

THE DUNGEON OF THE BEAR



THIS IS A COMPLETE MADE-FOR-TUNNELS AND TROLLS DUNGEON
WITH MAP AND KEY FOR THE DUNGEON MASTER

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Produced by Flying Buffalo Inc

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 Dungeon Master, a few tips, pointers and not a little history . . .

One month after Ken St.Andre created TUNNELS AND TROLLS and his infamous prototype TUNNELS AND TROLLS dungeon GRISTLEGRIM, the DUNGEON OF THE BEAR was born. As time passed, the grim 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 AND TROLLS dungeon in the world. What you have in your hands 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.

It is worthwhile to 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. Keep in mind too that dungeons are, in general, places where monsters — orcs, trolls, wicked warlocks and others — store the treasures won by their villany. These troves are wont to be 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. Others can be invented by you. Determining the regularity of wandering monsters is discussed in the TUNNELS AND TROLLS Rulebook, which you cannot do without if you wish to use this dungeon as it was meant to be used.

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 Dungeon Master to make it all work smoothly. Read the entire dungeon before you try to run it for delvers — you should have a decent idea of what you're working with so that you don't tell more than you should, nor leave out vital information. The dungeon descriptions are not set up so that you can simply read off the text concerning Room Y or Trap B. You should tell them only what they 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 when you do. Also, 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 Dungeon 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!

—Bear Peters

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THE DUNGEON OF THE BEAR

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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.

A note concerning the codes on the map:

A capital letter ("A") designates a room.

A small letter ("a") designates a pressure plate set in the floor, or a trap.

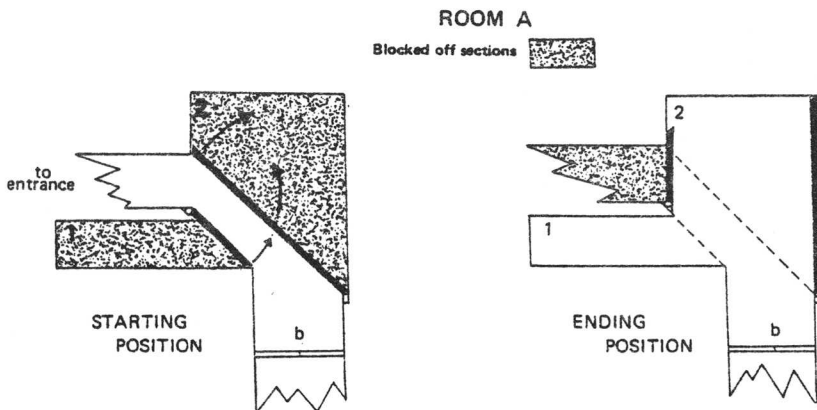
Numbers ("2") are used for clarification of descriptions inside rooms.

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 which rests on an inclined plane. The ball will rush down the plane at the party. At this point, first-level saving rolls (hereafter noted as "L1-SR") will be necessary (instructions for saving rolls are in the Tunnels and Trolls rulebook).

Trap b:

By turning the latches on the double doors at Point b, the party does two things: First, the doors immediately lock, and second, the seemingly harmless corridor will undergo the transformation detailed in the diagram below. 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 actuated 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 once 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. In this room are from 2 - 12 monsters. Throw two 6-sided dice to get how many monsters there are, and then the DM should choose one of the types of monster listed below, basing the decision according to the strength of the incoming party. (Be sure to use good judgement here, DMs — if you kill off the whole party this early by choosing monsters too strong, the delvers may become reluctant to come back).

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 fighting, the doors at Point b will have to be unlocked with a "Knock-Knock" spell to open them.

As for your reward: at Points 1 and 2, there are chests. The typical chest in this dungeon is 2' x 1' x 1', brass-bound, with leather hinges and hasps. All the chests here are assumed to be similar unless otherwise described.

In the first chest is the infamous "Badger Gem". It is a large white diamond of 500 g.p. value. However, the first delver who touches it finds the gem absorbed into his flesh, and he is changed into a badger with a monster rating of 35. He will recognize his friends and he will revert into human form in direct sunlight (although the clever DM may not at this time choose to tell him so!). When the character reverts, the gem also reverts.

The second chest contains a pair of Seven League Boots. These allow the player who puts them on to move at two times normal speed for all running and walking activities. They are also impervious to fire, acid, punctures, cuts or explosions, and thus, all parts of the delver covered by the boots are likewise protected. They 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, deduct half the amount 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 L1-SR to see if their IQ is damaged. If they 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! Also, you are likely to get at least one of them somehow. The treasure in the room is in a standard chest and contains 300 g.p.

