

CATACOMBS of the BEAR CULT

LEVEL 1



by Bear Peters

a complete Tunnels & Trolls
Dungeon with maps and key
for the Game Master

produced by Flying Buffalo
1980

Janforth, D.

Catacombs of the Bear Cult

MAP B THE SINKHOLE

one square = 10 feet

● = tree

■ = spring-fed stream

▲
NORTH



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CATACOMBS of the BEAR CULT

a complete Tunnels & Trolls™ Dungeon
with maps and key for the Game Master

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produced by Flying Buffalo Inc.

Preface

By the fourth dungeon produced by Bear Peters one would assume that everything that can be said to preface an adventure has been said. Some things "bear" repeating, however.

Once again Bear has reached into the dark recesses of his mind to produce a fine adventure. He graciously accepted my input and we worked out the few real problems in an afternoon of discussion. This and the other two projected levels of the Catacombs are going to be quite a treat.

I guess all that is left for me to do is to translate from Ursine the last thing Bear asked me to tell you: "It's your adventure, play with it and enjoy!"

— Michael Stackpole

Abbreviations used:

- WM = Wandering Monster
- SR = Saving Roll
- Lx-SR = Saving roll at "x" level (L1-SR = 1st level saving roll)
- 1d6 = 1 six-sided die
- g.p. = gold pieces
- s.p. = silver pieces
- c.p. = copper pieces
- ST = Strength
- IQ = Intelligence
- LK = Luck
- CON = Constitution
- DEX = Dexterity
- CHR = Charisma
- × = multiplication symbol (i.e. 10× = 10 times something)

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Organizational Preface

Catacombs of the Bear Cult

— NOTES —

This adventure was designed for a group of lower-level characters. Obviously, simple adjustments in number of foes and/or their attributes will gear this adventure for higher-level, tougher characters. Game Masters should make such adjustments *before* beginning a game so the adventure will flow instead of being halted as changes are made on the spot.

Most characters will enter this adventure to make money from the bounties offered for the Bear Cultists. The bounty for any Cult member is based on his human-form Charisma (a reflection of how notorious he happens to be). A dead Cultist is worth 10× his Charisma in gold pieces; a live Cultist is worth 50× his Charisma in gold pieces, and will be consigned to the Arena of Khazan for the entertainment of the Death Goddess.

Knights of the Bear Cult who are slain are worth 50× their Charisma in gold pieces. Live Knights are worth 100× their Charisma in gold pieces; they, too, will breathe their last in the Arena.

Ali oso-Grande is the second-in-command of the Bear Cult; hence he is worth 100× his Charisma in gold when slain. He is worth 250× his Charisma in gold when captured alive, for the Death Goddess has something special in mind for him.

The character who procures the head of Bjorni oso-Medved will receive a number of rewards. A day at the Arena will be dedicated to him, and he will spend a day with the Death Goddess. Lerotra'hh will give him 5,000 gold pieces and a villa on the Dragon's Mouth Sea coast. *In addition*, the character will choose one of three special gifts: a ring that allows him to shapeshift into a bear with a MR equal to his totalled attributes; a complete spell book; or an enchanted suit of armor that stores up to 14 hits in damage, and allows the wearer to channel that stored damage (giving the hits like combat damage) to unliving things (like doors, walls, and statues). This armor will otherwise act like normal plate armor.

To the group which brings in Bjorni oso-Medved alive, the Death Goddess will grant a special boon in addition to the rewards mentioned above. They will be allowed to share the gift of regeneration she will bestow upon Bjorni. They can regenerate one point of damage per turn that they rest. Bjorni, of course, will need it as she intends to find out how much torture he can withstand.

The characters who enter this dungeon will have to be organized into a semi-military group. They may hire onto a caravan leaving Khazan, acting as guards to protect it. They may also organize their own caravan to attempt to bait the Cultists into attacking them. A group organized to seek out the Cultists and destroy them will probably work, but the Cultists will take every opportunity to ambush them and whittle their numbers down before they arrive at the Cult's cave complex.

Personalities within the Bear Cult

To add some life to the characters presented herein, I've added some personality profiles for the major Bear Cultists one is likely to meet in this adventure. The GM should be familiar with these people, in the event he or she is called upon to represent them.

Bjorni oso-Medved. *The Grand Knight of the Bear Cult.* He stands six feet tall and is powerfully built. He has dark hair and dark brown eyes; his complexion is swarthy and he wears a beard. Like all of the Cultists, he is capable of becoming a were-bear.

Bjorni directs the Cult to prey upon caravans from Khazan, in an effort to shatter the last Imperial ties between Khazan and Khosht. He is dedicated to freedom for his home city of Khosht, and he is prepared to sacrifice everything – including his life – in the pursuit of this noble cause.

Like the other Cultists, Bjorni has a job to occupy his time when he is not on the road with the Cult. His secret identity is that of a used-scroll seller in Khosht; this job placed into his hands an old scroll that told of the original Bear Cult and revealed their secrets. Bjorni has revived the Cult as a tool for the freedom fight.

