the first adventurer an 8½" × 11" piece of paper. The demon will say, "You must pass through this before you can pass through the door." You should actually hand the players such a piece of paper. They must cut it into a continuous strip that will allow them to walk "through" it. The demon will supply the party with as many pieces of paper as they need, but will not give any hints.



The second floor is Banitaar's library. It contains two spell books which can each teach seven spells to any magic-user, in addition to rare volumes like those in the manor house (worth 100 to 150 g.p. each). A stairway leads up to the third floor.

THIRD FLOOR. The demon who guards the third floor will demand that the party bring him "a sieve full of water" before they may pass. This may be accomplished by gathering moss from the dungeon of the manor house and a sieve from the kitchen. Once lined with moss, the sieve will hold water.

This floor was Banitaar's living quarters, and is filled with silks, velvets, satins, and furs, both clothing and furnishings. Everything speaks of beauty, intelligence, and femininity. Characters which are 5' to 5½' tall might be able to find clothing they can wear. (They must make a L2-SR on LK, or the clothing won't fit). There are certainly enough cosmetic and vanity items in the living quarters to allow everyone to make a mess of themselves, if they wish. Almost everything found

on this level could be considered treasure – it's up to you to decide what is here and what its value is. A stairway leads up to the fourth floor.

FOURTH FLOOR. The demon at the door here asks for either a piece of “dead stone” or a “spear of water” (your choice). He will not let the party pass until they produce either item; dead stone is petrified wood, and a spear of water is an icicle. Depending on the time of year, the icicle should be easy to find. The “dead stone” may be tough, and might mean that this level will be off limits until the characters are tougher or have adventured more widely.

This floor was Banitaar's laboratory. On the tables here, characters should be able to find many elixirs that will do the same things as the Level One through Five spells that are character modification spells like *Hidey Hole*, *Poor Baby*, or *Little Feets*. You may allow any of the spells, provided you can think of a way to handle them. However, the vials are not labelled, and the characters will have to experiment to find out what each elixir does. Drinking an elixir will cause it to work; each vial contains two doses. Any character type, *including warriors*, can use these elixirs.

The Pond. This L-shaped pond is a section of the courtyard that has subsided and filled with water. It is dark and murky; the water is somewhat brackish and stagnant. During the dry season, the animals in the surrounding area use it as a water source.

The characters who look in the pond will see gold pieces at the bottom. They should bear in mind that all that glitters is not gold, for these are actually Gold Leeches!

Gold Leeches have a bioluminescent spot that looks like gold. When grabbed, the leeches attach themselves and do 1d6 damage. On each full turn thereafter, they will suck 1 point of CON until burned or salted off. (Don't forget damage to CHR from burns.) Each Gold Leech has a CON of 5.

Banitaar's Well. This well appears to be about 25' deep. From the bottom of the well a wizard may sense magic, yet looking into it will reveal nothing unusual.

The magic Banitaar worked on the well is such that it draws water from 5' below the surface of the lake, which is in the deepest level of the monsters' lair. The spell also purifies the water and removes anything that might be harmful to humanoids.

If the characters drop a rope down the bottom of the well and descend, they would appear 5' below the lake level. They can use this exit to escape that level and the demon that Banitaar set at the door to the dungeon guarded by the castle. They must have something like a rope hanging down before they can use it to escape, for trying to locate an unmarked spot in a lake is virtually impossible.

The Dry Moat. The moat surrounds the castle and once protected it. The water was supplied by sorceries that Banitaar wove; these magics have been broken and now the moat is dry. Near the watchtower is an opening just large enough to admit a human; from here, an individual can gain entrance to the sewer system below the manor house.

The Count's Tomb. This is the spot where Banitaar buried her lover. She set a demon to guard the grave, and commanded it to do unto the desecrators of the grave as they do to the Count's body. If someone opens the grave and takes a ring from the body, the demon will take it back. If they chop the body up, the demon will chop them up, and so on. The body has been left undisturbed for this reason, and is decked out in jewels.

Scenario Suggestions

In the event you don't want to use this castle as a lead-in to a dungeon, we have provided some possible scenarios to make the Castle more than a ruin, or to give the delvers a reason for running around inside.

SCENARIO 1. The ruins of the fortress are being used as a headquarters by a bandit group. In this case, the barracks and tower would be cleaned up, and the hole in the castle wall would be partially repaired. The delvers might be commissioned to enter the Castle and rescue a kidnap victim or bring to trial the bandit chief, for example.

SCENARIO 2. While the delvers are in the Castle, the monsters might break out again by destroying the demon which guards the door to their lair.

SCENARIO 3. The monsters' attack upon the Castle and its inhabitants might have happened quite recently – and the delvers have been sent to locate and return the real estate deeds to the far lands. Some of the Count's relatives also want these deeds very badly – bad enough to kill for them!

SCENARIO 4. Hide a magical item in the castle, and make it the object of a race between the characters, the monsters, and a group of non-player characters (run by you, the GM). Remember that the demon only guards the door; the monsters could easily tunnel out from their haven, if they thought of it. Then they could appear anywhere, couldn't they!

LEVEL ONE

Dungeon of the Bear
Level 1

– NOTES –

A Note to the Game Master: Keep in mind that this is just a *first-level* dungeon, and that first, second and third level characters are the best to spring it upon. Remember too that dungeons are, in general, places where monsters – orcs, trolls, wicked warlocks and others – store the treasures won by their villainy. These troves are frequently visited by their evil owners, so if a party is not active enough to suit you, add a few Wandering Monsters. The table of monsters for Room A can be used as a starting place to create bands of evil-doers to harass the balky delvers on their ventures, and you can invent more. (Determining the regularity of Wandering Monsters is discussed in the *Tunnels & Trolls* Rulebook.)

Concerning the codes on the map:

- ☐ A capital letter ("**A**") designates a room.
- ☐ A small letter ("**a**") denotes a pressure plate set in the floor, or a trap.
- ☐ Numbers ("**2**") are used for clarification of descriptions inside rooms.

The entry to the Dungeon of the Bear consists of two 15' tall, 10' wide reinforced oaken doors, with large lever-type latches (rather than the more conventional knobs). From this point onward, all the doors in the dungeon are of similar construction unless specifically described otherwise, although most of them are single, not double, doors.

Plate a. This is a standard 10' long pressure plate set in the large flagstones of the floor. It extends from wall to wall and can only be detected by an *Oh There it Is* spell. It is not magical in nature, but is, instead, a clever mechanical contrivance. (This description will pertain to all pressure plates unless otherwise stated.) This plate releases the door at **a**', which is holding back a stone ball 8' in diameter that rests on an inclined plane. The ball will rush down the plane at the party. At this point, a L1-SR on Luck (20 – LK) will be necessary for each character to get out of the way of the ball. If a character misses the roll, he should take hits by how much the roll was missed by. (For example, if Fred the Fearless needed to roll only the minimum 5 for his saving roll, and rolled a 3 instead, he should take 2 hits.)

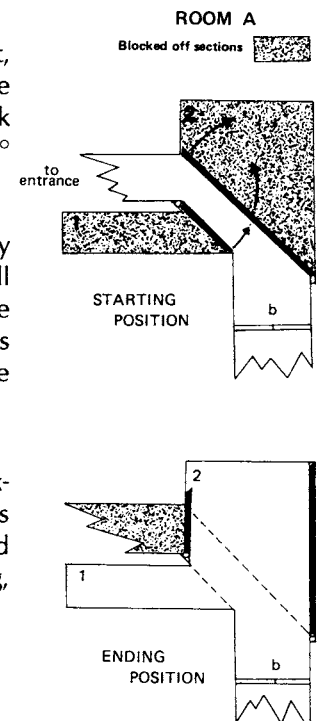
Trap b. By turning the latches on the double doors at Point **b**, the party does two things. First, the doors immediately lock. Second, the seemingly harmless corridor will undergo the transformation detailed in the diagram to the left. Door 1 swings through about 130° to block the entrance corridor with 6" thick iron plate (it only looks like stone...). Door 2 swings back 45° to fit flush against the wall.

NOTE: This trap is activated by the doorlatch on the north side of the door. Thus, if the party approaches it for the first time from behind, they will not spring the trap and the corridor will remain just that. However, if the trap was sprung earlier and the party is trying to return to the surface in this fashion, they should have to find some other way of releasing the swinging doors so that the exit becomes available again. Otherwise, they should have to go through the entire dungeon and exit from the other direction.

Room A. This is the room that the corridor has become; it contains 2 – 12 monsters. Roll 2 six-sided dice to determine the number of monsters, then choose one of the types of monsters listed below. Base your decision on the strength of the incoming party, and be sure to use good judgement here – if you kill off the whole party this early by choosing monsters too strong, players may be reluctant to send more characters in!

Gremlins	monster rating between 5 – 10 each
Goblins	monster rating between 10 – 15 each
Orcs	monster rating between 15 – 25 each
Ogres	monster rating between 25 – 35 each

After combat, the doors at Point **b** will not open unless unlocked with a *Knock Knock* spell.



Room A (continued) There are chests at Points **1** and **2**. The typical chest in this dungeon is 2'x1'x1', brass-bound, with leather hinges and hasps. All chests are assumed to be similar unless described otherwise.

The first chest contains the infamous *Badger Gem*, a large white diamond worth 500 g.p. However, the gem melts into the flesh of first delver who touches it; that character is changed into a badger with a MR of 35. He will recognize his friends and will revert to human form in direct sunlight (although the clever GM may choose not to tell him so at this time!). When the character reverts to human form, the gem also reverts by reappearing in the character's palm.

The second chest contains a pair of *Seven League Boots*. These allow the player who wears them to move at two times normal speed for all running and walking activities. The boots are also impervious to fire, acid, punctures, cuts or explosions – thus, all parts of the delver covered by the boots are likewise protected. The boots have the appearance of being able to fit any character from a fairy to a giant, although they will only cover the wearer up to the knee. The only hitch – the delver who wears them cannot remove them again while he is alive!

Room B. Is behind a standard door (10' wide and 15' high) and down a 50' long hallway. The room contains a Banshee. For those who miss their L1-SR (20 – IQ), deduct half the amount (round up) they missed the roll by from the delver's IQ – a Banshee's wail can cause madness. The Banshee has a monster rating of 80, and it must be attacked by at least one magical means (i.e. a magical weapon or one of the magical attack spells) to 'fix' the creature in a physical body. If no magical attack is possible, then the party *must* flee to survive, as every full turn they will have to make a L1-SR to see if their IQ is damaged. If the delvers vanquish the Banshee, remind them that a Banshee's wail also presages a person's death – while this may or may not be the case, it will keep the party on its toes! A standard chest in this room contains 300 gold pieces.

Room C. Has a standard door which opens with a turn of the latch. Inside are three (3) Snow Leopards. They have a monster rating of 35 each, and if the GM chooses, one of the Leopards may jump the lead member(s) of the party at the door. (This is a device to even the odds if the party is really tough. The Leopards may not be able to take on the whole party and win, but one-to-one they can be dangerous.)

The treasure in the room is two-fold. One is a standard chest which contains three carved leopards worth 300 s.p. (silver pieces) each. There is also a three-inch smoky ball from which magic emanates. An *Omni-Eye* or a little experimentation will reveal that there are two *Knock Knock* spells encapsulated in it. When the second *Knock Knock* is cast, the ball will dissolve. This can be used by anyone, rogue, mage, or warrior, no strength points required. The other "treasure" is the hides of the Leopards themselves, if they have not been too badly hacked up in the fight! The hides are worth 115 g.p. and weigh 200, if the party thinks to take them along.

Room D. Has only one visible door that leads to Room **E**. At Points **1**, **2**, and **3** are magically-hidden and locked panels. (Note that Point **4** leads down to the second level.) If a magic-user throws an *Oh There It Is*, the panels will become visible, but they will not open unless a *Knock Knock* is used.

Room E. Is filled with cobwebs and contains both large and small spiders. If the party burns out the webs, the spiders go up in flames (and so does the treasure). If, however, the party tries brushing them out of the way, the first person in must fight a basket-ball sized spider (MR 15) alone. All persons entering (if the spiders aren't burned out) must make L1-SR (20 – LK) to avoid being bitten. If bitten, they take hits equal to the amount the SR was missed by.

The reward comes in the form of an old chess board lying amidst a collection of human bones. The chessmen are made of silver and jet, and are set with small gem chips. The set is worth 275 g.p.

To get to Room **F**, delvers must first discover the magic panel on the back wall of Room **E**.

Room F. In the middle of this room is an ordinary chest which seems to have no guardian. However, hidden on the lintel above the door is a poisonous viper which will spring out upon the first person to enter. That character must make a L1-SR (20 – LK) to avoid being struck; if the person is under 3' tall or is wearing full body armor, the snake will also miss its strike. If the snake misses, the character must still combat its MR of 5 (its venom is deadly!). If the snake manages to bite the character, that character will die. The chest contains 350 g.p.

Room G. Inside this room are three ordinary orcs (MR 35 each), and a chest. In the chest is a gem that turns copper pieces into gold at a cost of 1 Strength point per 1000 coins. This Strength loss is permanent and *will not* return by the usual means, but must be gained back by a level raise or magic. Additionally, because this is an infinite money-making machine, the gem will disappear once it is brought to the surface.

Plate C. This is a pressure plate that releases the trap / reward hidden in Room H.

Room H. A giant gold-plated ram's head catapults out of the far end of Room H at the delver standing on Plate C. This player should make a L1-SR (20 – DEX) to avoid the deadly impact. Delves may remove the gold plating from the ram's head; it is worth 200 g.p.

Room I. Contains the trigger for Trap d. Room I is a pit dug 15' into the floor. The only way to cross is to descend the ladder at one side and climb out again on the other side. However, if a delver steps on the pressure plate at d, he releases two traps:

First, a great stone drops from the ceiling at d' and completely blocks the passage.

Second, the pit that is Room I begins to fill with water coming from many panels in the ceiling 25' above the floor. As the water falls, several hundred piranha also fall!

If the delvers hurry to the side not blocked by the stone, they will be unharmed. If they hesitate at the bottom, they must deal with the piranha. Use your discretion here; as for me, I believe in the old maxim, "He who hesitates is lost!" Those fish work fast.

If the party retreats back to the side that is blocked, they must find some other way to cross Room I. (If you're merciful, point out that there is a stout wooden door at the far end of the room – a mere 70' away – try a crossbow bolt carrying a rope! The bolt could pull loose, or the delver might fall attempting to cross, of course . . .)

Room J. Behind the door lurks a 10'-long serpent who at one time was a beautiful maiden (princess, if you must). She was forced to swallow a polymorph gem. The serpent has a MR of 85, but she will explain her plight to anyone who can speak serpent, wurm, dragon, lizard, or a few obscure dialects of amphibian. If the party can't communicate with her; don't believe her, or just attack and kill her, she reverts to human form when slain and leaves the ruby (worth 500 g.p.) which effected the change. (If she is not killed, but allowed to accompany the party, she will help them fight.)

If a delver swallows the gem, he becomes a serpent with a Monster Rating of 10 times his Strength factor – but he cannot revert to his original form unless he is killed or disenchanting by a *Dis-Spell* (cast at 9th level). The delver also suffers the same speech impediment as his predecessor: he can only speak serpent, wurm, dragon, lizard, and amphibian dialects. Magic-users lose their spell-casting ability while in serpent form.

Room K. Harbors five Ogres with a Monster Rating of 45 each. They guard the entrance to Room L.

Room L. In this room is a Gremlin with a Monster Rating of 10 who reeks of magic. He has been held prisoner by the Ogres; they have badly mistreated him.

The moment the delvers kill this Gremlin as he cowers at the end of the room, the ceiling disappears and the room fills with copper pieces. Saving rolls from L1 to L3 are required, based on how far into the room a particular delver was at the time the coppers fell. Hits should be given according to how much the SR was missed by. (Consider the effects of a mass of copper 20'x40'x10' falling on an unprotected delver!) There are essentially an unlimited number of copper pieces here – should the party have the gem that turns copper pieces to gold, the coins should be separated out by 1000s, or the drain of turning them *all* to gold at once would kill any delver and short-circuit the gem's magic as well. The weight the party is capable of carrying should determine how much they can actually take out. Also, any GM worth his salt should be able to find ways to stop any kind of shuttle service to cart out *all* the coins . . .

Should the Gremlin not be killed, but instead subdued or *Yassa-Massa*'ed, the copper will not fall until after he leaves the room.

Room M. This room is bare except for a small version of the standard chest. The chest contains a poisonous viper with venom so deadly that anyone opening the chest carelessly will be killed. (A L1- or L2-SR on Luck could be appropriate.) The chest also contains five gems; each is worth 50 g.p.

Room N. The area indicated by the wavy lines on the map is an alligator pit, about five feet deep. Roll 3 six-sided dice to get the number of alligators (between 3 and 18) that are in the pit. Each alligator can have a MR between 10 and 50 – again, use your judgement as to how tough the party is. If harrassed, the alligators will leave the pit and attack the party on land. This prevents the party from standing on the sides of the pit and picking the creatures off without endangering themselves.

At Points **1** and **2** are two golden statues fastened firmly (flush) to the stone pillars behind them by gold plates. One is of an old man, the other is a bear. Removing the gold plate to free a statue is possible; each statue is worth 350 g.p. Note that there are two ordinary doors to either side of the statues, and a secret, magically-locked door between them (lock is at 1st level).

Room O. To enter this room, the party must use a *Knock Knock* on the portal at the head of the stairs. Atop a six-foot-high bier is a magnificent gem the size of a man's fist – it is magical. When someone touches the gem, it is absorbed by his body (even through gloves or gauntlets), and that character becomes a cave bear with a Monster Rating of 175. He must automatically attack the party. If the cave bear/character is beaten down to a MR of 25 or less at the end of any combat turn, *without being killed*, he will revert to his human form but will be unconscious for ten turns. The gem also returns (appearing in the character's palm) and is now worth 750 g.p. There is no more magic upon it. If the delver/monster is killed, the corpse also reverts to human form; the gem also returns, but the magic *remains*.

Room P. Inside this room are three (3) Ghouls, each with a Monster Rating of 45. Also in this room is the half-decomposed body of an orc, and a chest. The Ghouls attack furiously. If the party kills the Ghouls, they may open the chest to find . . . nothing. The chest is empty. If the party thinks to check, they will find the chest has a false bottom. Hidden inside are three small gems wrapped in cotton (so they won't rattle). Each gem is worth about 100 g.p.

At the end of the corridor, the party will see three identical doors at Points **1**, **2**, and **3**.

■ **Door 1** opens into Room **R**.

■ **Door 2** opens into a brick wall, but releases the panel that opens Room **Q**.

■ **Door 3** leads into the "Hall of Horrors".

Room Q. Door **2** has released the panel that keeps the monster locked inside Room **Q**: a Troll wielding a roofing beam. He is 15' tall, has a MR of 100, and gets 3d+10 for the roofing beam.

The treasure in Room **Q** is a small bundle of maps detailing the whereabouts of three caches of treasure buried *outside* the dungeon. Only one map is real, and the treasure is worth about 300 g.p. (GMs: *don't* remind the party of these maps at the end of the trip – if they remember to ask, they should get the treasure. Otherwise, no.)

Room R. A magical sensor triggers when the first party member rounds the bend, closing and locking the door to this room. (GMs: use your logic and discretion if only part of the party enters, or wedge the door open, or what have you.) Once inside the room, the delvers see a beautiful woman who wears a jewelled necklace with a pale blue stone in it. She attacks the party, as she is an anthropophagic Undine! Her Monster Rating is 100 on the first combat turn. If she isn't killed that turn, add 50 to her MR on the second combat turn, and another 50 on the third. All the time the party is fighting, the room has been filling with water! This is the Undine's inherent ability. There are no openings to plug, as the water oozes out of the walls and will fill the room by the end of the third combat turn.