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 DM so chooses, one of the Leopards may 'jump' the lead member(s) of the party at the door (this is a device to even up the odds if the party is really tough. The Leopards may not be able to take on the whole party and expect to 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 discover that there are two "Knock-Knock" spells encapsulated in it. When the second "KK" 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, given that 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 — you may design this level, or buy it from Flying Buffalo as soon as it becomes available.) 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 has both large and small poisonous spiders therein. If the party burns out the webs, the spiders go up in flames. If, however, the party tries brushing them out of the way, the first person in must fight a basketball sized spider (monster rating of 15) alone. All persons entering (if the spiders aren't burnt out) must make L1-SR to avoid being bitten. If bitten, they should 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 value of the set is 275 g.p.

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

Room F:

In this room is a seemingly unprotected chest. The first person into the room, unless he is a short character like a dwarf or hobbit, (short characters throw off the thing's aim, y'see!) has a poisonous viper launch at his neck from the lintel above the door. Its venom is deadly; if the delver misses his SR, it's curtains! If he makes his SR, he must still combat the snake's monster rating of 5 to avoid being struck. The treasure in the chest is 350 g.p.

Room G:

There are three ordinary orcs (monster rating 35 each) in this room; also 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 is a permanent loss 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. DMs should be sure to give magic-experience points for finding this.

Plate c:

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

Room H:

A giant gold-plated ram's head 'fires' out of the far end of Room H at the delver standing on Plate c. This player should make a L1-SR to avoid the deadly impact. If the gold-plate is removed from the ram's head, it will be equal to 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' completely blocking the passage.

Second, Room I begins to fill with water coming from many panels in the ceiling 25' above the floor. As the water falls, it may be seen that there are several hundred pirhana!

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 pirhana — use your discretion here, but as for me, I believe in the old maxim, "He who hesitates is lost!" Those things 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, you could point out that there is a stout wooden door at the far end of the room — a mere 70' away — try a cross-bow bolt carrying a rope! The bolt could pull loose, or the delver might fall attempting to cross, of course...).

Room J:

In this room the monster behind the door is 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's monster rating is 85, but it will explain its 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, or if they don't believe her, or they just fight and kill her, she reverts to human form when slain and leaves the 500 g.p. ruby which effected the change. (If not killed, but allowed to accompany the party, she will help fight.) The gem, if swallowed by a delver causes the swallower to become a serpent at 10 times his strength factor, but the player cannot revert unless killed or disenchanting by a "Mutatus Mutandum" (L9 spell). The delver also suffers the same speech impediment as his predecessor.

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 is virtually reeking of magic. He has been held prisoner and severely mistreated by the Ogres. If he is killed as he cowers at the end of the room, the instant he dies, 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' x 40' x 10' 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 DM 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:

Contains only a small version of the standard chest which, when opened, releases a poisonous viper inside. Its venom is deadly, so anyone opening the chest carelessly will be killed. (A L1 or L2-SR could be apropos). The chest contains five gems worth 50 g.p. each.

Room N:

The area indicated by the wavy lines 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. They can have a monster rating between 10 and 50 — again, use your judgement as to how tough the party is. At Points 1 and 2 are two golden statues fastened firmly (flush) to the stone pillars behind them. One is of an old man, the other is a bear. Removing the gold plate is possible, and each statue is worth about 350 g.p. Note that there are two ordinary doors to either side of the statues and a magically-locked door between them.

A note about the alligators: if harrassed, they are capable of leaving the pit and attacking the party on the land. This prevents the party from standing on the sides of the pit and picking the creatures off without endangering themselves.

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. The first member of the party who touches it becomes a cave bear with a monster rating of 175; he must automatically attack the party. If the monster is beaten down to a monster rating of 25 or less at the end of any combat turn, BUT WITHOUT BEING KILLED, he will revert to his human form but he will be unconscious for ten turns. The gem also returns (it was absorbed into the flesh, including through gauntlets or gloves, to effect the transformation) and is now worth 750 g.p. There is no more magic upon it. If the delver/monster is killed, however, he reverts to human form when slain; the gem also reverts, but the magic REMAINS.

Room P:

There are three (3) Ghouls, each with a monster rating of 35, along with a half-decomposed orc, and a chest. The Ghouls attack berserkly (as per the Tunnels & Trolls rules). If killed, the party may open the chest to find...nothing. It is empty. It does, however, contain a false bottom (if they think to check) which contains three small gems wrapped in cotton so as not to rattle. The gems are worth about 100 g.p. each.

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 keeping the monster in Room Q: a troll wielding a roofing beam. He is 15' tall and has a monster rating of 120. The treasure in Room Q is a small bundle of maps detailing the whereabouts of three treasures buried OUTSIDE the dungeon. Only one map is real, and the treasure is worth about 300 g.p. It's worth the while of the DM not to remind the party of these maps at the end of the trip — if they remember to ask, they should get it. Otherwise, no. Also, remember that gold not actually removed from the dungeon itself is not worth experience points to the delvers.

Room R:

The room automatically closes and locks when the first party member rounds the bend. (DMs: use your logic and discretion if only part of the party enters, or if they wedge the door open, or what have you). They see a beautiful woman in the room, wearing a jeweled necklace with a pale blue stone in it. She attacks the party, as she is an anthropomorphic Undine! Her monster rating is 100 on the first combat turn. If she isn't killed that turn, add 50 to her M.R. 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 her inherent ability — there are no openings to plug, as the water oozes out of the walls themselves, filling 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 her necklace is worth 500 g.p.