The attributes for his two forms are as follows:

man: ST:42 IQ:22 LK:25 CON:15 DEX:18 CHR:15 adds: 49/55

bear: ST:147 IQ:11 LK:25 CON:75 DEX:9 CHR:45 adds: 148/148

Bjorni is a 6th-level wizard-warrior and knows all spells through 6th level.

While the leader of a ruthless band of brigands, Bjorni himself is a likeable person. He delights in the courage of others, and rejects any benefits that might accrue from the wealth the Cult has captured. This has put him at odds with his second-in-command, Ali oso-Grande. Bjorni seeks the freedom of Khosht, and considers all who oppose this end to be enemies and dupes of the Death Goddess. He believes all such creatures deserve nothing better than death!

Bjorni is the only member of the Cult familiar with the entirety of the Cult halls, including the secret door at J-1. Only Bjorni knows of the huge gem in Room CC that supplies the fluid which falls through the ceiling into the pool in Room M. (Bjorni does *not* know there are caverns in the walls of the sinkhole [i.e. Rooms B, C, D, etc.]). Bjorni is also the only Cultist familiar with the history of the original Bear Cult, and therefore occasionally acts as a kind of High Priest as well as political activist, to further his ideals.

All oso-Grande. *The second-in-command of the Bear Cult.* He has light hair, and is of medium height and medium build. A wizard-warrior, he tends to rely more on magic than he does on force of arms. Ali also handles the mundane organization of the Bear Cult; he spends all his time in the Catacombs of the Bear Cult, having given up his job as a merchant in the Bazaar of Khosht.

Ali is more concerned with the money being made by the Bear Cult than he is in advancing the cause of independence for Khosht. He considers Bjorni's nonchalance over money matters foolish and secretly desires to supplant Bjorni as leader of the Bear Cult. With the aid of the two Knights of the Bear Cult, Cortab and Repael, he might well fulfill his desire.

His attributes follow:

man: ST:35 IQ:30 LK:45 CON:17 DEX:24 CHR:16 adds: 68/80

bear: ST:105 IQ:15 LK:45 CON:51 DEX:12 CHR:48 adds: 126/126

Ali oso-Grande is a 5th level warrior-wizard. He knows all the spells from first to fifth level.

Cortab oso-Sur and Rapael oso-Heal. These two cutthroats were recruited and elevated to positions of power by Ali oso-Grande. Neither is trustworthy, and they believe only in each other. Cortab and Rapael both think that they would be a logical replacement for Bjorni and Ali.

Both are of medium height and build. Cortab is blonde and fair-skinned, while Rapael is dark of hair and complexion. Both reluctantly agreed to undergo the ritual that made them into were-bears, but they hate the change and will use it only in the most dire of circumstances.

The average Cultist. Apart from the habitual criminals who have joined the Cult for the loot from the raids, most Cultists are fighting for liberty from the Death Goddess. Many joined as a reaction to the threat of the Khazani Death Host before the battle at Overkill. Now, as members of the Bear Cult, they can strike back at the Empire of Khazan – an action that would previously have meant slow death.

The two Knights of the Cult, and the average Cultist, have not been attributed. This will allow you to gear the adventure towards the player-characters involved. The majority of Cultists are simple first- and second-level characters, predominantly human, who are armed with the francesca, javelin, and target shield that the Cult loans them for their raids. (To increase their power, you may wish to give them at-atl as well.) The Knights, as well as Bjorni and Ali, may be armed as you see fit. Keep in mind that body armor for any shape-shifter will be useless, as it will be destroyed during the were-change.

The Cult contains 1 wizard to 3 rogues to every 10 warriors. Wizards are likely to be first- and second-level magickers; plan their tactics and spell choices carefully. The Knights are warriors, and Ali prefers spells to armed fighting. Bjorni can fight with weapons or spells, and will adjust his tactics to best advantage (magic against warriors and weapons against magic-users).

Were-bear attribute modifiers are as follows:

ST: $\frac{1}{2}$ IQ: $\frac{1}{2}$ LK: 1 CON: 5 DEX: $\frac{1}{2}$ CHR: 3

About the Cult. Cultists are hand-picked for recruitment by the leaders of the Cult. Player-characters trapped or captured by Cultists will not be asked to join the Cult because the Cultists do not know the characters' backgrounds. The Cultists reason that it is much too "convenient" for these 'enemies of the Cult' to suddenly turncoat and ask to join up.

On the whole, the Cultists believe in the Great Bear God and they consider themselves to be the followers of the original Bear Cult (to such degree as Bjorni lectures them). However, it should not be misunderstood: the Cultists are far more *political* fanatics than religious ones; the relevant term is "fanatic". Those who aid anyone the Cultists prey on are automatically classified as "enemies", and therefore are not to be tolerated.