Door **1** will open only when the Undine is dead and the water has drained from the room (which it does very quickly, once she is dead). Allowing for up to two combat turns underwater, if the party has not been able to kill her by the fifth combat turn, they will all drown. The gem in the Undine's necklace is worth 500 g.p.

Behind Door **3** is the "Hall of Horrors": a large long room of featureless dungeon stone which reeks of monsters. It is over 300' in length and is 50' wide.

Plate g. When the first member of the party steps on Plate **g**, it drops the panels in front of the alcoves numbered **1 – 10**. It also sets off the automatic firing system of the repeating crossbows. All ten bows will launch crossbow bolts at a height of 3'. The entire party must make a L2-SR (25 – LK) to avoid being hit (each crossbow bolt that hits will generate 2d6 worth of damage). Exclude the delver who set off the trap, as the quarrels only cover the area behind the pressure plate.

NOTE: if the party is coming up the length of the Hall of Horrors, this trap will only fire at the first member of the party, assuming they are in single file. If they are spread out, use discretion and logic to determine the results.

When the volley stops, close inspection of the quarrels will reveal that they have gold tips, worth 1 g.p. each. (10 bows with 5 bolts each = 50 g.p.)

Plate h. This plate releases the wall panel in front of Room **S**.

Room S. This room contains three (3) bat-winged, flying, poisonous Toads, each with a Monster Rating of 40. If the party kills the Toads, they can open the chest in the room; they will find 500 gold pieces inside.

Plate i. Opens Room **T**.

Room T. Inside this room is a 75' long, 5' thick Serpent with a Monster Rating of 185. A small bag in the corner of this room contains 10 small gems; each gem is worth 100 g.p.

Plate j. Opens both Rooms labelled **U** on either side of the party.

Rooms U. Each room contains two Ogres; each Ogre has a Monster Rating of 45. The Ogres attack by surprise, and can (at the GM's discretion) be used against single delvers on the first (surprise) combat round. Inside each room is a standard chest containing 250 gold pieces.

Plate k. Opens Room **V**.

Room V. Yields three (3) Vampires who can only be dispatched by a wooden stake in the heart, or minced so fine that they will take about three years to re-form. (A vampire will be minced if the party can generate overkill points three times above what is necessary to overcome its MR.) If defeated and not staked out, the vampires will trail the party once the delvers have turned the bend at the end of the Hall of Horrors. They will then join in the next fight the delvers get into – on the side of the monsters, of course! Each vampire has a Monster Rating of 60 as a man and 15 as a bat (but they should be harder to hit as bats).

One of the vampires wears a ring which has a large red ruby set in it. This ring is magical, and causes the wearer to turn into a vampire who, unbeknownst to his fellow delvers, must have human blood once every 15 turns or he will perish. Note that this condition is permanent unless cured by a mage of sufficiently high level to create a *Cure Vampire* spell, as it is neither a curse nor a disease (so *Curses Foiled* and *Healing Feeling* are ineffective). Also ineffective is removing the ring, which is worth about 100 g.p. if sold.

Becoming a vampire does not destroy a character. However, on future trips, he should adventure with partners who have no moral qualms about his taking along a couple of slaves for "lunch"! When the character becomes a vampire, he loses his shadow (but yes, he can move about freely in daylight), and his Strength is multiplied by 5/2, his IQ by 3/2, and his Luck by 3/2.

Plate l. Opens Room **W**.

Room W. This room releases six (6) Orcs armed with crossbows (each of which generate 5d6 worth of damage). The party must fight one projectile combat round first. For projectile attack purposes, the Orcs have a Dexterity of 17 (MR of 30) and are at near range. Roll the Orcs' attacks first, as they may all miss. If the Orcs were on target, have the party roll L1-SR's (20 – LK) to see who was hit. If all the party make their saving rolls, assume that the Orcs' "hits" glanced off armor, hit shields, or just nicked ears. The party only has to make its own projectile rolls (if there are any); all on-target hits count against the Orcs.

After the first combat round, the Orcs will close in. Use MRs for attack and conduct combat normally.

Plate f. This isn't a plate at all. A *Mirage* spell hides a 160' deep pit. It is possible to sense the magic of the *Mirage* and the spell may be dispelled with a mere touch. However, if the party doesn't catch on, the first to touch it will fall! Saving rolls are at the GM's discretion, but one hundred sixty feet is quite a fall!

Room X. In this room is a Sphinx. It has a Monster Rating of 200, but looks like about 700 to scare the party. The delvers can fight, or run — or the Sphinx will ask them one riddle which they must answer to proceed. Riddles should be made up in advance, or they can be borrowed from almost any mythopoeic source. Examples follow:

[EASY]	[HARDER]	[HARD]
Faceless, headless, with many eyes, Buried in the ground, what am I? — Potato	King of the world, whom all must meet Son of time, both slow and fleet I conquer man, I topple tree, I feed the earth, can you name me? — Death	No feet have I to dance No breath have I to breathe No life have I to live or die And yet I can all three. — Fire

If the party guesses the riddle or wins the combat, the Sphinx reveals a large bag of gold coins (1000 g.p.) hidden inside the pedestal upon which she has been perched. After the party has dealt with the Sphinx, they may pass on to Room Y.

Room Y. The door to Room Y is greenish bronze, and is bowed outward from side to side. When the party enters this room, they sense magic — especially from the door at Position 1. As soon as the whole party enters, the entire room turns 90° (see note at Room R about what to do if only part of the party enters). The doors at 1 and 4 will thus be cut off completely and doorways at 2 and 3 are revealed. Neither of these have doors on them, only openings.

Room Z. From Room Z come five starving Cave Lions; each has a Monster Rating of 55. They will automatically attack the party. The treasure in this room is a ripped-up bag containing 500 gold pieces; the delvers will find it nestled amongst some human bones.

Room AA. Through Doorway 3 can be heard a low moan coming from a ragged, starving man. He tells the party that he and a wizard fled in here to escape the lions, and were trapped. The room contains the man, a collection of bones, a Staff Ordinaire, and two bronze statue guards at Points 1 and 2. These 20' tall statues block access if the party tries to enter the room behind. The starving man tells you that the statues guard the spell that makes the room rotate. (Note: now is a good time for vampires in the party to chow down, as this fellow is a human, but not a party member!)

The bronze statues will only attack if the party tries to enter the little room behind them. Each statue has a MR of 175. The party may remain trapped if they cannot pass the bronze guards, and the players might wish to start outside again with a rescue party.

Should the party succeed in destroying the statues, they will find written on the back wall (in language[s] at the GM's discretion) the magic words which will turn the room around. The delvers will also find a crystal sword behind the statues.

The sword is called *SUNSLAYER*. It gets 10 dice + 5 adds in combat (weight: 115; ST needed: 13). It can be *Vorpal*'ed (L1 spell) or *Zapped* (L7 spell), or anything else the bearer desires. However, its drawback is that it renders the bearer blind in all but the very dimmest light. He'll be blind in sunlight, moonlight, torchlight, even candlelight. He can, however, see in total darkness, in starlight, or by the light of luminous insects or moss. As a result, in combat the bearer's attack is halved (just as though he were normal and fighting blindly in the dark). However, in darkness his attack is doubled. The character who has picked up the sword cannot ever relinquish it, or it will take his soul, drive him mad, or whatever you choose to do to make him keep it.

Room BB. Only after turning the round Room Y may the party proceed to Room BB. In this room is a Chimera (MR 500). It also gets an extra 10 dice to account for its twofold attack (snake and claws). If it gets poison hits on the party (L1—SR on LK for all participants in the fight if the party had to take any hits), the person(s) poisoned will die in five combat turns unless a *Too-Bad Toxin* can be cast.

Room BB (continued) In this room are several items: a ring, a standard chest, and a deluxe staff. Delvers will sense magic emanating from them all.

Dungeon of the Bear
Level 1

– NOTES –

The ring is red marble; it's worth about 5 g.p. on the open market. However, it is also magical. Called *The Ring of Fire*, it makes the wearer impervious to fire, heat, or flames of any kind.

In the chest are two spell-scrolls understandable to any wizard of high enough level to be able to handle the spells. Once a scroll has been read and understood, it crumbles to dust. The spells are:

SCROLL 1: Arrow, Arrow, Straight and True: L2, cost 8. Enchants a group of up to five projectiles (crossbow quarrels or arrows only) so they never miss. This spell lasts for one use *only*, and then the shafts must be ensorcelled again.

SCROLL 2: Double Trouble: L1, cost 8. Similar to the *Vorpal Blade* spell, only this spell is for bows of all types. Any projectile shot from an enchanted bow will be twice as effective *if* you can score a hit in the first place.

The deluxe staff is a L1 staff, it will have all the first-level spells already within it. Also, the runes carved upon it state that its name is *Flameheart* and it will throw the wizard's level-number-in-dice worth of flame for no Strength cost during any combat turn. This does not affect the wizard's spell-casting ability, so he may cast flame and a spell simultaneously.

At Point **1** is a secret door leading down to the second level of this dungeon.



LEVEL TWO

A Note to the Game Master: This level is geared for about second- through fourth-level characters. It hasn't the devious mechanical devices of the previous level, but it makes up for that with a stock of treacherous traps and equally treacherous treasures! The motto for this level should be, "Look before you leap . . . then don't leap!"

You will find that as higher-level characters enter the dungeon, and high-level magic becomes available, the monsters may be hard-put to challenge the delvers. Be devious! Have some monsters wait in ambush, or make one of the bad guys capable of using magic too. A capable and intelligent monster might have an amulet that repels low-level magic. But remember that as CM you must, above all else, be fair. Judge the strength of the party in both fighting and magic, and then be capable of giving them a run for their money. The monsters on this level are basically very tough and you should let the party flee from the grimmer situations (they may get themselves into worse situations further on!)

About the snakepit in Room I: high level characters require larger and larger Monster Ratings to challenge them, and when they kill such monsters, their experience points grow that much more rapidly, and they skyrocket up the levels. One means of curbing this exponential growth occurs in Room I: the snakes have only a 5 MR, but fighting one creature is much like fighting its nearest neighbor. So instead of several thousand experience points for killing them all, the hardy delvers get only 5 points, as they were merely doing the same thing over and over. This style of logic can apply to other monsters as well, as you see fit.

Doors and chests are of the same standardized types described in Level One. The doors have lever-style latches, instead of conventional knobs (unless otherwise stated), and chests are rather small, brassbound, with leather hinges and hasps. Codes on the map and in the text follow the same pattern:

- ☐ A capital letter ("**A**") designates a room.
- ☐ A small letter ("**a**") denotes a pressure plate set in the floor, or a trap.
- ☐ Numbers ("**2**") are used for clarification of descriptions inside rooms.

Entry to the Second Level of the *Dungeon of the Bear* is gained by one of two means. First, from the Chimera room (Level One – Room BB) down a 300' ladder into Room **DD**. Or second, one can enter from the Room of Many Doors (Level One ~ Room D), which leads to Room **Q** on Level Two. For the exact method, read Room **Q**.

Room A. This is the monster armory. There will be a certain number (4d6) of said monsters hanging around. (You might want to roll one die for the number of each breed of monster, if you think they can get along with each other! Remember to gear your decision against the strength of the party.) A list of likely second-level monsters follows:

Gremlins	monster rating between 25 – 35 each
Goblins	monster rating between 35 – 45 each
Orcs	monster rating between 45 – 60 each
Ogres	monster rating between 60 – 75 each

Since this room is an armory, the delvers may pick up any weapons or armor from the weapons list in the T&T rulebook, once the residents have been disposed of!

Plate a. When stepped on, this plate releases a 10-ton block of lead from directly overhead (subtle, is it not?). Delvers *must* make a L2-SR (25 – LK) to jump out of the way or be squashed. (Since lead is so dense, the block is large enough to fill the corridor side to side and 10' wide, but it is short enough to climb over.)

Room B. Chained to the back wall of this room is a Demon (MR 280). He can reach the door but no further. He will promise the party anything to be released, but when freed he will attempt to kill the delvers. If he is not freed, he will attempt to kill the party out of rage. To keep the party from simply standing outside the door where the Demon cannot reach them, and killing him from a distance (how cowardly!), the doorway is enchanted so that only living bodies and what they carry will pass through.

Room B (*continued*) The treasure is the Demon's chain. It is gold and magically enchanted to bind almost any being about which it is clasped. This, of course, has its limits! Try to bind a dragon with it, and he will just melt the chain down. If the chain is melted down, it will be worth 250 g.p.

Plate b. This plate opens the wall panels at Points **b'**. Inside each is one Mummy armed with a scimitar; they leap out and ambush characters if possible. Each has a Monster Rating of 100, plus 4 dice for its scimitar. The Mummies are protected against all but fire, and they cannot be killed with conventional weapons. Whether or not magical attacks will affect them, and to what degree, is at the GM's discretion. If the party cannot beat these evil creatures, they can still avoid taking hits by fighting to keep them at bay with ordinary attacks — the party need only match or exceed the Mummies' attack to take no hits.

Room C. This is a tomb; inside is a vast collection of tomb furnishings (total value 1000 g.p.). Inside the sarcophagus is a Mummy with a gem on its chest. The gem is worth 500 g.p.

This is the accursed *Gem of Anubis*, and any character who touches it turns into a Warg. To engineer this transformation, make the following modifications to the character's attributes: multiply his ST by 5/2, IQ by 3/4, CON by 5/2, and drop DEX to a permanent 3 (ever try to wield a sword with a paw?!). [NOTE: his physical agility is unimpaired.] From now on, whenever this character enters a dungeon he will revert to Warg form, becoming human only when not in a dungeon. Further, if the character was a wizard, then he's out of luck — as a Warg he is a fighter, getting his combat adds plus whatever he rolls on 1 die multiplied by 5/2 (his Strength multiplier, remember?) For those seeking a permanent solution to the change, a *Mutatum Mutandorum* will, in this instance, give him a human form once again.

If any member of the party speaks wolf, dog, canine, warg, or some variation thereof, then he will remain friendly. Otherwise, the disorientation caused by the transformation will cause him to attack the party.

Room D. Contains two Ogres, MR 75 each, who attack furiously (there is a 250-g.p. bounty on human heads in this dungeon, 300 on elves, dwarves, and fairies, 175 on Hobs, and 225 on everybody else!). Each Troll is carrying 250 gold pieces.

Plate c. Triggers three (3) arbalest bolts (6+3 worth of hits each) from Point **C'**. (The bows are set into the wall and cannot be removed without irreparable damage.) It also releases the wall in front of Room **E**; that wall slides into the floor. To escape the arbalest quarrels, each character should make a L2-SR (25 — LK); to escape the contents of Room **E**, read on!

Room E. Contains more of the famous Snow Leopards (MR 95 each). There are 4 — 6 of these creatures here (gear their number to the strength of the party). Their pelts are worth 300 g.p. each, provided they have not been too badly damaged. Also in the room is a standard chest which contains 500 gold pieces.

Room F. Inside this room is an enormous chair with its back to the door; the chair is too thick to be shot through. Seated in the chair is a Gorgon with a jewel in its forehead (a ruby, worth 300 g.p.). Anyone who looks at the figure in the chair . . . zingo, stoned again! However, if the party enters the room and closes the door, a gas will flood the room that will turn the Gorgon to stone and any humanoid statues to flesh.



Room F (continued) However, closing the door also releases a 10-ton block of stone at Point **d**, ten feet thick, which completely blocks the corridor; the only logical way out is to dig, usually through the wall into Room **H**. If there's a dwarf with a pick-axe, it's a snap! A tap on that wall usually serves as a good hint that it's not too thick.

Room G. Contains a heap of old moist rags underneath which is a large gelatinous mass with a magic gem pulsing inside it. The creature is so slow that the party can easily run away. If the party decides to fight, its monster rating is 500. If slain, the creature evaporates, leaving the pulsing gem behind.

The gem's only magic is that it pulses with light . . . for maximum effect, don't tell the party that right away! The gem is worth 1000 g.p.

Room H. Contains the Ohrm Serpent. This is a creature famed for its two heads (MR 480). Also, its eggs are a potent aphrodisiac. There are two eggs here; each is worth 300 g.p. (however, remember that eggs are difficult to transport safely.)

Room I. The entrance to this room is a 20'x20' panel. It seems to be hinged at the top (so it swings up and inward) but it appears to be stuck. At a certain point, the panel will swing free with a sudden jerk. Characters must make a L3-SR (30 – LK) to keep from falling – for beyond this suddenly-opening door is the edge of a snakepit! In the pit are more snakes than any party could be expected to fight: 1 – 6 times 1000 (each with a monster rating of 5). And remember, killing one snake is like killing any other snake, so even if the party does clean out the pit, only 5 e.p. should be awarded!

One of those thousands of snakes is the infamous Golden Adder. It turns the outer layer of its victims to gold, and with its vampire-like fangs sucks out the insides which have been reduced to juice by the action of its venom! (In all, a very painful process for the victim.) Anyone who falls into the pit will be struck (through the joints in armor, if nothing else) and becomes a hollow gold statue. Such a statue is worth the character's weight \times 10 (plus the weight of the items he was carrying, which also turn to gold). If no one falls in, of course, the Adder is not discovered. (Note that the Golden Adder dies in captivity in an incredibly short time – less than 10 minutes. Milking it for its nasty venom is pointless, as it loses its potency within 3 minutes.)

Room J. Contains an Orc who is holding a 500 lb. boulder over his head. When the door is opened, he hurls it at the first person he sees. Barring that, he will throw it if he hears anything at all. You may decide if such impact would be fatal, but at least a L2–SR (25 – DEX) would be required to jump out of the way.

The Orc looks normal in every way, but has 10x a normal orc's strength (hence his MR is 450) and he will fight wildly! When he is killed, the party will find he has an iron ring that reeks of magic. This ring will multiply the strength of any *human* character who wears it by 5. If an orc uses the ring, his ST will be multiplied by 10, but only an orc or human can reap the benefits of this ring.

Room K. Lurking around the bend in Room **K** is a Vampire (MR 145). Because he is alone (unlike his compatriots up on Level One), he will try to stalk behind the party to bushwack individual characters, perhaps nabbing the last person in line. (This is at the GM's discretion; if you want the party to come face-to-face with this character, by all means, do so!)

The vampire wears a large magical ruby ring (identical to the one found in Room **V** of Level 1). Thus, he can only be dispatched by a wooden stake in the heart, or by being minced so fine it will take him about three years to re-assemble himself. To mince a vampire, the party must generate overkill points $3\times$ above what is necessary to overcome its MR. The ring transforms its wearer into a vampire; to effect this change, multiply ST \times 5/2, IQ \times 3/2, WIZ \times 3/2, & LK \times 3/2. The vampire must consume *human* blood once every 15 turns. As before, a *Curses Foiled* or *Healing Feeling* will not cure this condition. The ring is worth 100 g.p.

Room L. This is the Refrigerator Room. The first character to enter freezes solid from the attack of an Ice Elemental (MR 285). The frozen character must make a L2-SR (25 – LK) to avoid being knocked down and shattered during the fighting; the party fights at half effectiveness due to the extreme cold.

If the elemental is defeated, the party will find a magical ice-blue sapphire. It allows the first character to touch it to summon another Ice Elemental which will have a MR equal to the total of the character's attributes (the gem will be absorbed into the character's hand, reappearing only if he or she dies). If the frozen character remains intact, he can be freed by the Ice Elemental the first time it is summoned.

Room M. This room has a 60' high ceiling and a flight of stairs right up the middle. These stairs ascend to within 10' of the ceiling and terminate at a door with a crystal knob. Both the door and the knob are enchanted. If the knob is touched, it is absorbed into the hand of the character who touches it (gauntlets or gloves are of no avail, sorry!). At this time, the door disappears, and the whole party experiences a feeling of vertigo (this feeling is caused by the crystal, and can be used to create a certain anxiety among the party members by indicating that it might mean something has happened to them, too!).

The person who touched the knob undergoes a gravity reversal. From now on down is up and up is down for him. He can walk only on the ceiling unless forcibly held down. A note here – if he walks out of the dungeon, he will fall up! Instant space program. . .