Behind Door 3 is the "Hall of Horrors": a large long room that is featureless dungeon stone and virtually reeks of monsters. It is over 300' in length and 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 causes the automatic firing system of the repeating crossbows to start firing. All ten bows will fire crossbow bolts at a height of 3'. The entire party must make L2-SR to avoid being hit (these crossbows generate two 6-sided dice worth of damage if they hit). Exclude the delver who set off the trap, as the quarrels only cover the area behind the pressure plate.

Note that 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 (if 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. (Ten bows with five 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, monster rating of 40. There is also a chest in the room, if the party kills the Toads. The chest contains 500 g.p.

Plate i:

Opens Room T.

Room T:

This room releases a 75' long, five foot thick Serpent with a monster rating of 185. The treasure is a small bag which contains 10 small gems worth 100 g.p. each.

Plate j:

Releases both Rooms labeled U on either side of the party.

Rooms U:

Contain two Trolls in each room, monster rating of 45 each. They attack by surprise and can, at the DM's discretion, be used against single delvers on the first (surprise) combat round. In each room there is a standard chest with 250 g.p. in each chest.

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, i.e. if the party can generate over-kill points three times above what is necessary to overcome their monster rating. If defeated and not staked out, they 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 monsters, of course! The vampires have monster ratings of 60 as men and 15 as bats (but they should be harder to hit as bats).

One of the vampires is wearing a ring which has a large red ruby in it — it is magic 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 die.

Note: 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, and so "Curses Foiled" and "Healing Feeling" are ineffective. Also ineffective is removing the ring, which if sold, is worth about 100 g.p.

Becoming a vampire does not destroy the character, but on future trips, he should go down 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 I:

Opens Room W.

Room W:

This room releases six (6) Orcs armed with cranequins (these crossbows generate 4 dice worth of damage). The party must fight one projectile-combat round first. For projectile accuracy purposes, the Orcs have a dexterity of 15 (monster rating of 30) and they are at intermediate range. Roll the Orcs' attacks on the projectile chart first, as they may all miss. Then have the party roll saving rolls to see who was hit, if the Orcs were on target. 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.

Plate f:

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 DM's discretion, but 160' is quite a fall!

Room X:

In this room is a Sphinx. Monster rating of 200, but it looks like about 700 to scare the party. They can fight, run, or the Sphinx will ask them a riddle which they must answer to proceed. Riddles should be made up in advance, or they can be borrowed from almost any mythopoetic source. Examples follow:

Faceless, headless, with many eyes;
Buried in the ground, what am I? (easy)
---Potato

King of the world, whom all must meet,
Son of time, both slow and fleet; (harder)
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, (hard)
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 metal, greenish bronze, bowed outward from side to side. When the party enters the room, they sense magic especially from the door at Position 1. As soon as the whole party enters (see note at Room R if only part of the party enters), the entire room turns 90°. 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 with a monster rating of 55. They will automatically attack the party. The treasure in Room Z is a ripped-up bag with 500 g.p. amid 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 they were trapped. The room contains the man, a collection of bones, an ordinaire wizard's staff 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: if there is a vampire now in the party, now is a good time for him or her 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. They have a monster rating of 175 each. 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 DM's discretion) the magic words which will turn the round room. There is also a crystal sword.

The sword is SUNSLAYER. It has 10 dice plus 5 adds. Weight is 115, strength needed 13. It can be Vorpal[‡], or Zapped[‡] or anything else the bearer desires. However, its drawback is that it renders the bearer blind in any but the very dimmest light — 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 in the light his attack is halved (just as if he were normal and fighting blindly in the dark). However, in darkness, his attack is doubled. He also cannot relinquish the sword once it has been picked up, or it will take his soul, drive him mad, or whatever the DM chooses 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, monster rating of 500. Also, it gets an extra 10 dice to account for its two-fold attack (snake and claws). If it gets poison hits on the party (L1-SR 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.

In this room are several items: a ring, a standard chest, and a deluxe staff. Magic is sensed from them all.

The ring is red marble, and worth about 5 g.p. but it is magical. Called "The Ring of Fire", it makes the wearer impervious to fire, heat, or flames of any kind.

In the chest are two scrolls understandable to any wizard of high enough level to be able to handle the spells. Once the scrolls have been read one time and understood, they will crumble to dust. The spells are:

"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.

"Double Trouble": L2, 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 only a L1 staff, so it will not take over any character. It has all the first-level spells already within it. Also, the runes 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, as he may cast flame and a spell simultaneously.

At Point 1 is a secret door leading down to second level. You may build the second level yourself, or connect it up with the Second Level of the Dungeon of the Bear when it has been produced.

‡ refers to the L1 "Vorpal Blade" spell. ‡ refers to the the L7 "Zappathingum" spell.

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