Room N. Contains two Trolls (MR 150 each). Each carries an enormous saber (6 extra dice added to its monster dice); one Troll also has a whip. The whip is a 15-dice weapon which can seize a character or weapon from the party before the first combat turn (unless the party is very much on its toes! This is at the GM's discretion). Both Trolls have 300 g.p. in bounty money on them.

If the party thinks of it (*don't mention it to them!*), the sabres are three times as large as their human-sized equivalents. Likewise, ST needed is $\times 3$ (or 27) and weight is 180. Unless a character is somewhat above 13' tall, however, he cannot get the leverage to swing this 9' long weapon (trolls average between 15' and 20' tall, after all). As for the whip, it is 18' long, weighs 50, and has a ST requirement of 20 and DEX requirement of 40. A character must be at least 10' tall to wield it.

Room O. Contains three Wormlets. (These are baby dragons or larvae – experts differ on these more philosophical points. As dragons live to ages in excess of 10,000 years, no one has actually witnessed these creatures in transformation!) One thing the experts do not differ on is the creatures' description: they are giant wingless lizards with a blast of flame worth an additional 10 dice over and above their monster dice. These particular Wormlets have a MR of 285 each.

The treasure is found in the cranium, as is customary for dragons and their spawn. Value 175 g.p. per jewel, and one to a Wormlet.

Room P. Is empty except for a suit of silvery, magical armor. Whoever dons this suit of armor is transformed into a Minotaur and the suit is absorbed into the skin. The character will still think he is normal, and unless the party attacks him, he should act in all ways normally. (What he will do if his condition is explained to him or if he passes a mirror is a point of conjecture, and the GM should handle this as he or she sees fit). The formula for transformation to a Minotaur is as follows: multiply ST by $5/2$, IQ by $3/4$, CON by $5/2$, and DEX by $3/4$. Height should be multiplied by $5/4$ and weight by $3/2$.

Plate e. Triggers a rain of 5 tons of lead pellets. To survive, characters should make a L2-SR (25 – LK). Those who miss should take the amount missed by directly off CON. Further, if any member of the party has a DEX less than 18, he should take one additional hit for falling, as these pellets act just like marbles! What is more, characters who fall should continue to make L2-SRs on Luck as long as they try to get up, taking one more hit each time they miss, until they can get to their feet and get out.

Plate f. There is a tripwire across the hall on one side of this plate. If the party trips the wire, the pit at Point **f** is covered by a solid sliding panel. If the party steps over the wire after detecting it (L1-SR, 20 – LK), the pit is covered only with a 1/8th-inch thick mirrored glass which reflects the ceiling above, giving the impression of a stone floor. A L3-SR (30 – LK) will allow a character to see his own reflection before stepping on the glass. This pit is 150' deep and anyone who falls, dies. (If someone in the party thinks he should be able to survive such a fall without magical assistance, ask if he would jump off a 150' cliff!)

Room Q. Is entered from the door-in-the-floor in the Room of Many Doors on Level One (Room **D**). When the panel on Level 1 is opened (a *Knock-Knock* is required) it reveals a dark shaft about 10' deep, ending in a shiny bottom. This shiny surface is a frictionless slide, and anyone who sets foot on it will fall and race off down a shallow decline, then whip into a series of 3 steeply descending circles, a short straight section, two more circles, and finally down a 50' straightaway which rises slightly, slowing the character who would, otherwise, leave the slide at over 200 miles per hour! Guava jelly! Total descent is 300'. *(continued on next page)*

Room Q (continued) (Note that at no time does this slide project into Room **AA**.) Finally, the character is rocketed into Room **Q**. One L2-SR (25 – LK) is necessary to see if the character was hurt upon landing (taking the difference in hits), and then a second L2-SR to avoid slamming into the spiked wall on the far wall of Room **Q**. If the characters start to pile up on the spikes, the GM should lessen the SR concerning the spikes . . . padding!

Plate g. This plate releases a panel in the roof which drops straight down. It is 10' long and wide, and 4" thick, so a L2-SR (25 – DEX) is necessary to determine hits. Further, on the ledge above was concealed an Orc who, at this sparkling opportunity, swings down and twists the nose of the character who made the saving roll by the greatest amount! This experience is worth 50 pts. The Orc then flees at top speed into Chamber **R** before any attempt can be made to stop him!

Chamber R. This is a large cavern which opens directly into Room **S**. Since it is possible to see directly into Room **S** from Chamber **R** and since these two rooms complement each other, the description of them can be given as one.

Chamber **R** contains a large deep pool which is very dark. In the pool are two Sharks, 6' long, with a MR of 70 each. Characters who must fight in the water will fight at half effectiveness. In the approximate center of the pool is a small stony islet. On this isle is a large statue of a Salamander made of red and yellow stone with rubies for eyes. It is enchanted and will come to life as soon as anyone sets foot on this island. (It has a MR of 550 plus an extra 15 dice for its powers of heat and flame.) It cannot be shot as bowshafts and quarrels will burn or melt before striking (they are of rather thin stuff, after all. If the creature is fought with normal weapons, it is at the GM's discretion as to what kind of damage is done to the weapons. However, it is definitely *not* fair to destroy all their weapons without giving them a good chance.) If the attackers flee, the Salamander can't pursue because there is a containing spell on the water. If slain, the Salamander becomes a 6" statuette which will give the first person to touch it a Fire Elemental whose MR is equal to the total of the character's attributes.

Room S. The smithy of Solingen the Dwarvish Armorer. The square in the rear (Point **1**) is the source of heat for the forge – a captive/pet dragon is his business partner for obvious reasons! The dragon has a small private cave with an exit to the outside. If you wish to provide the party with an exit from Level 2, the dragon can be *out* and the party can exit down the forge's chimneyshaft. If no exit is desired, the dragon is *in* and few characters should be able to withstand concentrated dragonfire in an enclosed area!

It is at the GM's discretion whether or not Solingen is *in*. If he is, a pause from monsterbashing for a little haggling to divest the party of some of its accumulated gold can be refreshing. (However, if it starts to drag on too long, or the party starts asking for too much, the GM can indicate Solingen has a very short temper, and keep the game moving by kicking the party out.)

If Solingen is *in*, the party can also deal with him for petty metal-working magics, like *Zappathingum* and *Zapparmor*. Also there are three magic weapons, openly displayed and labelled with signs that read "FOR SALE – SEE DWARF" and "DO NOT TOUCH – PERPETRATORS OF CRIMINAL ACTS WILL BE 'PERSECUTED'." The weapons are:

A magical morningstar. (Name it to suit yourself). It gets 4 dice and 4 adds, but can only be used by a mage! (Presumably one who got into the wrong calling in the first place!) It still requires a Strength of 17 and a dexterity of 11 and weighs 110.

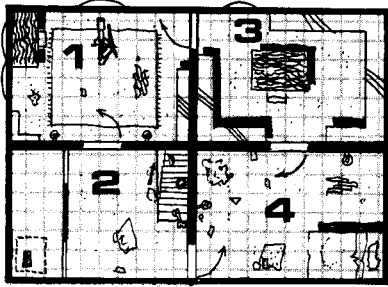
Two magic daggers. (Name them Dexter and Sinister, Cheese and Crackers, or what you will.) These dirks never miss when thrown and are unbreakable.

A war hammer. It is normal in all ways except that it can be thrown as a projectile weapon and immediately thereafter will return to its owner's hand and can be used in the next combat turn.

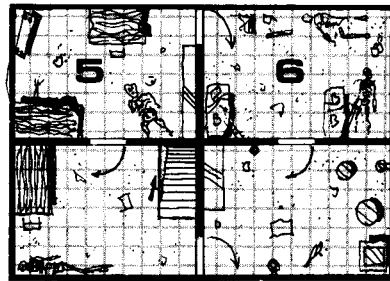
A note concerning prices for all of the above: don't sell them cheap, nor too dear – these things are here to be bought, but a profusion of them is undesirable. Sell them for what the market will bear.

Stealing the weapons or attacking the dwarf will free the Salamander on the island – the dwarf has been keeping it contained, and its monster rating suppressed – so when it comes off the island, its monster rating is twice as much, or 1100! If the dwarf is attacked, he will dodge and fend off any attack, then flee down the firepit (the dragon is his friend, after all). In short, the dwarf cannot be defeated in face-to-face combat, though if he is heinously struck down from behind, that's a different matter!

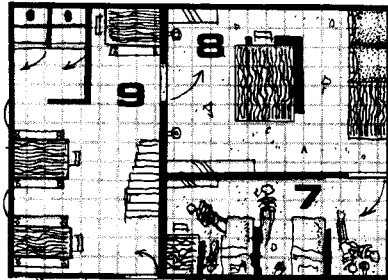
THE MANOR HOUSE



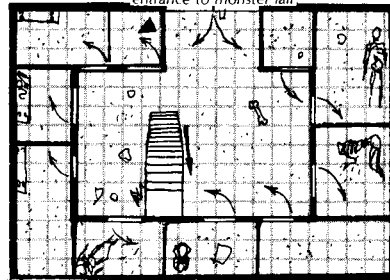
TOP FLOOR ▲



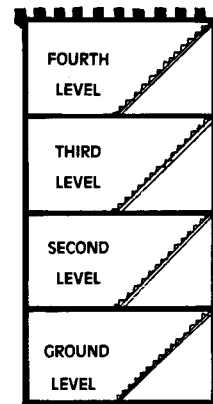
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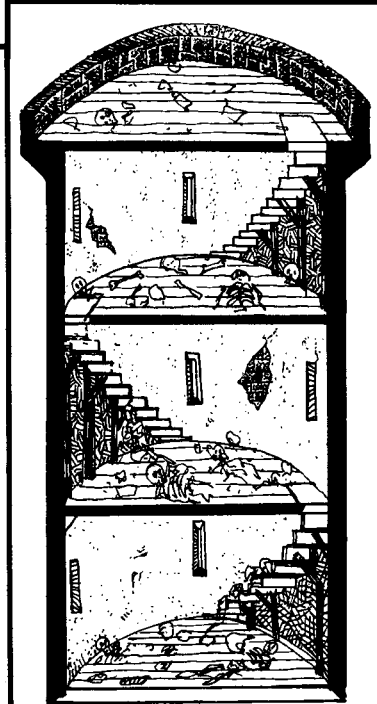
GROUND FLOOR ▲



DUNGEON LEVEL ▲



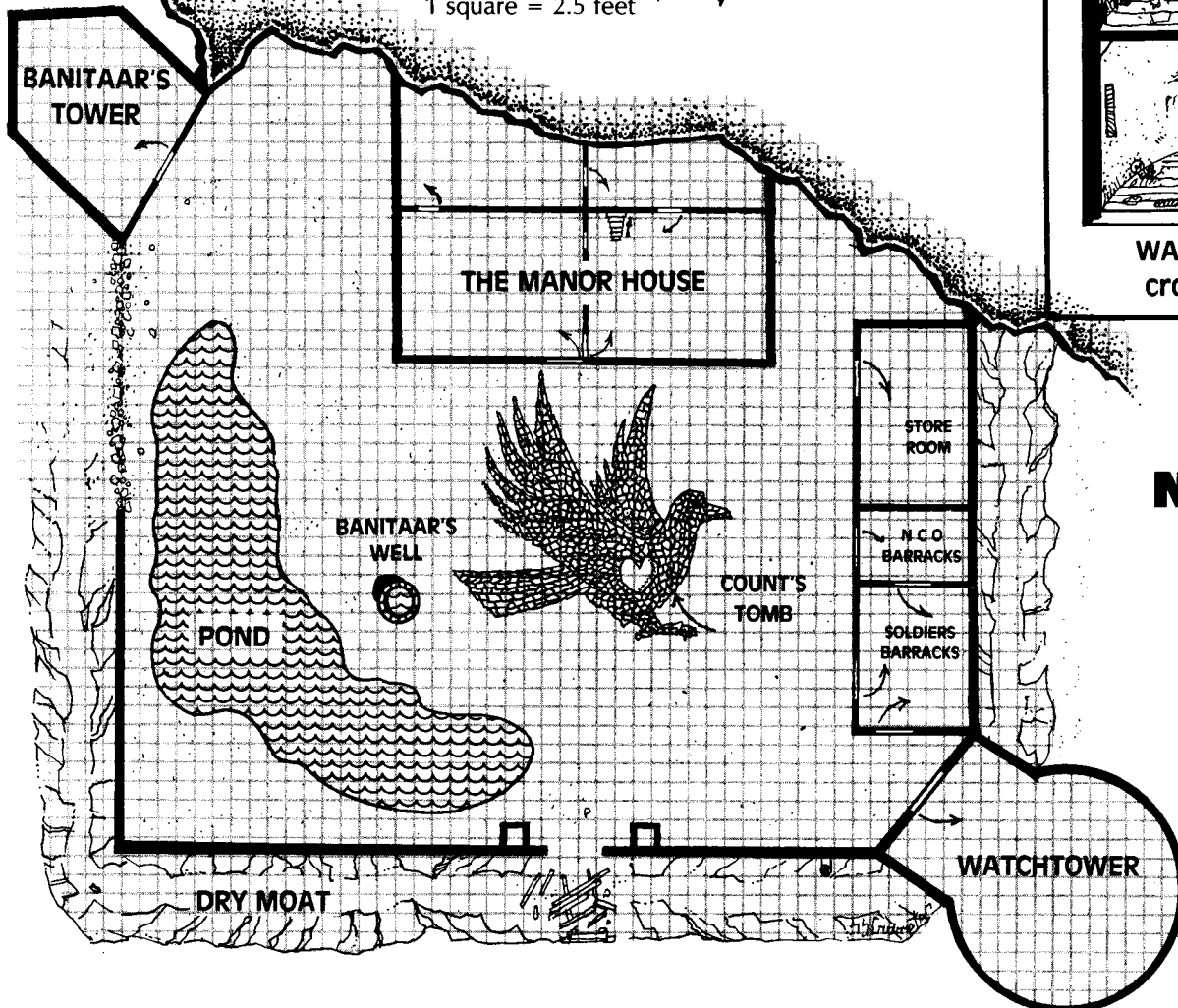
BANITAAR'S
TOWER:
cross-section








WATCHTOWER:
cross-section

CASTLE WARD

SCALE
1 square = 2.5 feet



KEY

-  Standard Doors
-  Secret Doors & Panels
-  Ladders
-  Pressure Plates & Traps
-  Water

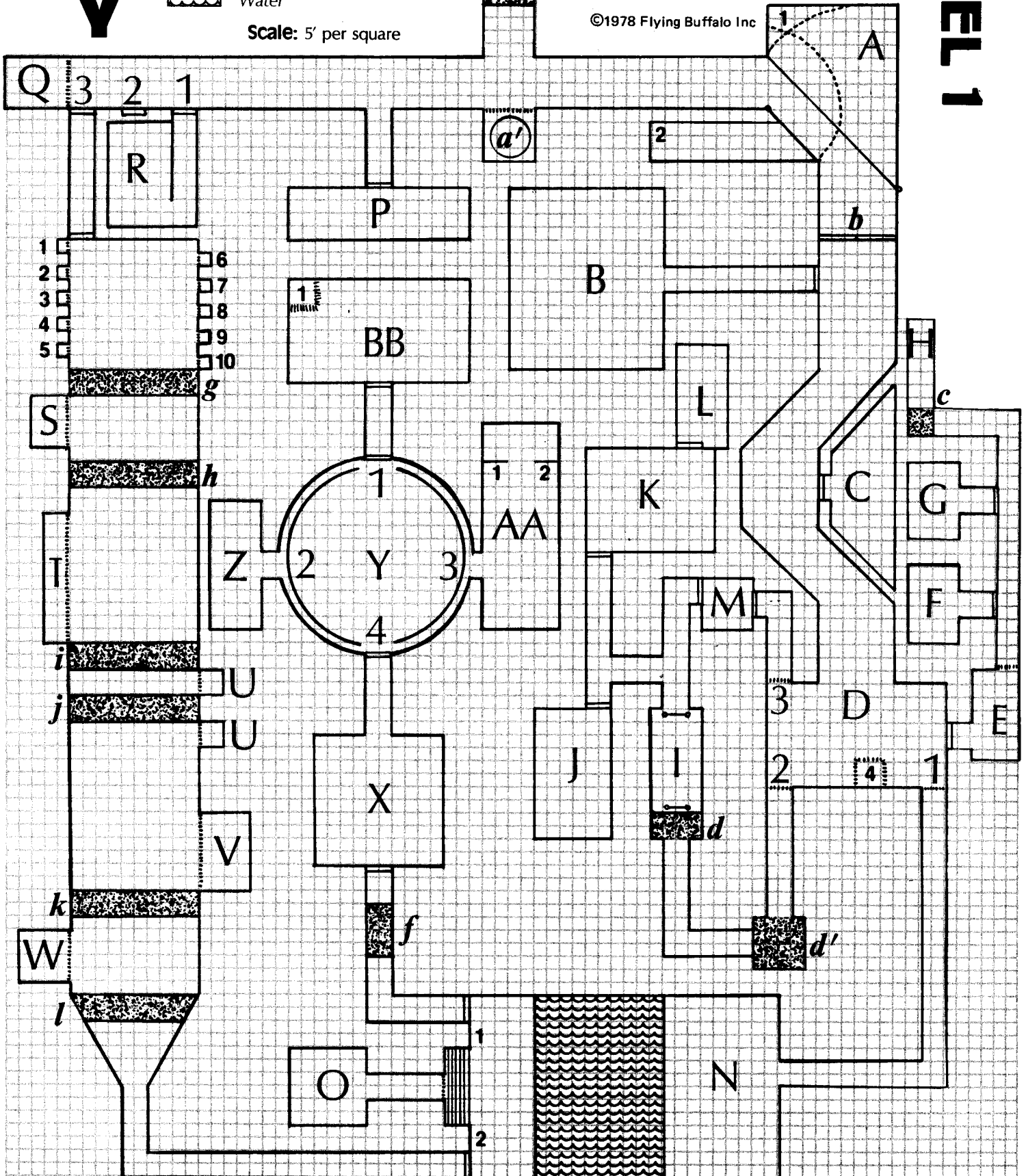
Scale: 5' per square

ENTRANCE

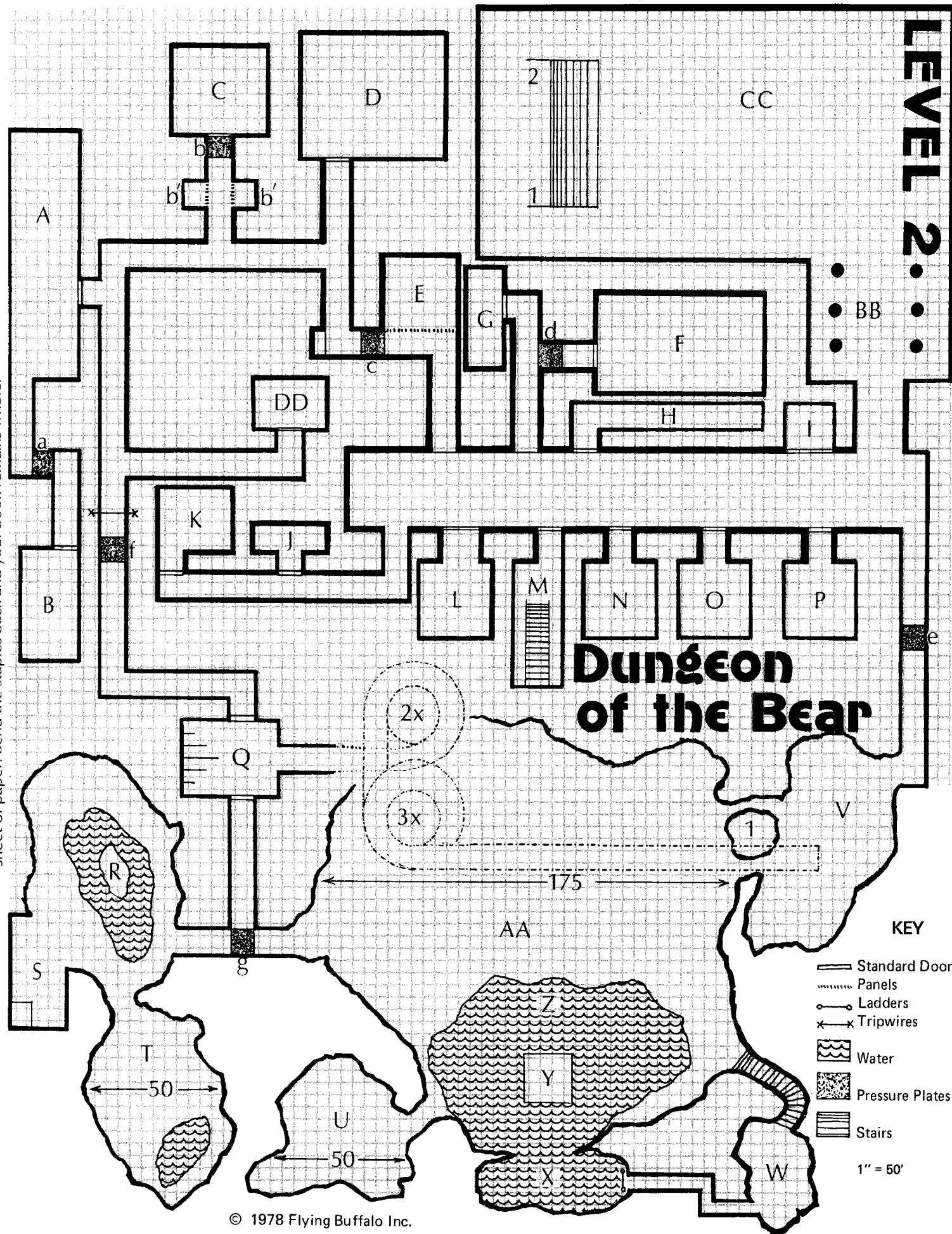
Dungeon of the Bear

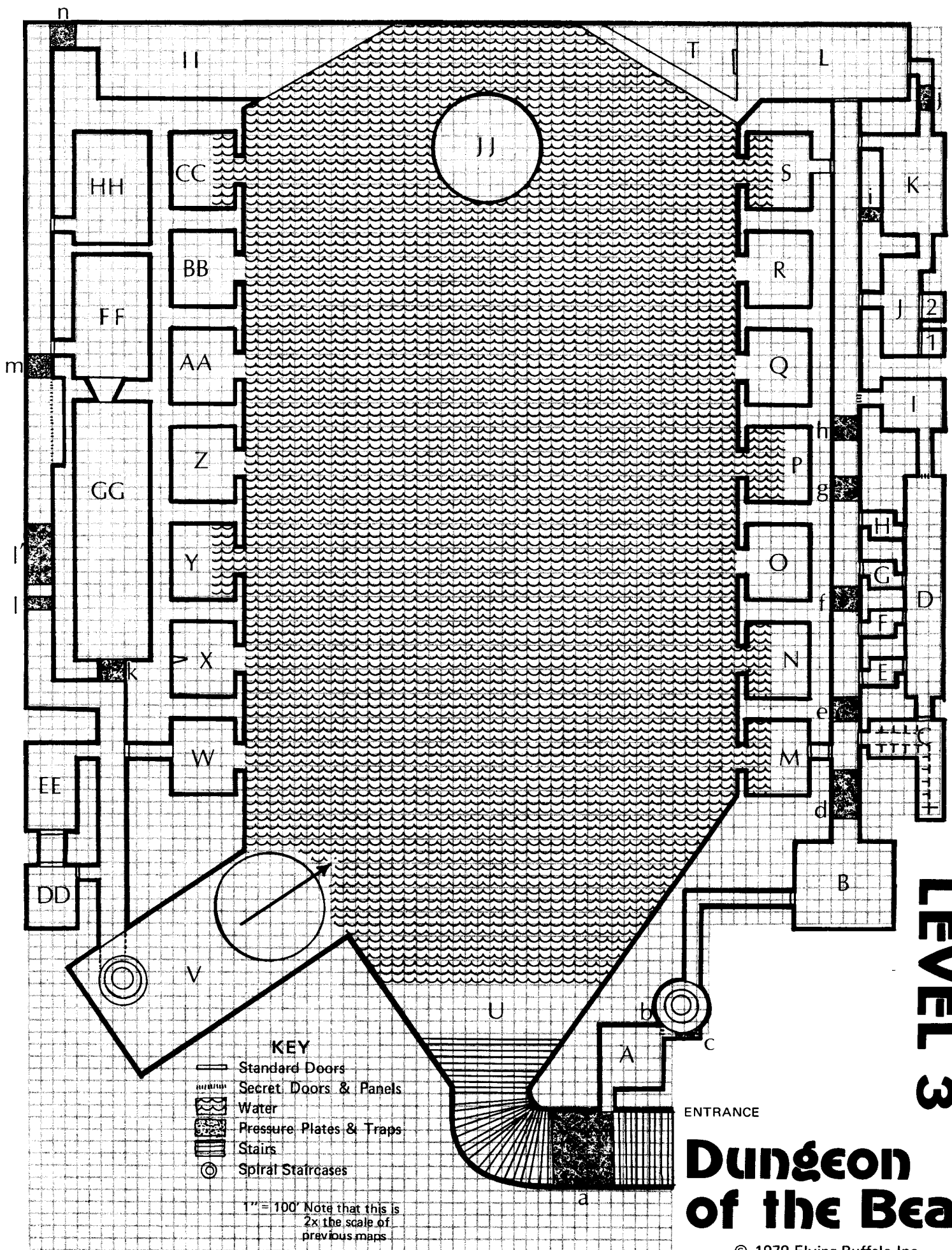
©1978 Flying Buffalo Inc

LEVEL 1



To use these maps, carefully bend up the staples and remove this sheet of paper. Bend the staples back and your book remains whole.





Room T. Contains the Fenris Wolf (or a reasonable facsimile thereof!). It has a MR of 575, and is held to the back of the room by a chain of gold worth 500 g.p. The chain is long enough to reach the doorway but no further; this doorway is enchanted like that of the Demon's in Room **B** – that is, only living bodies and what they carry will pass through. If the party can defeat the Wolf, they will find that this room also contains a pool in the back.

The pool is enchanted. If one character drinks from it, every metal item the character is carrying will turn to gold – weapons and armor included. The value will be whatever the metal weighs in gold pieces. If a second person drinks, that drinker will turn to gold himself. The value of this nifty gold statue will be the character's weight in gold. Note that the water has to be ingested to work the enchantment.

Room U. Appears to be empty. It has a packed dirt floor; once the party has entered to inspect the room, three Golems (MR 150 each) rise up out of the floor between the party and the entrance.

If defeated, the Golems disappear; one of them leaves behind a single gem of amber. This gem allows the bearer to summon an Earth Elemental with a MR equal to that character's combined attributes.

Room V. This room is a high vaulted chamber. Inside is a Giant (MR 320) with his wrists manacled together. If the party comes near, he will attempt to talk the party into freeing him. If they free him, he will then attack them. If the party refuses to help, he will attack them with his chains.

This room also contains two bags of gold (250 g.p. each) concealed beneath the Giant's pallet.

Room W. At the top of a 60' long flight of stairs the delvers will see a barred doorway. These bars are enchanted so that no projectiles or magic can pass between them. Behind the grating, which can be swung aside much like a normal door, the party can see a mammoth Cave Bear (MR 450).

Once the Bear has been disposed of, the party can locate a large, battered chest which contains 750 g.p. There is also a small 2' high crawlway which will eventually lead to Room **X**.

Room X. This is the reservoir into which Pool **Z** empties. The sides of the chamber are slimy with moisture and the only way to enter the water, 60' below, is via a slime-encrusted ladder. (A L2-SR (25 – LK) might be optional here if the GM feels it is warranted. A character doing a bellyflop from 60' up might well suffer some damage!)

The pool is crystal clear to a depth of about 100'. On the bottom of the pool is scattered a vast array of gold, jewels, and not a few bones. The net worth of these valuables is between 6,000 and 10,000 g.p. (at the GM's discretion). Unfortunately, atop this array of wealth is perched a tentacular horror that would do credit to the legendary Cthulhu! This monstrous octopus shares only the number of its appendages with its more timid brethren. It has a MR of 1200.

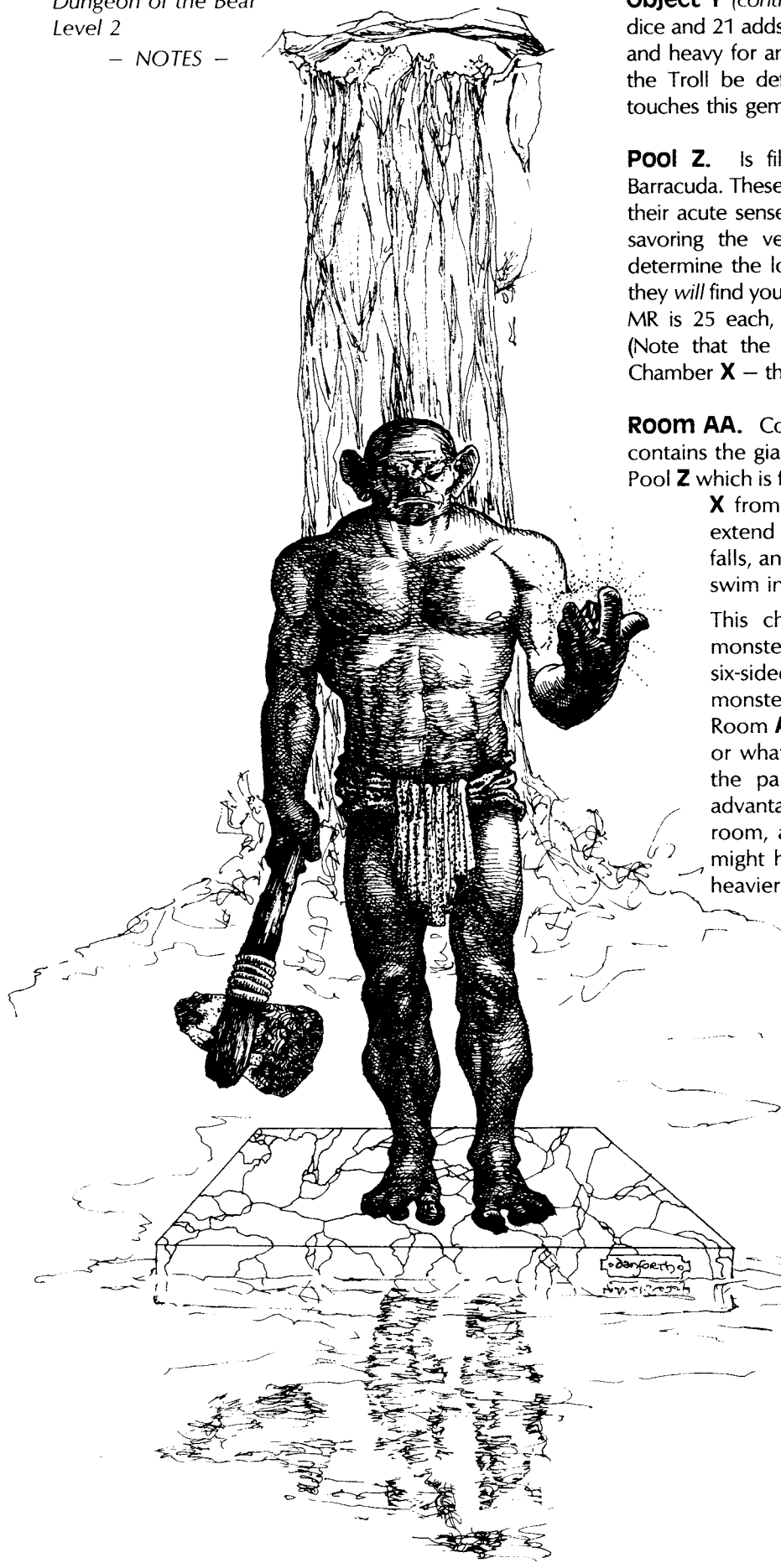
Several things should be kept in mind if the party decides to fight this horror. First, it is at the bottom of 100' of water. Multiple saving rolls at advanced levels would not be amiss, the longer the character tries to stay in the water. Also, unless special magic is involved, characters should be permitted to stay in the water no longer than 3 combat turns: 1 to dive down to the thing, 1 to fight, and 1 to regain the surface in time to avoid drowning. Excess armor and other forms of encumbrance should be taken into account as well. In addition, the party should have to fight at ½ to ¼ effectiveness (and that's being kind).

The water of the pool is enchanted such that it cannot be frozen or boiled. The water is constantly replenished from Pool **Z** and drains down outlets below. Further, there are some 60,000 cubic feet of water in this room at any given moment, so an ounce or two of dragon's venom poured in the water won't bother this beastie at all.

This creature is tough. However, if the party can defeat it they will find that one of the drains is also a watery entrance to Level Three!

Object Y. A huge, grotesque statue of a Troll which represents a monster in Room **AA**. In one hand he holds outstretched an enchanted gem (worth 1500 g.p.); in the other is a huge stony ax.

The jewel is the Gem of Immobility and will hold any man or monster in stasis when touched. When the gem is removed from the statue's hand, the Troll comes to life and immediately attacks those who try to steal the gem. The Troll has a MR of 750, (continued on next page)



Object Y (continued) and the ax gives him an additional 28 dice and 21 adds. (Note that this weapon is too big, unwieldy, and heavy for any vaguely human character to wield, should the Troll be defeated). Remember that if a party member touches this gem, he too will be immobilized.

Pool Z. Is filled with the infamous subterranean Cave Barracuda. These rapacious beasts are born blind but rely on their acute sense of taste to tell them when food is near. By savoring the very medium in which they live, they can determine the location of their next meal! Enter **Pool Z** and they will find you! To determine their number, roll 5d6. As their MR is 25 each, the GM should use his discretion carefully. (Note that the Barracuda will not swim into the pool in Chamber **X** — they know what kind of creature lives there!)

Room AA. Connects most of the Rooms **R** through **X**. It contains the giant Troll Statue, which is Object **Y**, and also **Pool Z** which is filled from a waterfall which masks Chamber **X** from view. The edge around **Pool Z** does not extend sufficiently to allow one to walk under the falls, and into Chamber **X**, although it is possible to swim in.

This chamber serves as a mustering room for monster patrols. To populate this room, use 3 or 4 six-sided dice to obtain a certain number of monsters — a good assortment can be taken from Room **A**. Be sure to toss in a few orcish (or trollish, or whatever) magic-users to balance with those in the party, or the delvers will have a decided advantage. Moreover, remember this is a rallying room, and if the monsters are too weak, the GM might have them run away and return with some heavier reinforcements!

Point **1** between Room **AA** and Room **V** is a stalagmite which blocks the passage, making two smaller passages.

Room BB. This is the entrance to the Hall of the Stairs. Preventing the party from finding out why it is so named are two giant Demon Dogs. These animals have been the servants of the ancient gods for centuries, guarding their temples, shrines, and the palaces of the gods' divine representatives on earth. These Dogs are blessed with scaled, grimacing faces, dinosaur-like neck flanges, and the ability to breathe fire. (I have been assured that this particular breed is *not* recognized by the American Kennel Club!) The Dogs have a MR of 300 each and receive an additional 15 dice for their flaming breath. The Dogs are chained to pillars (at Points **1** and **2**) by stout chains long enough to reach the double doors at the entrance to this room.

The treasure of this part of the room is the sword *Diamond Death*. It can only be found if a member of the party proceeds

Room BB (continued) down the hall to Point **3** and makes a L2-SR (25 – LK), if the roll is successful, he trips over the sword. The reason for this is that this blade is a crystalline substance so transparent as to go completely unnoticed.

The blade is worth 13-d6 in combat and contains a spell which works only when it is in use and is otherwise undetectable. This spell doubles the combat adds of the bearer. However, all is not peaches and cream with this sword! For one, when someone lays hand to this sword, they cannot get rid of it, or the sword will return and slay the owner. Two, it is somewhat vampiric, and the character must slay or aid in killing a *humanoid* being every ten turns. If no monsters are available, the bearer of Diamond Death must attack fellow party-members, and if the character is alone the sword will feast on its owner, leaving nothing behind but a few drops of blood!

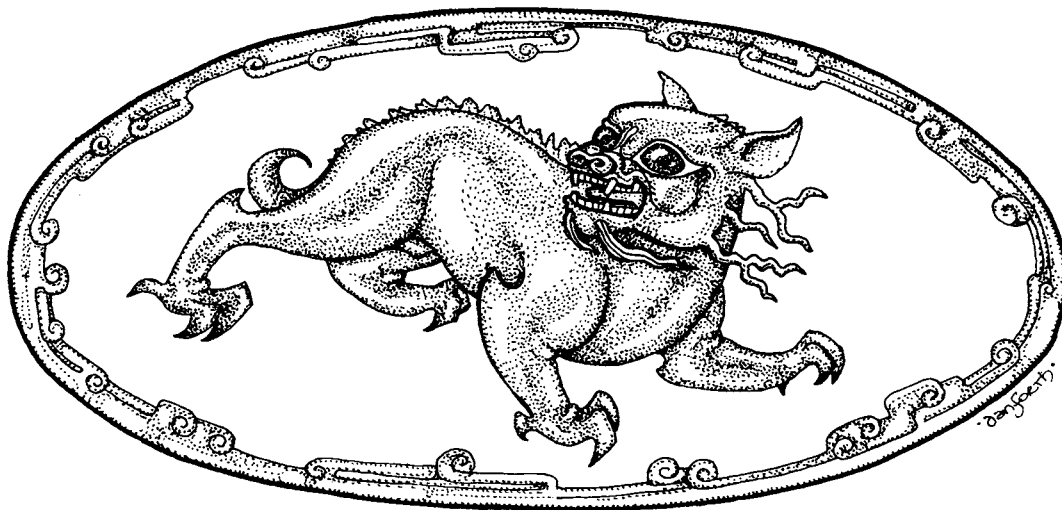
Room CC. In here is the Advance Guard for Level Three: 2 – 12 third level Orcs (MR 75 – 85 each). They are mounted on Wargs, the large intelligent wolves created for the Wizard Wars by the biotechnicians of Khazan! Each Warg has a MR of 100.

To make the odds even tougher for the party, the GM may wish to armor the Orcs with enchanted ring mail that will totally disrupt magic of sixth level or lower. A note to the GM – if the party can defeat the Orcs and strip the bodies for the mail, they will find that this enchantment also pertains to *friendly* magic within 50' radius. Don't tell them now, let them take the mail, then tell them when it makes a difference! That is, a *Hidey Hole* will be useless, and spells like *Mirage*, *Take That You Fiend!*, and even a simple *Will-o-Wisp* will go completely awry. However, this disruption will not affect magic blades (like Diamond Death, for example) and similar artifacts.

The Orcs will wait until the party has finished with the Demon Dogs before attacking. If the party is too weak, they will just laugh and tell the party to flee. If the Orcs are attacked and are winning, they will not pursue survivors. If the Orcs seem likely to lose they will flee down the stairs.

At the head of the stairs are a Griffin (MR of 560, at Point **1**) and Cerberus (MR of 680, at Point **2**). These are to discourage entry to Level Three by the unprepared!

Room DD. The ladder which leads down from Level One (Room **BB**) comes into this room. While Wandering Monsters might await the party, there are no traps nor stationed monsters in this room.



LEVEL THREE

– NOTES –

Some Notes to the Game Master: Since this is the deepest level of *Dungeon of the Bear*, it is the heart of the monsters' homeland and they are prepared to defend the places where they live. This dungeon level is perfectly designed to be run in a military manner – there is Surveillance and Control Center (Room II) from which orders can be dictated and strategies devised; the monsters are organized and cooperating with each other – they do not merely wander the corridors here, they *patrol*. Woe to the party that delves here expecting only thick-skulled trolls and gullible gremlins! (Of course, you are not obligated to run it in this manner – it is not a part of the T&T philosophy to tell you you *must* do something a certain way.)

Wandering monsters are to be expected; a small assortment can be found listed at Room **A**. Which monsters to spring, how many, and their special abilities are variable, based on the fact that the delving parties will differ in their abilities as well. It is the GM's responsibility to give the party a challenge, usually without killing them outright. Thus, monsters (especially the wandering type) may vary widely in type, number, and MR.

As high-level wizards can give GMs unusual difficulties, you may wish to slow down their depredations by equipping the monsters with some of the following magical devices (or versions of them). This should force the mages to use innovative forms of attack, or to shift the bulk of combat onto the shoulders of the warriors.

Mail: proof against *Take That, You Fiend!* spells.

Amulets: see through *Hidey Hole*.

Rings: stop direct magical attacks, like *Take That, You Fiend!* or *Mind Pox*. Such rings should be graded to stop spells 3rd level and below, 5th level and below, etc. – whatever handicap the party seems to warrant.

Use these devices very very sparingly, as (obviously) they will quickly become excellent treasures in and of themselves.

Note that Trap **a** allows you to direct the party into the corridors behind Room **A**, or into the lake area, Room **U**. Also note that the map for Level Three is twice the scale of the maps for Levels One and Two! In this case, 1" = 100'.

The primary entrance to Level Three is a long stairway descending towards Trap **a**. This stairway descends from Room **CC** on Level Two. (If Room **X** is used as an entrance to Level Three, it will deposit character(s) into Room **U** of this level. However, if a character can: a) breathe water, b) kill the giant octopus, c) find his way through cracks and crevices to the "leak" in the roof of Room **U**, and finally, d) survive the fall of over 200' to the flooded floor – then I seriously doubt this third level will challenge him much!)

Descending the stairs, the party will come to a landing (Trap **a**).

Trap a. This trap alters the garrison of monsters in Room **A**. It is here that the GM may choose to let the party pass unmolested into Room **U**, or to have the monsters attack. In the latter case, assuming the party's survival, they will be led into the corridors behind Room **A**.

If the monsters attack, they will drop a pair of steel portcullis at either side of the landing (which is the trap, and large at that). This prevents grand maneuvering on the part of the delvers.

Room **A**. This room is armory and housing for a simple guard detachment of monsters. The GM may derive the number of monsters by rolling 2 six-sided dice; the choice of monsters will depend on the GM's assessment of the party's strength.

Orcs monster rating between 75 – 85 each

Half Orcs monster rating between 85 – 105 each

Ogres monster rating between 105 – 125 each

Trolls monster rating between 125 – 150 each

The monsters have a device which permits them to observe the landing. The party can find weapons here (though not more than eight or ten of any particular type) if they are in need of any. The concealed door at **b** can be opened by the relief of the guard from the opposite side. It can only be found by an *Oh There It Is* or by a character with a LK greater than 50!

Door b. Non-magical, secret from the direction of Room **A**. If the door is opened by the guard relief (i.e., should the party wait around for them) then Traps **C** through **h** will not function, as this allows the monster garrison safe passage. However, if the door is smashed through, or otherwise tampered with, then all these traps are primed and ready.

Trap c. On the fifth step of the spiral staircase is a mechanical release which causes all the stairs to tilt, forming a spiraling chute the remainder of the way down. Any characters on the stairs when this occurs must make L3-SR (30 – LK). Hits are taken according to the amount the SR was missed by, thus accounting for bruises or broken bones. Stairs descend 100'.

Room B. In this room is a 30' long bronze statue of a scorpion which radiates magic. The scorpion's stinger is poised about 7' off the floor, curving over the monster's back. It is a sickle-shaped crystal with an obvious value over 1000 g.p. It is carved with gold-inlaid runes, and it also radiates magic.

If any member of the party attempts to remove the stinger, the scorpion comes to life with a MR of 1000. It also gets an additional 20 dice for its exceptional agility and monstrous claws. If the party gets into a fight, whether they win or lose(!) all party members who get close enough to hit the creature must make a L3-SR (30 – DEX) to avoid the sting, which does not otherwise count in the monster's attack. If anyone attacks the scorpion while it is only a statue, the creature will not come to life, and the character's attack will have no effect.

If a character misses the SR, he must take 1 hit against CON; he will continue to lose 1 point from his CON every turn until healed (magic is the most likely method). The stinger's effect is *not* poison, so anti-toxins will not assist, nor will a *Too-Bad Toxin*. Neither is the damage a function of any disease. A *Curses Foiled* will stop the continuing drain of CON but it will not heal points which have already been lost. A *Poor Baby* will return the lost points, but will not stop the effect of the sting until *all* Constitution points are returned to the wounded person. The wound will then close.

If the monster is disposed of, the stinger will come free easily. If used to fight with, it will get 1 die + 4 in combat. Any wound it inflicts will not close unless healed by magic as noted above.

Trap d. If the party is following the monster relief detail, this trap will not activate. Otherwise, this trap is a rotating floor plate mounted on a pivot which runs the length of the plate. When 400 pounds or more are put on the plate the supports on either side break, dropping the "weight" (a person, presumably!) into a pit 50' deep. To survive, a character must make a L5-SR (40 – LK), taking hits according to how much the SR was missed by.

Room C. Contains 1 – 6 "Keepers", derived from the list attached to Room **A**. They will probably try to alert Room **D** if delvers enter this room, which contains holding pens for the laboratory in Room **D**. A sample mix of animals and others is given below; you may wish to alter these as time passes:

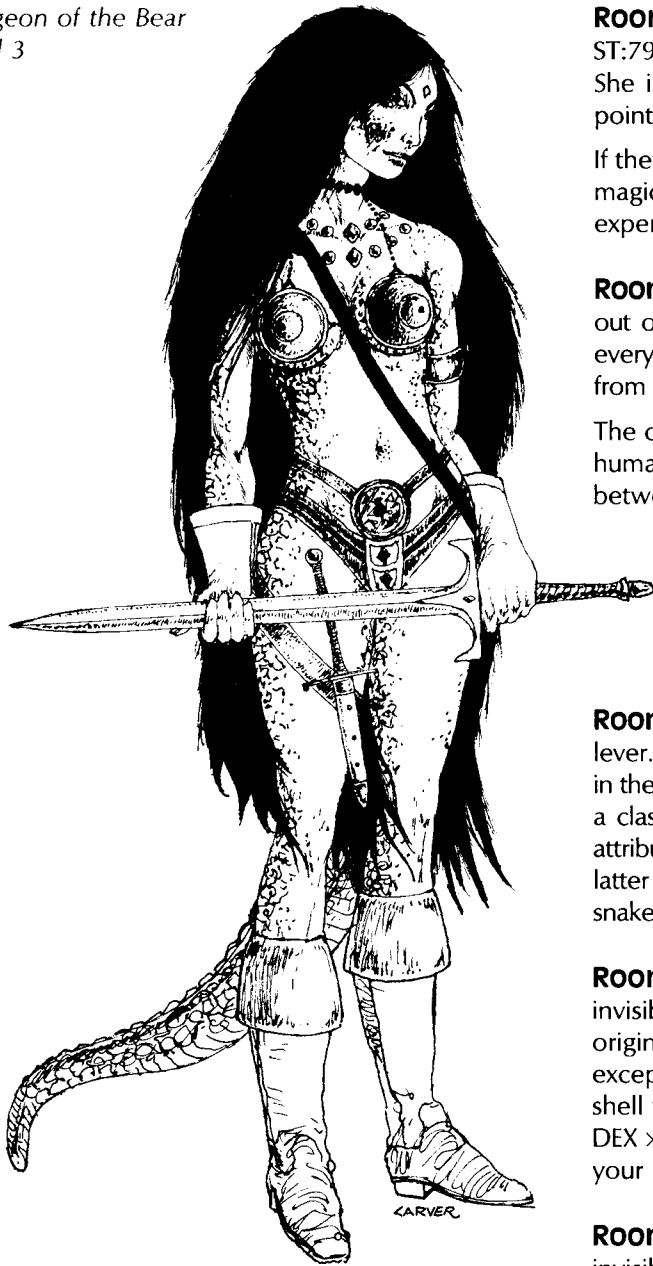
- ☐ 10 empty cells
- ☐ 2 cages with 3 crocodiles each (MR 50)
- ☐ 2 cages with jungle cats (MR 65)
- ☐ 2 cages with bears (MR 100)
- ☐ dwarvish warrior, L3 (ST:36, IQ:12, LK:17, CON:28, DEX:12, WIZ:11, SPD:13, CHR:12)
- ☐ human hostage, female. Indeterminate value, high charisma
- ☐ frantic orc, L2 (ST:28, IQ:10, LK:28, CON:16, DEX:18, WIZ:11, SPD:15, CHR:11)

The animals are usually not tame (nor especially tameable); the humanoids can give little information about the area (even the orc, who was a delver's companion and not a dungeon monster).

Room D. This is "The Lab" where the mad orcish wizard Crackedclaw Mindmush creates monsters for higher levels. His mystical devices permit him to create humanoid-animal hybrids which are then bent to his will. He is a L12 wizard; there is a 50% chance he will be inside the Lab at the time the delvers enter. If present, he will have a bodyguard of 3 Ogres, each with a MR of 120.

Even if Mindmush is not in the room, two of his latest victims are. One is a Troll-Lion (MR 450) who is loose. There is also a female warrior-alligator combination who is chained to a wall nearby. The GM may choose to have her already mesmerized by the wizard or not, as desired. In the former case, once freed she could attack the party. Alternately, she might throw in with them. She looks just like a human warrior but has the pebbly skin of a gila monster or iguana and a

(continued on next page)



Room D (continued) very powerful tail. Her attributes are: ST:79, IQ:11, LK:63, CON:79, DEX:73, CHR:16, WIZ:23, SPD:23. She is a L7 character and already has 15,100 experience points. She attacks as any other human-rated character.

If they look, the party can find in the room about a dozen non-magical gems who the wizard has used to mesmerize his experiments into submission. Combined total value: 3500 g.p.

Room E. Inside is a wolf (MR 175). There is a large lever sticking out of the floor. If anyone tries to enter, an invisible wall stops everyone but the very first character; it will also stop this character from leaving. Then, with a blinding flash, the wolf disappears!

The character who entered the room has been changed into a humanoid man-wolf (i.e. halfman, halfwolf, but not changeable between). Adjust his attributes as follows: $ST \times 2\frac{1}{2}$, $LK \times \frac{2}{3}$, $CON \times 3$, $DEX \times \frac{3}{4}$. The character's CHR should be adjusted to suit the GM, keeping in mind that the party of delvers has most likely seen weirder things . . . The lever in the floor will allow the character to get out of the room, and the party to enter without changing.

Room F. In this room is an 25-foot long Anaconda, and a floor lever. Again, there is an invisible wall (as in Room E) which works in the same fashion. In this case, the character becomes similar to a classical Naga, serpent-like from the waist down only. Adjust attributes as follows: $ST \times 3\frac{1}{2}$, $LK \times \frac{1}{2}$, $CON \times 2$, and $CHR \times 2$ (the latter is due to a very slight mesmerizing talent, such as that which snakes are reputed to have over birds).

Room G. Here is a Tortoise inside, and another lever and invisible wall. In this case, the character will retain his or her original form, but will grow a hard shell over most of the body except for the face, hands and feet, and around limb joints. This shell takes 100 hits, but it causes these attribute modifications: $DEX \times \frac{1}{4}$ and $CHR \times \frac{3}{4}$ (at least). (GMs: lower the CHR further at your discretion.)

Room H. Another room similar to Room E; the lever and invisible wall are present, but the room appears to be empty.

Actually, the room contains a small spider. If a character enters, he will gain two extra arms, and six extra eyes spaced evenly around his head. The character also gets a set of mandibles instead of jaws and lips. The character must make a L5-SR (40 - IQ) to see if the hideous transformation will drive him mad. Even if he does not go mad and attack the party, his CHR should be reduced to $\frac{1}{4}$ its previous value. He will be harder to surprise, having eyes to look all around with. (GMs: rule concerning the efficiency of his extra arms.)

Room I. The two doors are concealed. As this is the mad orc-wizard's study, if he is "at home", the GM should play it in that manner. Otherwise, an *Oh There It Is* will reveal the location of the doors. If Mindmush was not in The Lab, there is a 50% chance he will be here instead, complete with six Ogre bodyguards (MR 120 each).

In a glass case on the wall are 4 flasks of liquid; they reek of magic. The case is locked and there is a magical presence in the room. If anyone touches the glass case (by any means) a Demon will appear, prepared to defend the case. It will have the same attributes, skills, and weaponry as the character who touched the case. To make matters worse, the Demon can be seen and attacked only by the character who triggered its presence!

If the character defeats the Demon, he may open the case and remove one flask. If anyone should try for another, the Demon returns and the fight begins anew. The liquid in these flasks will undo the changes wrought in Rooms E through H.

Trap e. A sliding panel. When a character steps on it, the panel snaps to the right; the delver falls a mere 3' into the shallow pit below, but the floor plate automatically recloses with a snap! The leading edge of the plate is sharpened steel, so to escape being bisected, the character must make a L6-SR (45 – DEX). A knowledgeable character may dive flat, whereupon his companions must dig him out, as the trap is counterweighted and will therefore spring only once. Walking fairies, short dwarves, hobbits, goblins, and leprechauns will not be sliced, but will be trapped beneath the panel.

Trap f. This is a tilt plate set in the floor, hinged at one end. When the character steps on it, he will be dropped into a pit 25' deep, filled with 5' long spikes. A L4-SR (35 – LK) is required to save the character from any hits; if he misses, he should take hits equal to how much the saving roll was missed by.

Trap g. Is a pressure plate on the floor, triggered by around 400 pounds of weight. This weight releases a 20' x 20' metal grid which is divided into 1" squares. The steel is 2" thick and the grid is forced down by a pneumatic press of 20,000 tons pressure! A L4-SR (35 – LK) is required from everyone on the plate.

Trap h. Magic radiates from this plate; it is triggered by the presence of fairies. Thousands of small openings appear in the floor, and a powerful blast of air blows anything weighing less than 25 lbs. (and not fastened to something heavier) up to the ceiling. There, a panel conceals a set of massive wire brushes which whirl at horrific speeds. The panel whips aside, and fairies (and anything else) are literally "brushed to death" by this enormous "paint stripper"!

Room J. This is the Monsters' Kitchen. There are ranges, pots, pans, etc. – in fact, all that one would expect to see in a food-preparation establishment. The doors at Point **1** and **2** are large vault-like affairs from which the party senses magic.

Behind Point **1** is the "refrigerator." The first character who opens the door will be frozen solid by an Ice Elemental (MR 1250). GMs should note that when the party fights this being, they may become too cold to fight at their best. If you find the party too tough, this is sufficient justification to halve their attack.

In one corner of the "fridge" is a magical, pale blue gemstone worth 3500 g.p. It allows its bearer to summon an Ice Elemental of MR 250 – an icy shadow of the guardian Elemental, but still tough in its own right.

The door at Point **2** is iron-walled with a large red crystal in the far wall. The entire room is magical. If the party enters or the jewel is touched, the door closes behind them and the walls heat up rapidly. This is obviously the oven and everything quickly becomes red-hot! The iron walls are very tough and, in this situation, the amount of force required to break out will best be judged by the GM. Also, have the dungeon monsters been fed recently? Perhaps the cooks will come along before the party is too well-done. . .

To the party's probable chagrin, the red crystal is a decoy, non-magical and worth a mere 300 g.p.

Trap i. This is actually in a small corridor. The trap is set when one door is opened; it is sprung when the latch of the second door is turned. This action closes and locks both doors, trapping the party. Poisonous gas is then pumped in. This stuff is extremely toxic and will kill the party in two combat turns (assuming they hold their breath for most of the first combat turn!). Even during the first combat turn the party will have to endure 2 hits (directly against CON). The doors are thick enough to resist even dwarvish pickaxes for 1 combat turn unless the party can muster a combined ST total of 300.

Room K. This is the Common Room for the monsters. Here they wait for their time on watch, or for foray assignments. There should be 4 – 24 monsters here at any given time (roll 4d6; a selection of monsters can be taken from Room **A**). If the party loots the bodies, they may find between 100 - 900 g.p. total (wagering money for the monsters).

Trap j. A simple pressure plate which triggers a stone block deadfall. The block weighs 50 tons; characters must make a L3-SR (30 – DEX) to leap aside.

Room L. Monster barracks. Contains 30 – 70 monsters; consult the list given previously for type and MR. The adjoining corridor allows the monsters to man archery slits from which they can cover Room **U**. There are no outside entrances from the lake area into this room or Room **T**.

Room M. This room is entered through a door, then a short corridor, then another door (this applies when entering from the corridors, not from the lake). This room is actually a chamber off Room **U**. In it are 3 to 18 crocodiles (roll 3d6) which are 8' to 15' in length. Their average MR is 50 (GMs: raise or lower this at your discretion). The party can see into the lake area from the doorway of this room.

Fastened to the floor in the center of this room is a chest. If the party gets through the (hungry) crocodiles, they will find inside the chest a magical gem which emits a red glow. If someone touches it with a bare hand it will graft itself to the character's palm. The character will then undergo such excruciatingly mind-numbing pain that his IQ drops to an effective zero and will automatically go berserk. He will do violence to others or himself until the gem is either torn loose or the hand (and gem) are cut off. Both solutions have the same effect: the hand is permanently ruined. The gem is worth 300 g.p. but it must never touch living flesh, or it will bind itself as above, causing the same reaction. A LVL 13 *Curses Foiled* will render the gem harmless.

Room N. In this room are a family of hippo-like creatures; they are carnivorous and feed on the crocodiles in Room **M**. They are rather testy and may even swim out to attack the party as it passes. Each creature has a MR of 250; there will be 2–7 of them (roll 1d6 and add 1).

This room also contains a number of fist-sized rocks which have veins of gold running through them. (A good way to get the number of rocks to be found is $100 \times$ the number of monsters which protected them). Each rock weighs 10 weight units, but contains only enough gold to be worth 1 g.p.

Room O. Nesting room of a swarm of Blood Bats (MR 15 each), the overgrown relatives of the vampire bat. Their flock will number at any given time from 30 – 180 ($3d6 \times 10$). They thrive on their smaller fellows and occasionally on those larger monsters that laze about. However, the bats are prone to swarming (and taking on larger, active prey) when excited or hungry. The cave will never be empty of bats, as there are always a few "hanging around."

The cave contains nothing of apparent value, save for a silvery net that is a square 20' x 20' and has weights on all four corners. It radiates magic. This is the *Net of Containment* which, when cast over a foe (or foes) will prevent them from escaping or attacking *if* all four corners touch the ground! There are many qualifications to this, but basically it cannot be raised from below if all corners touch; yet any being with a man's strength can lift it from above, or from below if even one corner is not touching the ground. It will hold whatever it can cover. For example, a 12' tall Troll standing up could easily throw it off, but if he should fall and the Net is cast over his torso, he would be unable to rise. Likewise, the Net could be draped over a Dragon's foot which the Dragon then could not lift ... it could, however, simply reach over with its other paw and lift it off easily.

If you wonder what happened to the previous owner, you might say his luck took flight when he cast the Net over some bats and they flew off with it instead of letting it pull them to the ground.

Room P. This room is home for the great-grandmother of all Water Snakes (MR 2000). Its venom is second only to Dragons and Sea Snakes (which have a fast-acting neuro-toxin). It is also a constrictor and thinks nothing of snacking on Trolls or the hippo-like creatures in Room **N**.

The Water Snake is of the same species as those found on the upper levels; the eggs are a potent aphrodisiac. Also, the shells of the eggs are gold. The value of each egg is 1200 g.p. of which 1000 g.p. is the resale value of the aphrodisiac. This mama has three eggs (each weighs 200).

Room Q. In this room are a troop of half-human monsters straight out of ancient legend (and the mad wizard's laboratories!): Harpies. There are from 12 – 24 of these creatures with a MR of 35 each. They protect the chest in the back of the room which contains a gem worth 1500 g.p.. The chest is magical as well, and will transform any female character into a harpy with these changes to her attributes: ST $\times 3/2$, IQ $\times 2/3$, CON $\times 3/2$, and DEX to 3 (because her hands and arms are transformed into wings). If the character retains an IQ of 13 or more she will remember how to speak Common Tongue and can communicate with the party. The gem will have no effect on a male character.

Room R. Behind an impenetrable wall (of such high power that it is virtually undetectable) there stands a Wizard. He says that only wizards may enter or leave the room, but he may not (although he is a L6 mage). He offers a wondrous prize to anyone who will free him.

If a wizard from the party enters the room, the other wizard tells him that only one of them may leave, as the room's magic isn't choosy — it simply needs to imprison one mage. He laughs confidently and says he will be fair and fight the party's wizard for the right to leave. He adds that if one of them dies, then the other will have to remain since the room must hold at least one live wizard. The party's wizard will not be permitted to leave to "fetch weapons" or the like, and thus sneak out. Further, the party will find they cannot throw anything into the room, as the wall is in full force until one of the wizards has left.

The wizard in the cave has an iron orb on the end of his deluxe staff which will hold five times his natural WIZ as a reservoir of power. The room, fortunately, dampens this effect and he cannot use the staff as anything but an ordinary deluxe staff. His attributes are: ST:24, IQ:47, LK:24, CON:12, DEX:36, CHR:12, WIZ:60, SPD:19.

The reward for defeating this wizard is the *Iron Orb* which is fully effective outside this room. Note that if the party fights the wizard after he exits the room (having somehow ensorcelled the party's wizard and effecting his escape), the L6 wizard will have full use of the Orb's powers, or a spare reserve of 300 stored WIZ units! The party may choose to sell out their former partner or tell the wizard he must find his own way out, at which point he will simply fly away. He is not a companionable person, and unless the party has been very polite indeed, he probably will not seriously consider joining them through the dungeon. (If the GM rolls a 1 on one cast of 1d6, he will be more likely to remain, stay).

Room S. This is the boat dock for the monsters. In this area are three 30' long boats and 6 — 10 Trollish dock hands and boatman (MR 135 each). These boatmen have a gem that wards off attack by tentacled horrors; it is worth 500 g.p. if sold. (A note to the GM: keep this crew in mind if action gets slow when a party is boating around on the lake in Room U.)

Room T. This room is the treasure vault where the monsters keep the loot collected from slain and captured dungeon delvers; this also includes items taken on raids outside the dungeon. The contents of this vault are as follows: 1000 mithril pieces (value 10,000 g.p.), 50,000 g.p., 300,000 s.p. (value 30,000 g.p.), and 1,000,000 c.p. (value 10,000 g.p.). The vault also contains a pouch full of jewels (100 in number and weight) worth 300 g.p. each. There is a total estimated value of over 130,000 g.p. behind that door, with an estimated weight of 1,351,000 weight units, or approximately 67 tons, of which over 50 is in copper alone!

Naturally enough, there are a number of magical safeguards:

1) All the treasure is covered with a spell (L5) which prevents oxidation, corrosion, dents, dings, and tarnish. This prevents characters from separating the coins according to their magical properties, as everything is magical.

2) One gold piece has a spell (L8) which changes gold to silver. One of the silver pieces has a spell (L7) that changes silver to copper. One copper piece has a spell (L6) that changes copper to iron. If party does not nullify these spells, at their own levels, either by casting a *Dispell* at the appropriate level, or by finding the appropriate coin and leaving it behind when the other coins are removed, each coin will function as indicated when mixed in with the appropriate coinage.

3) Among the jewels is one which gives the bearer The Silver Touch (remember Midas?). Consider this a L9 curse for purposes of magical nullification.

4) One jewel causes the bearer to gain 5 lbs. every turn; this should be considered a curse at L10. The GM should note that after the character has tripled his weight his DEX should begin to be reduced, and after gaining six or eight times his original weight, the character will begin to experience impaired mobility and increased probability of heart attacks, to say nothing of the fact that his armor will no longer fit after about 5 or 10 turns under this curse!

5) One jewel causes the bearer to explode (violently!) on contact with sunlight (L11 curse). It is at the GM's discretion to tell the player this immediately or upon his reaching the surface.

6) Finally, if any of the mithril pieces are removed from the room, the monster that is Object JJ becomes activated. While it cannot reach directly into Room T, woe to the party that tries to remove the tons of treasure via boat!

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Room T (continued) Concerning the nature of all the magic noted above: A magic-user must be of the same or greater level to negate or even isolate the magic involved. A *Detect Magic* will reveal the existence of magic (possibly to the point of overload!) and an *Omni-Eye* will give the level of the magic involved (one item at a time, rightfully). The *Omni-Eye* will not isolate, or “point out” a magical coin or gem, however. If the party seeks to isolate the magic manually, it is suggested to the GM that wandering monsters (or those sent from Dungeon Control) can be introduced to keep their concentration erratic at best!

Room U. This room is entered from the long stairs which widen out to cross the room from wall to wall. The stairs descend below the surface of the lake which fills the room. On the stairs, three types of water transport are drawn up.

The largest is a 30'x30' raft without poles or oars. This will hold about 20 human-sized beings (approximately 5000 lbs.) with minimal crowding and without danger of immediate capsizing.

The next largest craft is a flat-bottom boat with 8 heavy oars. This is 30' long and 6' wide. It will hold some 8–10 human-sized beings, seated at the oars, or about 3300 lbs. If 12–14 human-sized beings are put on this boat, it will be awash.

Finally, there are a pair of three-man canoes with two double-bladed paddles in each one. Each canoe will carry approximately 900 lbs. total weight (beings, or cargo).

The raft would be the steadiest platform from which to fight; the other crafts will be less so. This steadiness should at least affect archery. For example, one might alter the charts thus: marksmanship is normal from the raft; one step more difficult from the boat; and two or more steps harder from the canoes.

The many rooms along the walls of the lake were once joined by a balcony, but this has been eaten away by time and the action of the water. Now the water level is roughly that of the floor level of those rooms.

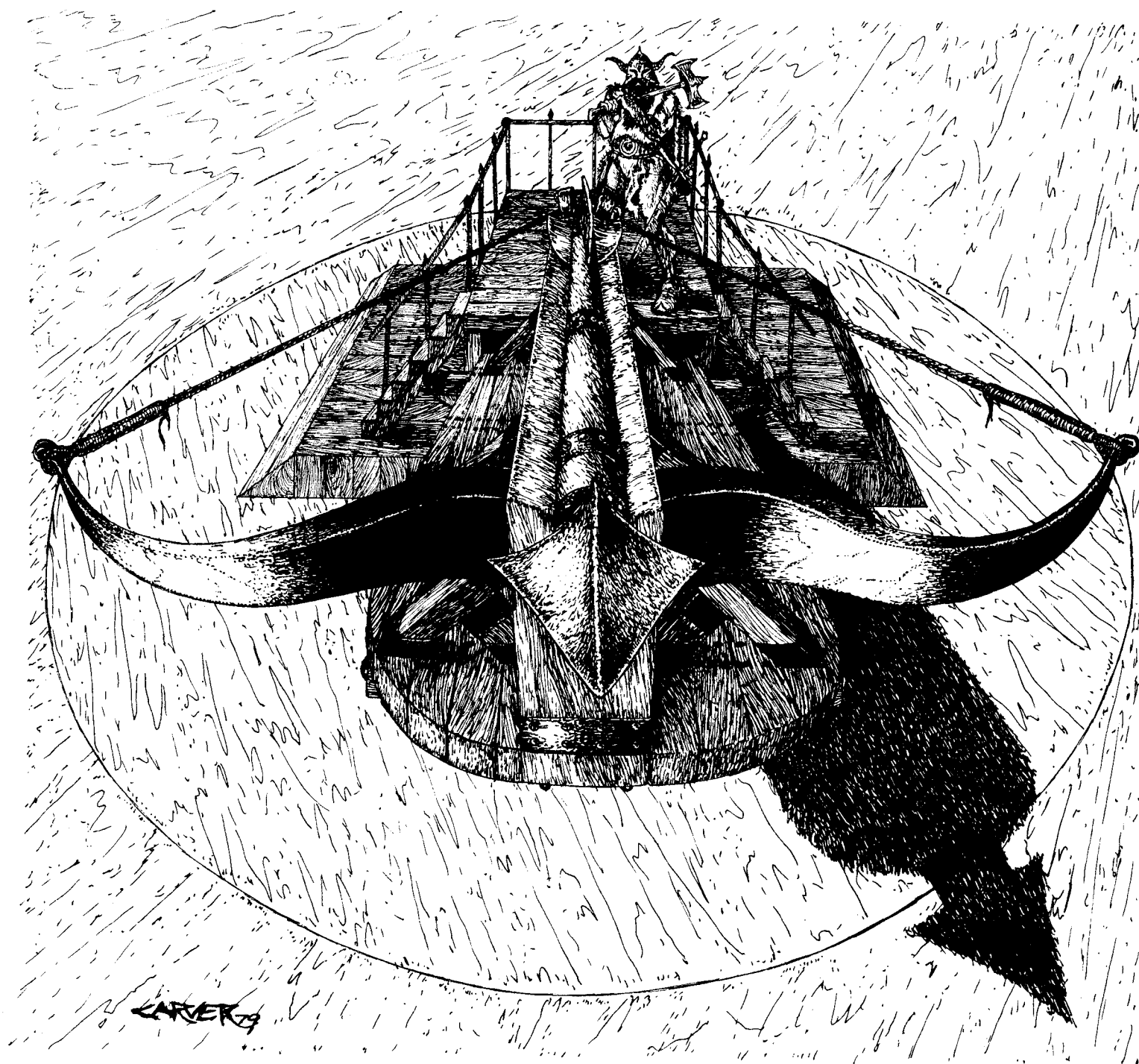
There are several things for the GM to note in this enormous room. The bottom of the lake is indeterminably deep, with possible lower dungeon levels submerged below. The ceiling is far out of sight in torch- or lantern-light, being some 200' overhead. Small sounds seem to echo; the sound of falling water from Room **X** of Level Two (or from an underground lake, if this level is being used independently). Indeterminate rustlings and whispers of batwings can also be heard.

The lake is the home of some very hostile life, as the roar of a giant crocodile in the darkness testifies! Rumor also tells of a great water dragon that can create whirlpools with a flick of its tail. There are also all kinds of squid, octopoids, and fish in profusion. It is up to the GM to determine their appearance, ferocity, and method of attack. Watery horrors should be introduced with the same regularity as wandering monsters; that is, roll 1d6 each turn and if a 1 turns up, spring a creature or three. GMs: if you make up a list of likely water monsters beforehand, separate from your walking (or slithering, creeping, or what have you) monsters, you will save yourself the difficulties of instant invention. Keep in mind that a piranha attack when the party is safe on the raft is not very threatening, *unless* some member of the party is dangling part of his anatomy over the side. Further, you may want to halve the party's attack depending on what type of craft they use, or even quarter it for characters that happen to fall in and get into a fight (remember that 50 lbs. of chain mail doesn't float very well!)

Room V. This room is reached at the top of a spiral staircase, through a trapdoor in the floor of the room. It houses a *gigantic* crossbow (3360 dice) which can be aimed almost anywhere in room **U**. It has many possible uses, either to the dungeon monsters against the party while they are on the lake, or by the party against the dungeon creatures (like the statue, Object **JJ**, for example).

The room is manned by 12 monsters (take them from the list given for Room **A**), two giants (MR 215 and MR 231), and a rogue elf (MR 170). The elf and the two giants are the “gun crew”; their adds should be computed into the bow's strike should it be fired. The elf's DEX of 40 determines if it will hit. He should be considered the crew chief.

The quarrel is edged with mithril to give it penetrating power. If this is peeled free it will be worth 2000 g.p. The bow is fixed solidly in the room, can be swung and aimed, but not removed. (As an aid to the GM, the adds for the gun crew come to slightly over 300, and the bow's average dice-attack is approximately 11,800 hits! It takes the crew a half hour to draw (three regular turns), but if the party is really ripping into this level of the dungeon, and they've wandered out onto the lake. . .



Room W. In this room is a jade statue of an Octopus, very large and definitely magical. If any member of the party touches it or attempts to break off parts for easy transport, it comes to life with a MR of 1500. If the party defeats it, it returns to being jade (probably in lots of smaller pieces!) at which time its value is 5000 g.p.

The door in the rear of this room is magically locked; a *Knock Knock* is required to open it.

Room X. This room is dark but the party will sense magic from the walls, floor, ceiling, and from a post which protrudes from the far wall. They can faintly see the gleam of their torches off the walls, indicating a highly reflective and polished surface. At the end of the post they see a magical red gem.

The room is a vast chamber of mirrors which all focus at the base of the post. The light of torches (or lanterns or any other light source) is magically amplified to form a beam of coherent light that will erupt from the gem. This will strike the character closest to the center of the party, vaporizing a great hole (6" in diameter, armor and all) through him! This takes only an instant after the first light enters the room; however it will not occur without a character entering! Simply thrusting a torch inside will not set it off. Note too that no matter how one enters the room (even a person alone) there is always one character who is the most "centrally" located – if a character is alone, he must be the most central!

There are always some characters with enchanted armor that takes thousands of hits. If the beam's target is one of these, the GM should exercise his imagination and decide just how many hits he feels this beam might be worth (remember that it literally vaporizes the average armor and great chunks of the character underneath). If the armor has a *nearby* limit, then make the armor superheat and vaporize, leaving the character armorless and taking 3 dice worth of hits from the heat!

Room Y. This room is the barracks for the First Triton Guards. There are 2 – 12 guards; each has a MR of 275 and is armed with a crossbow-like speargun which gets (3 dice + 3) ×3 because the weapons are ensorcelled with a *Zappathingum* spell. (This *Zap* may be used to account for their MR being so high, or the GM may choose to add it on top of the MR to make them even tougher!)

When the Tritons are killed, the party can discover (if they think of it) that each one has a glowing jewel which can be cut free from the base of their throats. If touched to the base of another human(oid)'s throat, it will grow inward and enable the character to breathe underwater.

Room Z. This room is swarming with swamp (or sewer) rats that live on anything edible they can find (or which finds them). There are 220 of them, with a combined monster rating of 2200 (i.e. each one has a MR of 10). The treasure they guard is a chest with five enchanted gems. They all have the same magic: they give the first person to touch the gem (one gem per person, one touch per gem) a personal Demon bodyguard which has the same attributes as its master. They appear only if there is the threat of *immediate death* to the character. If they are killed, they will never return, as they can "die" only once per character. In other words, if there is something which would kill both the Demon and the character, like a 50 ton boulder, the demon will appear on cue, only to perish with the character.

Room AA. Within this room are ten starving L5 hobs, all equipped with bolas. As the party approaches, they hide in the debris of the room. They are not very trusting, having been hounded and harrassed for some time by all manner of beings inside the dungeon.

These hobs have lost their boat and are afraid to swim back. They attempt to steal whatever boat(s) the party is using. If caught in the act, they fight back as monster-rated characters, each with a MR of 124. First they will throw their bolas and all members of the party must make a L5-SR (40 – LK) to see which characters remain unentangled and so free to fight or pursue.

Should the hobs be defeated, the party may collect their treasure which amounts to 1500 g.p.

Room BB. In this room is an enchanted monster-sized version of that insect commonly known as the Cambrian Mosquito. It has a MR of 8 when it is first encountered. If killed, it returns to life the same size, but with a MR of 8×8 or 64. If killed yet again, it comes back to life with a MR of 64×64 or 4096. If killed yet another time, it stays dead. The party's reward for this one is to escape alive – never let it be said that the Dungeon of the Bear gives away treasure for swatting a mosquito! If it seems that the mosquito will kill off the entire party, tell the party that the bug *might* carry off a single party member, thus creating its own distraction while the rest of the group affects an escape.

Room CC. The barracks of the Second Triton Guards (the first is in Room **Y**). Everything is the same here as there, except that these Tritons are riding Walruses (hippocampi were out of season). The Walruses have a MR of 200 each.

Room DD. This room is filled with molten lava. The door facing the corridor is made of iron and red hot. For further description, continue reading with Room **EE**. . .

Room EE. This room is empty, with two huge 10' wide doors at the far end. The doors open out into a short corridor that ends in two more huge doors; these are magical. (Magical indeed, for they are cool to touch, yet there is molten lava waiting just on the other side!)

If these doors are opened, the lava in Room **DD** will pour out. The character who opens the door should make a L4-SR (35 – LK), unless the GM wishes to assume this is very fluid lava! If the character misses the SR, he should logically be incinerated. As Room **DD** empties, it is assumed that the party will flee (unless certain members are "fireproof"). If the party thinks to return, they may wish to check out the room.

In doing so they will find there is a foot or so of lava still in the room; this must be circumvented. They will also see a large fire-opal resting on a red-hot iron pedestal in the center of the room. This gem is magical and will make the bearer immaterial in the presence of fire or extreme heat. Thus, the character can't interact physically, but neither will he be hurt. The gem itself is worth 1500 g.p. in resale value, plus anything more which can be extorted for its magical effects!

Trap k. A false door at the end of the corridor, these are two massive bronze doors (value 2500 g.p. but keep in mind that the doors are each 10' wide and 20' tall!). There is magic on the roof overhead in front of the doors. If the party tries to open the doors, a 20' square block of stone (which is being held in place by the magic) will come crashing down upon the heads of the party. The GM must decide what level SR seems suitable; myself, I'd just squish 'em!

Trap l. The plate (labeled **l** on the map) counts the number of characters who step on it. When the 5th person steps on it, the floor (**l**) sprouts many 2' long spikes. Those characters with magical protection for their feet (such as magical boots or the like) should make a L3-SR on Luck (they can still fall), and those without such should make a L6-SR on Luck. Those characters missing the SRs must take hits equivalent to the number they miss the roll by.

Trap m. The wall on the upper right hand side is warm and the party senses magic on the floor ahead. If anyone trips the trap (by stepping on the pressure plate) molten lead pours out of a sluice in the wall. Anyone in that section of the hallway must make a L4-SR (35 – LK) to survive.

Room FF. This is a guard room, with monsters from the chart given previously. Their number should be determined by rolling 3d6 or 4d6. Each guard is carrying 1 - 5 g.p. with which to buy coffee and a danish on his break . . . They guard the only entrance to Room **GG**.

Room GG. This room can only be entered from Room **FF**, and cannot be entered unless the party has a L7 rogue (of any kin-type) to crack the huge safe-like door. This door looks like the entrance to a vast vault, with walls 20' thick. The door itself is a truncated metal "plug." The rogue must make a L7-SR (50 – DEX) to open the door, but should he or she make a L8-SR (55 – LK), the door will again fail to open, as this is luckier in view of the contents of the room!

Once inside the room, the party will find everything painted with a uniform flat black: walls, floor and ceiling. At the far end is an ebon altar upon which rests a black felt cloth. On the cloth is an object that springs immediately to the eye, as it is the only thing in *(continued on next page)*

– NOTES –

Room GG (continued) the room which is *not* black. The object is a clay vessel with a wax plug upon which are impressed the sigils of two of the three greatest pre-Wizard's War magicians.

If the party approaches, a singing begins, and a voice echoes in their minds offering three wishes, and promising vast wealth, worldly powers, and all manner of delights. If (perish the thought!) the vessel is opened, a Djinn of Chaos is released, a creature originally sent to destroy the two rival arch-mages (mentioned above) by the jealous third mage. This Djinn has weakened over the millenia of his captivity, but he need only consume life-forces to regain his former stature.

Slahjug, as he is known, emerges as a black cloud. Weapons will not touch him, no matter how magically ensorcelled. The only thing that will tell against this cloud of ancient chaos is *direct* sorcerous attack. Every mages' standby, *Take That, You Fiend!* takes on its original meaning again, and is the most effective offense. However, other common attack spells may not behave normally. Because the Djinn is unliving in the truest sense of the word, *Death Spell* #9 has only one chance in four of taking effect. Also, keep in mind that physical attacks which are magically induced will have no effect: spells in this category include *Hellbomb Burst*, *Mind Pox*, and *Blasting Power*.

When the Djinn emerges from the clay vessel, it will immediately engulf the person who opened it and consume that character's life force (unless, of course, said character is a wizard of no mean power who can overcome the monster's initial attack). Against magic hits the Djinn has only a defense of 150; its attack is incalculable. However, for every life it consumes – be it human, elf, dwarf, orc, troll, dragon or dog – that defense rating is raised by 20. If the party cannot stop it, the only answer is to flee, closing the vault behind. The GM will have to decide if this door will hold. If the Djinn does get out and the party has split up, the monster will follow the strongest group. The other part of the party will thus be able to escape, as hereafter the Djinn will have the entire world to work on, seeking still to consume those ancient and long-deceased (?) mages who sealed him up.

Room HH. This is the room of the Bear God, Jambavan. If the party enters here pursued by the Djinn from Room **GG**, the Bear statue (which seems to be poorly carved of wood, albeit 20' tall) which is in the back of the room will come to the life, throwing off its disguise of chipped, stained wood to appear in its rightful guise as gleaming silver. He will attack the Djinn and hold it in a bearhug for eternity, for the Bear God has always fought demons and chaos in all its forms.

If the party comes into the room under otherwise ordinary circumstances, they will find only a vast collection of junk, furniture, rugs and odds and ends – in short, all that seemingly non-negotiable 'treasure' accumulated by years of combat and raiding by the dungeon monsters. The only thing of note is the 20' tall statue of the Bear God which is sitting in a semihuman manner. This has the aura of magic (see above) but is stacked in the corner like any other piece of junk. Although the statue is made of silver, the veneer of wood cannot be removed by less than the Bear God's own powers.

Trap n. This is a simple deadfall. A character who steps on the plate will cause tons of rock and gravel which is held over the corner to come tumbling down. Note that this may slow down the Djinn somewhat, should he escape.

Room II. This is the headquarters for Monster Operations. If the Djinn is following the party when they break into here, they will find a great flurry of activity as the entire operations section is disassembled and loaded frantically into boats to facilitate flight from the dungeon!

In an ordinary encounter, however, the party will find 25 Troll guards and 30 L8 Gremlin technicians who are monitoring 30 small crystal balls. They monitor activity in rooms and halls and can direct dungeon activities. There is also a team of three Orc wizards (L10) who can communicate with the other areas of the dungeon. Should the party get this far the Trolls are under orders to stop them at all costs while the other monsters escape with the crystal balls.

While there are any Gremlins in the room, any mechanically-operated devices (such as crossbows) will malfunction, this being the nature of true 'gremlins'. The Gremlins will all snatch a magic potion (carried on their persons at all times) which allows them to temporarily breathe underwater (1 turn, should such be captured) and they all dive into the lake, taking their small crystal balls with them. The orc wizards use a *Blow Me To* to reach other rooms if the battle looks to be going badly.

Should the party be so fortunate as to capture one of the Gremlins, or more precisely, one of the crystal balls, they will find the balls reveal to anyone who looks inside what is occurring in any place known and remembered by the person looking.

Object JJ. This is a bronze statue of a great King of a bygone age. It has been disfigured by age, slime, water action and an occasional passing Orc. Now only the head and one uplifted arm, sword in hand, rises above water level. It is barely recognizable. On the finger of the upraised hand is a ring, also slime-encrusted. In the ring is an unusual stone, not slime-covered, radiating magic. It is fully the size of a large watermelon.

Dungeon of the Bear

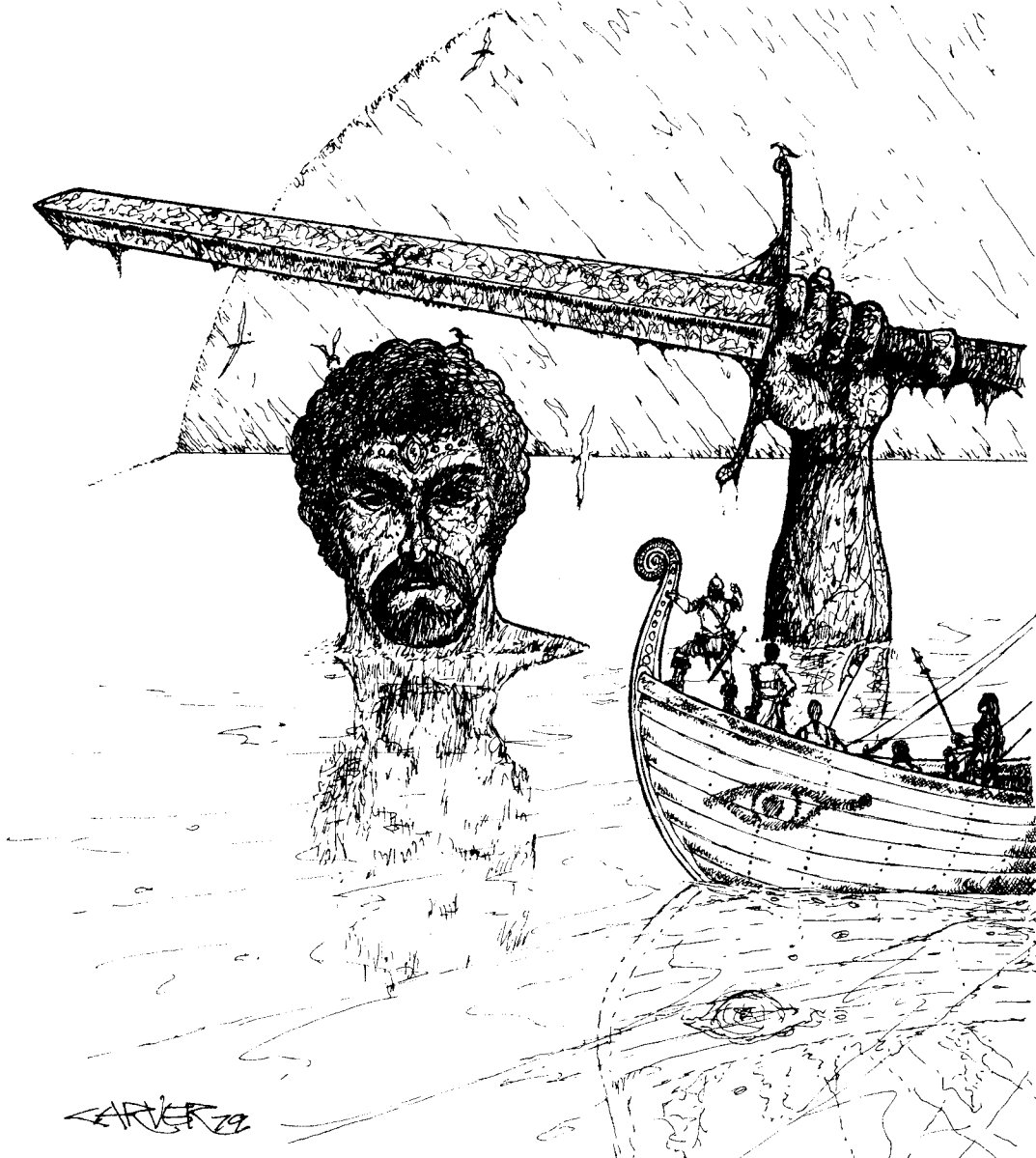
Level 3

– NOTES –

If any member of the party tries to steal the gem, the statue will come to life – it is to be considered a human-rated character, and its attributes are derived from the combined attributes of the entire party! If there are any wizards or rogues who know magic, the statue has the capabilities of a rogue at whatever level is the highest of a party member.

The statue will pursue the party anywhere in the confines of the room and then it will let them go free. However, if the party tries to kill it, or even fights (as opposed to merely fleeing mindlessly) it will try in turn to kill them. The only exception to this is if the party is being pursued by the Djinn of Room **CG**. In this case, it will come to life when the Djinn enters and will fight the Djinn as a human-rated character (again, it gets its attributes as a reflection of the party's combined attributes).

If by a quirk of fate the party should defeat the statue, they will find that the gem is the Lesser Troll Stone. It will give the bearer complete control over all the monsters in residence in the dungeon (and hence, all the treasure). Only the 'gun crew' in the room with the giant crossbow (Room **V**) are immune to the gem's affects, and they will seek to shoot the character with the gem. If the character thinks of it, he can order the guards in the room (as opposed to the permanent gun crew there) to attack those manning the crossbow. If the GM wishes, he can give slight warning to the character touching the gem (and so in control) by having him take notice of the crossbow turning to bear upon him, thus giving him a chance to take action.



Game Master's Party Roster

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
1.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
2.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
3.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
4.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
5.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
6.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
7.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
8.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
9.												
Special info:												

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	SPD	WIZ	Armor	Weapons	Adds
10.												
Special info:												

Magic Items Synopsis

The items listed below are those magical things which can be found in the adventures available in this booklet, either in *Castle Ward* or actually within the tunnels of the *Dungeon of the Bear*. This list is to assist the Game Master in keeping track of the items and their effects, even after the character(s) have carried them away. The item is named or identified; the information in the parentheses indicates where the item or items were to be found originally. The first note is what section of the adventure to look in (Castle Ward, Level One, Two, or Three) and after the slash (/) is the actual room identification. Often there is a more thorough explanation in the original text; the synopsis here contains the most necessary information. As per the explanation in *Castle Ward*, some items may, at the GM's discretion, be "tainted with the blood of those killed in Castle Ward." Items marked here with an asterisk (★) are considered likely possibilities for this, if the GM wishes to impose this twist on his or her players.

A Bright Silver Sword (Castle Ward/Manor House, 2nd Floor): Broadsword enchanted to do 5d6 damage. Functional magic makes the sword semi-intelligent and motivated to keeping itself in the family of the original owner/forged.

Unlabeled Vials of Elixirs (Castle Ward/Banitaar's Tower, 4th Floor): Game Master's choice of number and types of elixirs which, when drunk, cause the same effects as certain spells of Level One through Five — the spells should be chosen from those which temporarily cause some change in the player character, i.e. *Hidey Hole* would make the drinker invisible for 3 turns, *Poor Baby* would heal 1 CON point per dose, *Little Feets* would make the drinker able to move twice as fast as normal for 1 turn. Each vial contains 2 doses. Any character type, including warriors, can use these elixirs.

The Badger Gem (Level One/A): Large white diamond, worth 500 g.p.'s. Gem "dissolves" into the flesh of the first person to touch it, and the character becomes a badger with a MR of 35. Character retains normal intelligence but no ability to work magic. Direct sunlight causes badger to revert to human form, at which time the gem reappears in the character's palm.

Seven League Boots (Level One/A): These fit any size humanoid, covering the leg to the knee. Once put on, they cannot be removed while the character lives. Boots permit the character to move at twice normal speed (walking or running). The Boots are impervious to fire, acid, punctures, cuts, or explosions, and they give the legs covered the same protection.

Smoky Ball (Level One/C): Three-inch sphere magically encapsulates 2 *Knock Knock* spells. Can be triggered at will by owner (any character type) without ST cost. When second KK spell is cast, ball dissolves.

Copper-to-Gold Gem (Level One/G): Turns copper pieces to gold at cost of *permanent* ST loss of 1 for each 1000 coins changed. Gem disappears if brought to surface.

Polymorph Gem (Level One/J): A ruby worth 500 g.p.'s. When swallowed, causes person to become a serpent at MR of ten times current ST. Cannot revert to human form until killed or *Dis-Spell'd* at 9th level. Only languages which can be spoken due to physical limitations are serpent, wurm, dragon, lizard, and amphibian dialects. Magic-users cannot use magic in serpent form.

Bear Gem (Level One/O): Fist-sized gem worth 750 g.p.'s. First character to touch it causes it to be absorbed even through protective clothing. Causes transformation to a

Cave Bear, MR 175. If Cave Bear killed, gem reverts and is still magical. If Cave Bear beaten down to MR 25 or less without being killed, gem reverts without magic.

Vampire Ruby Ring (Level One/V and Level Two/K): Putting on this ring, worth 100 g.p.'s, causes an otherwise normal character to be transformed into a vampire. Removal of the ring does not cure the effect.

Sunslayer (Level One/AA): Crystalline, gets 10 dice + 5, weight 115, ST needed 13. Renders the bearer blind in all but the very dimmest light (candlelight is too bright; starlight acceptable) with the result of halving the character's combat ability when blinded. Sword cannot be relinquished while the character is alive.

★ **Ring of Fire** (Level One/BB): Red marble, apparent value 5 g.p.'s. Makes wearer impervious to fire, heat or flames.

Flameheart (Level One/BB): A L1 deluxe staff with the special ability to throw the bearer's level number of dice worth of flame at no ST cost during any combat turn. The user must be a wizard. Does not affect or interfere with wizard's spell-casting ability, so spell and fire can be cast at the same time.

★ **Demon's Chain** (Level Two/B): Gold, value 250 g.p.'s. Enchanted to bind almost anything about which it clasped.

Gem of Anubis (Level Two/C): Accursed, value 500 g.p.'s. Anyone touching the gem is turned into a Warg. While a character is below-ground, he or she is permanently in Warg-form; in the open, the character is human. In Warg-form, the character cannot use magic.

★ **Glowing Gem** (Level Two/G): Diamond, value 1000 g.p.'s. It pulses with light equivalent to several candles.

Iron Strength Ring (Level Two/J): Worn by a Human, this ring multiplies ST $\times 5$; worn by an Orc, the ring multiplies ST $\times 10$. No other kindred is affected.

★ **Ice Elemental Control Gem** (Level Two/L): Ice-blue sapphire, absorbs into the palm of the first character to touch it. Permits the owner to summon an Ice Elemental with MR equal to the total of the character's attributes. Note that on Level Three there is a similar gem with slightly different effects.

Minotaur Armor (Level Two/P): Full suit of silvery armor which, when donned, is absorbed, transforming the character into a Minotaur. The character will not be able to perceive this change, though companions can.

Salamander Statue (Fire Elemental Control) (Level Two/R): Six-inch long statuette made of red and yellow stone, with rubies for eyes. Permits the first person to touch it to control a Fire Elemental with MR equal to total of character's abilities.

Magic Morningstar (Level Two/S): 4 dice + 4 adds. Can only be used by a mage. ST required 17; DEX required 11; weight 110.

Pair of Magic Daggers (Level Two/S): Dirks, suitable for throwing. Enchanted to never miss when thrown, and are unbreakable.

War Hammer (Level Two/S): Can be thrown as a projectile weapon and return to the owner's hand, able to be used on the next combat turn.

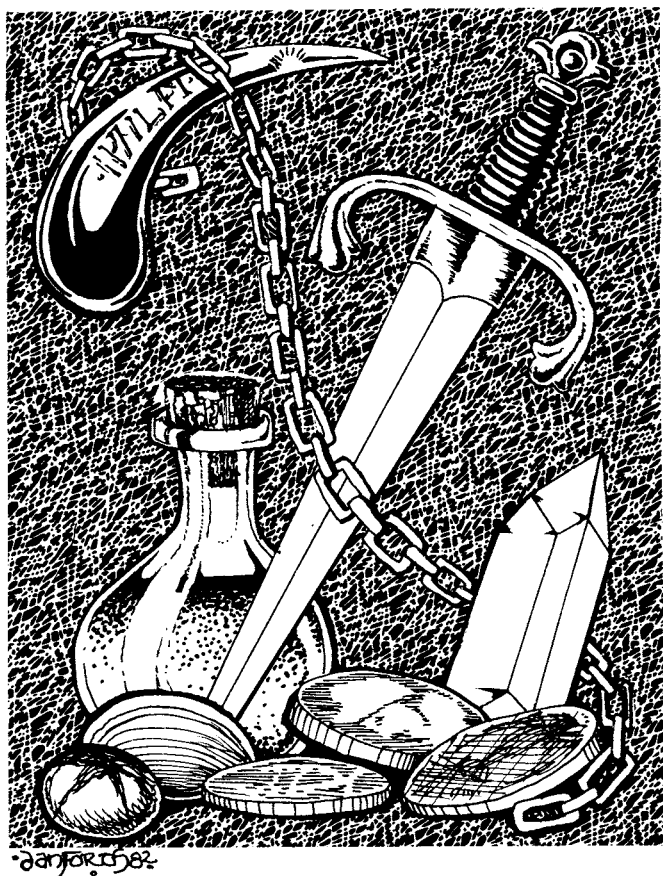
★ **Earth Elemental Control Gem** (Level Two/U): Amber, permits the first person to touch it to be able to summon and control a Golem of clay with MR equal to that character's combined attributes.

Gem of Immobility (Level Two/Y): Will hold any man or monster in stasis when it is touched.

Diamond Death (Level Two/BB): A crystalline substance effectively invisible. Gets 13d6 plus twice the character's combat adds. Owner cannot be rid of it, and must kill or help kill a *humanoid* being once every ten turns. If no natural foes present, then companions; if not companions, then the sword will kill its owner.

Enchanted Mail (Level Two/CC): GM's option. Disrupts *all* magic of level 6 or lower, including friendly magic (*Hidey Hole*, etc.) cast on the wearer or nearby.

Scorpion's Sting (Level Three/B): Sickie-shaped crystal carved and inlaid with gold runes. Gets 1 die + 4 in combat. Any wound it inflicts will not close or heal until treated with magic: a *Curses Foiled* to stop the effect and a *Poor Baby* to restore lost points. Otherwise, the wounded being will lose 1 point from CON every turn.



Flasks of Liquid (Level Three/I): Four; able to undo the specific effects of the transformations caused in Rooms E–H of Level Three.

★ **Ice Elemental Control Gem** (Level Three/J): Magical blue aquamarine worth 3500 g.p.'s, allows its owner to summon and control an Ice Elemental of MR 250.

Red Pain Gem (Level Three/M): Glows redly, worth 300 g.p.'s. If touched with bare skin, it will graft itself on. Protection is afforded by clothing. Causes excruciating pain if it touches flesh; only drastic action will stop it.

★ **Net of Containment** (Level Three/O): 20' square, silvery, with weights on all four corners. If the four corners are touching the ground, nothing under the net can lift it. However, it is easy to lift from above, or if even one corner is not touching the ground.

Harpy Gem (Level Three/Q): Transforms any female of any kindred into a Harpy. No effect on a male character.

Iron Orb Staff (Level Three/R): Level 16 deluxe staff, topped with a small iron sphere. The sphere is capable of storing 10 times the natural ST of the wizard that owns the staff.

Tentacles-Warding Jewel (Level Three/S): Wards off attack by creatures with tentacles that live underwater. Value 500 g.p.'s.

Coins (Level Three/T): One gold coin changes gold to silver (L8 spell). One silver coin changes silver to copper (L7 spell). One copper coin changes copper to iron. (L6 spell).

The "Silver Touch" Jewel (Level Three/T): The bearer of this jewel will cause anything touched, living or otherwise, to turn to silver. (L9 curse).

Weight Jewel (Level Three/T): Causes bearer to gain 5 lbs. every turn. (L10 curse).

Sunburst Jewel (Level Three/T): Causes bearer to explode violently upon contact with sunlight (L11 curse).

Tritons' Gem (Level Three/Y): Small glowing gem which, when placed at the base of the throat of a humanoid, will "grow" inwards and enable a character to breathe underwater.

Demon Gems (Level Three/Z): Five, identical. First person to touch one is in ownership of a personal Demon bodyguard that has the same attributes as the owner. Appears only if there is the threat of immediate death to the character, and can only "die" once in the character's service.

★ **Fire-Opal Fire Gem** (Level Three/EE): Makes the bearer immaterial in the presence of fire or extreme heat – unable to take action, but also unable to be hurt.

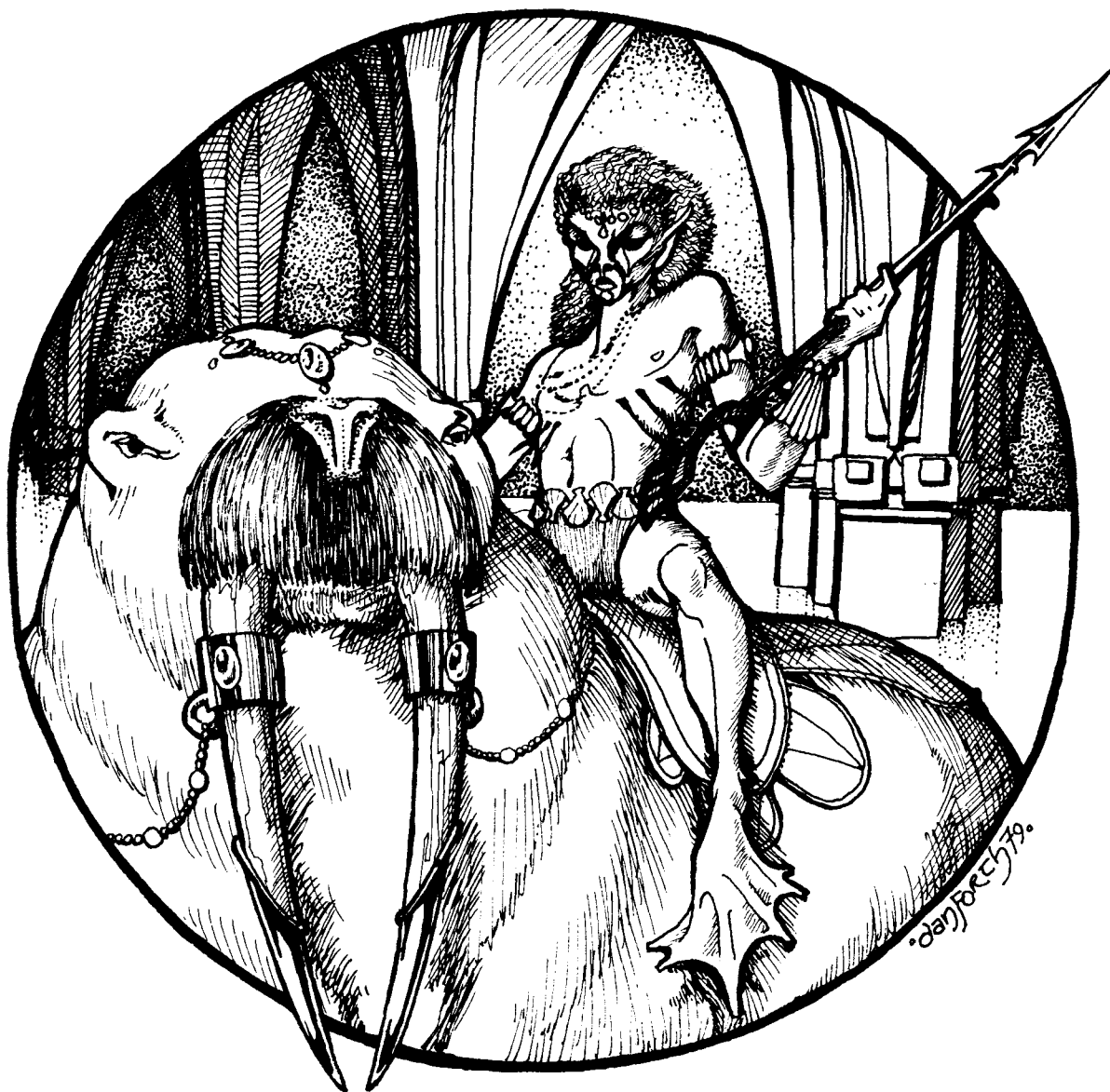
Crystal Balls (Level Three/II): Reveal to anyone who looks inside the ball what is occurring in any place known and remembered by the person looking. 30 such balls.

Magic Potion (Level Three/II): One dose per vial, permits the character to breathe underwater for 1 full turn. 30 such vials.

Lesser Troll Gem (Level Three/JJ): Gives the bearer control over all monsters inside the actual dungeon of the Bear. The "gun crew" in Room V are immune to its effects.

DUNGEON OF THE BEAR

APPENDIX



New maps, a small village and additional information about the geography surrounding the Dungeon of the Bear.

Rrr'Iff - the western midlands

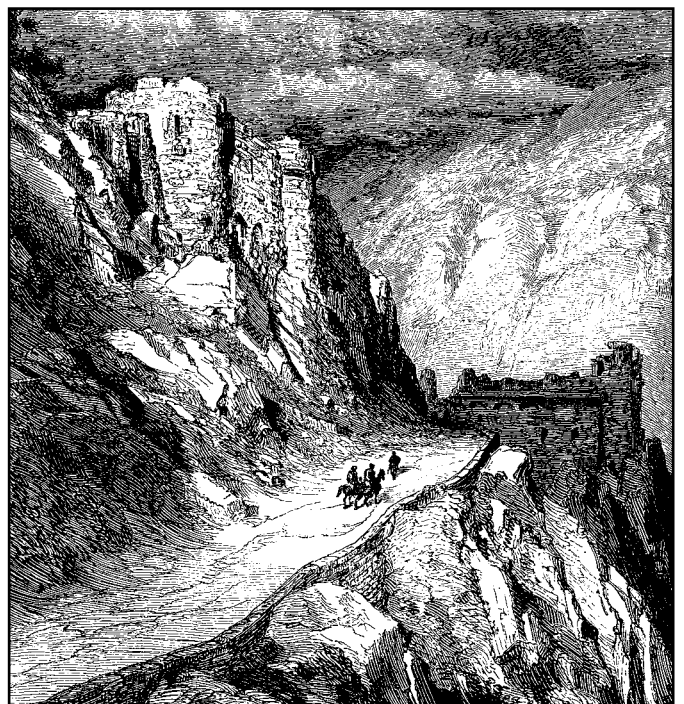


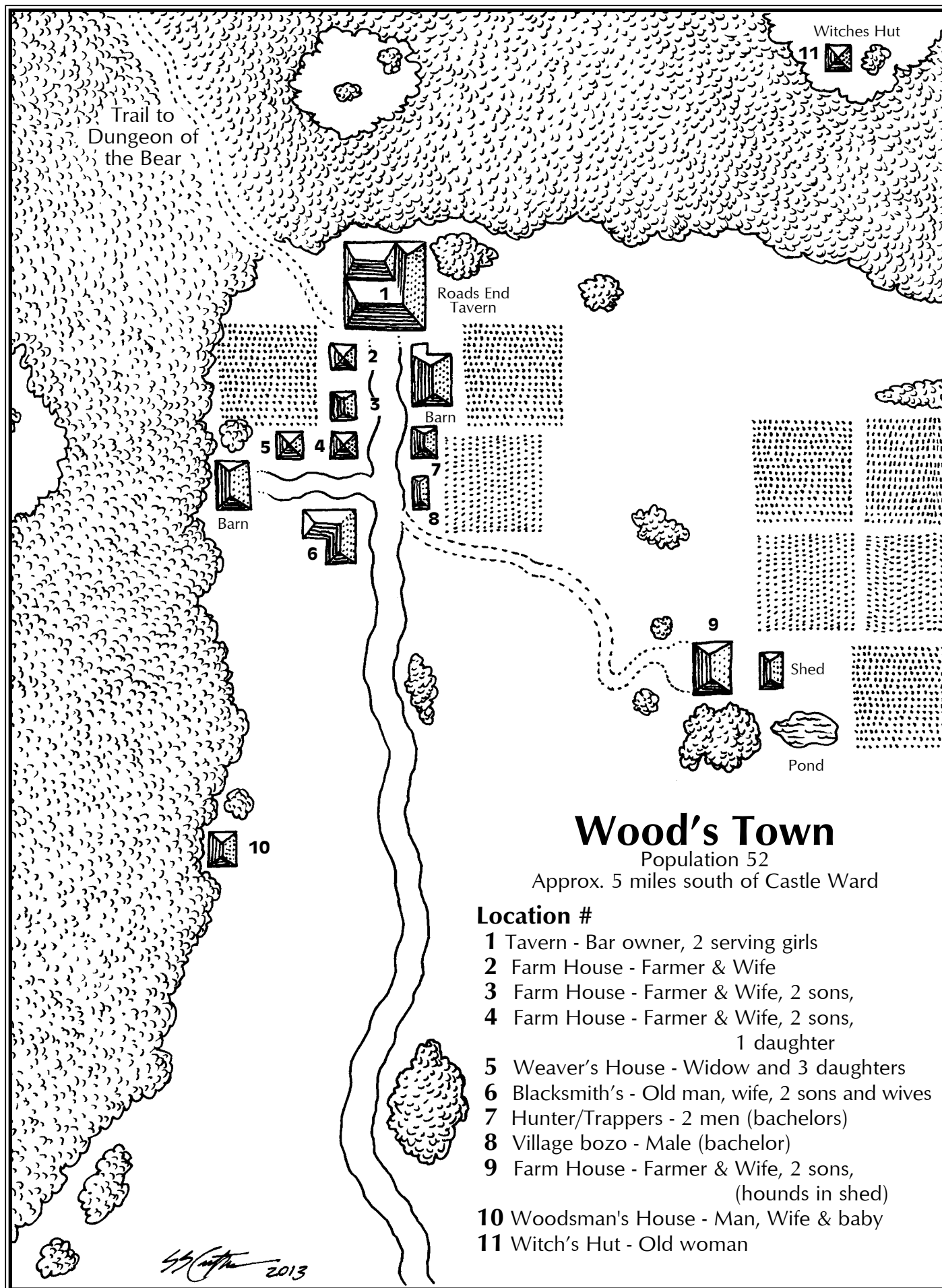
Though the journey to the Dungeon of the Bear is not an easy one, the rewards are tempting for many adventurers who have heard the stories of its riches and the glory of meeting its dangers.

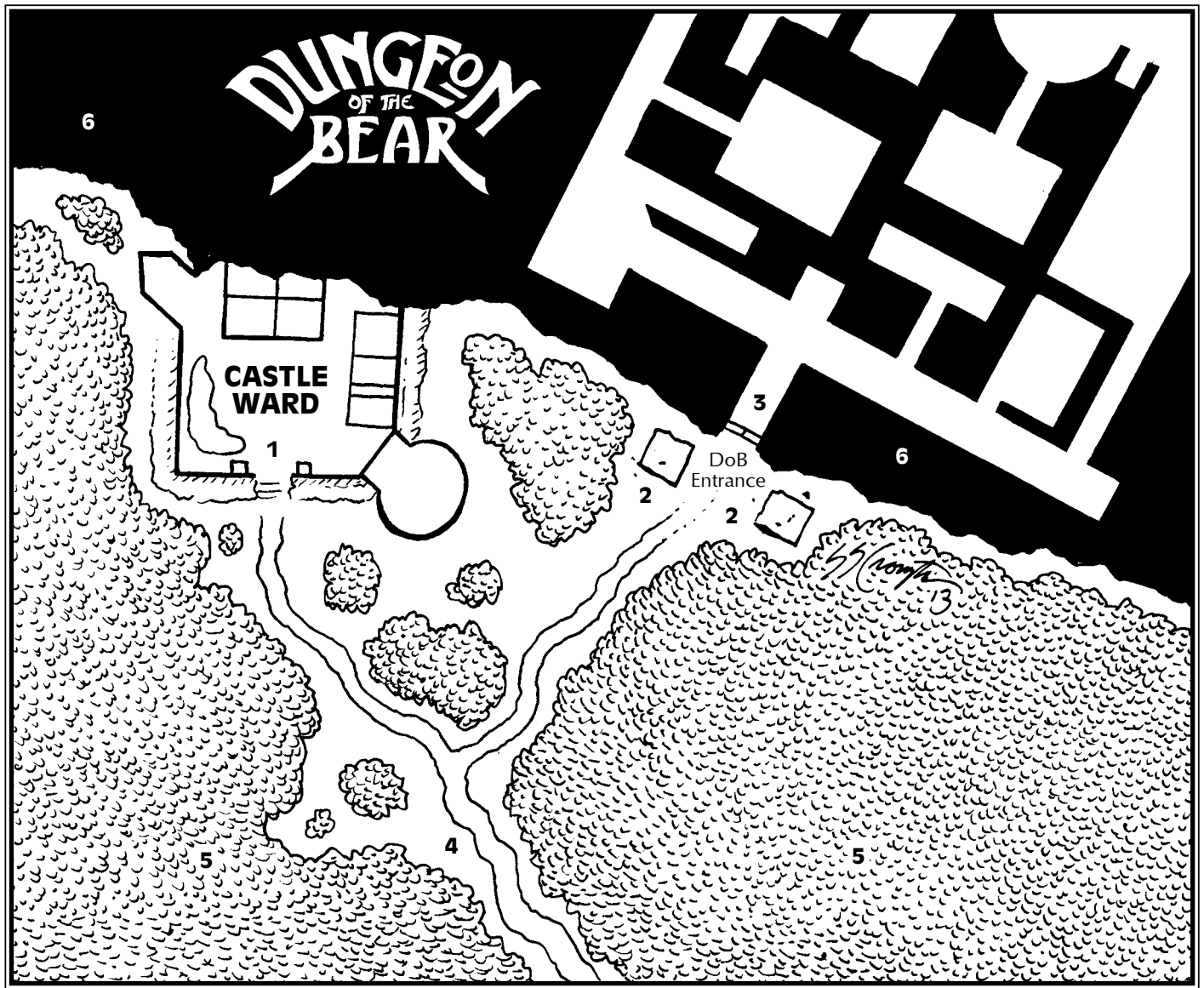
The Dungeon is located in the western midlands of Rrr'Iff. From Knor, take a week long journey on a barge along the Khosht River to Khosht itself.

From Khosht, journey northeast, deep into the Forest of Shankinar and look for the tiny village of Wood's Town. Once there, follow the trail north of town towards the foothills. Find the abandoned Castle Ward. and you'll have found the Dungeon of the Bear.

Good luck and don't travel alone!







Entrance to Dungeon of the Bear

Approx. 5 miles North of Woods Town

Location

- 1 Castle Ward - Abandoned fortress
- 2 Ruins of watchtowers
- 3 Main entrance to the Dungeon of the Bear
- 4 Rough trail from Woods Town
- 5 Tangled woods
- 6 Cliff face (solid rock)

"I never really envisioned Dungeon of the Bear having a Castle in front of it, that was Mike's idea. But if you want to put them together, here's how they might look."

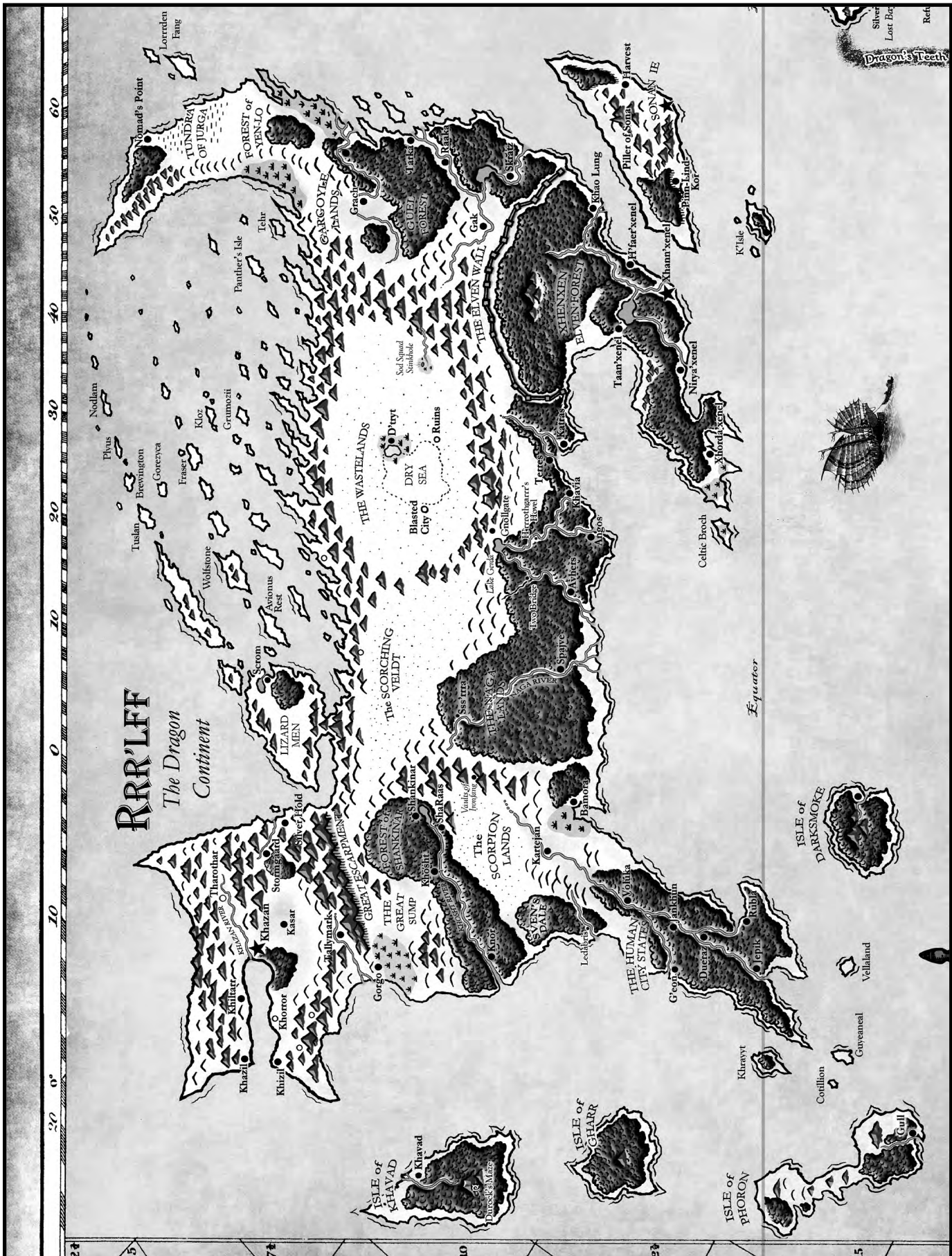
- Jim "Bear" Peters

Players must travel north along the trail from Wood's Town towards the high cliffs in the foothills. After a five mile journey, they'll see the abandoned Castle Ward against the cliffs. They can go into the castle to look for treasure or take the side trail that will take them straight to the Dungeon of the Bear.

The entrance is against the cliff face between two ruined watchtowers that are slowly decaying into piles of rotting lumber. There's nothing of any value to be found among the wreckage, save perhaps some old rope.

Refer to the Level 1 section of this book for details on the entrance and how to proceed into the Dungeon of the Bear.

The Continent of Rrr'lff



Map by Ken St Andre, Steve Crompton, Liz Danforth & Bear Peters 2013

THE COMPLETE DUNGEON OF THE BEAR

DELUXE
TUNNELS & TROLLS

INCLUDES ALL THREE LEVELS PLUS CASTLE WARD



The oldest dungeon designed for *Tunnels & Trolls™* anywhere, *The Complete Dungeon of the Bear* is now available for use by any T&T Game Master. Previously published in three separate booklets, this one book contains all the traditions, traps, tricks and monsters found in the original, *plus* Michael Stackpole's *Castle Ward*, the ruined edifice that stood over the entrance to the Dungeon of the Bear. The complex becomes increasingly dangerous the deeper it is delved, and characters of some experience should be able to find their own level of challenge within.

This is a Game Master's scenario adventure for Tunnels & Trolls. You will need the Tunnels & Trolls rules, paper, pencils, some six-sided dice, and a few friends to play this game.



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