The Cultists drop captives into the sinkhole because they've seen that the Bear grows in size and power afterwards. They hope that when the Bear grows large enough to leave the sinkhole, it will descend on the enemies of the Cult (i.e. the supporters of Khazan) and destroy them. No one, including Bjorni, knows that there are exits from the sinkhole leading towards their own caverns.

Catacombs of the Bear Cult

The Great Road, that ancient highway stretching between Khazan and Khosht, has long been the overland trade artery of the Empire of Khazan. Armed men guard every caravan, for the route is not a safe one. Still, the way has become even more perilous since the re-emergence of the Cult of the Great Bear. Sweeping from the forested hills north of Khosht, the Cultists have wiped out whole caravans, leaving only the bloody ground for would-be rescuers to find.

The Cult of the Great Bear has become a deadly menace. The officials of Khosht and the Empire have placed a bounty on the heads of all Cult members – and the Death Empress herself has promised a special reward for the person who brings to her the head of Bjorni oso-Medved, the leader of the dreaded Cult of the Cave Bear.

Your group of characters has entered the territories of the Bear Cult. Your fame and fortune – and your lives – depend upon how well you deal with the shape-shifting highwaymen of the Great Road!

Beginning

As the characters travel down the Great Road, they encounter a number of places that would be ideal for an ambush. At the last spot is an ambush! Two trees have been felled across the road, and the party can see a number of people behind them. A Bear Cultist stands and asks the party to surrender.

For safety's sake, there should be about twice as many Cultists as delvers. Any group of Cultists that numbers more than 20 will be led by two Knights of the Cult (who will escape if the battle goes badly, blazing a trail to the Cultist caverns). If there are more than 40 Cultists in a group, Bjorni himself will lead them. He, too, will escape to the Catacombs of the Bear Cult if things get tight.

If the Cult is winning, they will continually ask the defenders to surrender. Once a defender has taken considerable damage, you might well check for consciousness. If the character is unconscious, the Cultists will not kill him; instead, they will concentrate on those who are still alive and conscious in an effort to subdue them. If all the characters surrender or are rendered senseless, the adventure will continue at the sink-hole on the map (marked **A**).

If the party defeats the Cultists, they will find that some have escaped. If the characters have killed the Knights or Bjorni, those persons (rather obviously) will not be present in the Catacombs of the Bear Cult. Remember that both of the Knights and Bjorni are seasoned fighters and are not likely to place themselves in personal jeopardy if the situation even vaguely smells suspicious.

If and when the party follows any escapees of the ambush, they will be led to Cave **J**.

Point A. The captured party is stripped of its weapons. Each party member is bound and blindfolded; wizards are also gagged. The Cultists tie them all to horses, and the whole company rides for about a day. When the ride ends, the party members are taken from their horses and their blindfolds are removed, but the wizards remain gagged.

All weapons and provisions have been taken from the characters, and are being stored at Room **R**. If a character has lost a really nifty magical item, it is likely that one of the two Knights, or Ali or Bjorni, have laid claim to it. Magical swords or daggers of less-than-staggering proportions have probably been confiscated by the average Cultists, and might be used against the delvers in a fight.

The Cultists have brought the party to a huge sink-hole, easily 250 yards (228.6 meters) in diameter. The characters are herded into a large cage (about 10' or 3 meters square) constructed of pine logs as thick around as a man's wrist. The cage itself is attached to a winch-and-pulley system that is capable of lowering the cage 100 feet (30.48 meters) to the bottom of the sink-hole.

Characters too numerous or too large to fit in the cage will be led to the lip of the sinkhole and told to "Walk forward" while still blindfolded. Monster-type characters will be sent over the cliff in preference to humanoid characters of the same physical size. Characters who fall or step over the side must make a L10-SR on CON. If the SR is missed, that character must take 2d6 *plus* the difference between the number needed and the number rolled, in damage. If the character makes the SR, he or she must still take 2d6 damage.

The party is lowered about a third of the way into the sink-hole. They can see a number of large pine trees below, and a spring-fed pool which has overflowed into a small stream running to the southwest and into the sink-hole wall. Also, the party can see a number of caverns which lead into the sink-hole walls.

The Cultists begin to yell, and the company can watch as their horses and other pack animals are goaded over the edge of the sink-hole. All barely miss the cage and die horribly when they hit the ground below. That sight, however, is not nearly as terrifying as the next one they see.

From the brush beneath them shambles a giant bear. From nose to tail the bear is 35 feet (10.66 meters) long. Its teeth and claws are well over a foot long (35 cm.); the claws are rooted in paws the size of tower shields. The bear's massive left ear is pierced, and in it is securely fastened a relatively small but powerful amulet (the party should be able to see it glint if they take a good long look at the bear). This amulet counters and negates all magic of 20th level and below, in an area which extends in a 50-foot (15.25 meter) radius all about the bear. (Its magic is such that as the bear grows in size, so will the sphere of magical protection.)

Point A (continued) The bear rears up and swats at the cage with a paw. He misses, but not by enough to make the party feel comfortable. Then, sinking back to the ground, the bear gathers up the freshly-killed pack animals and wanders off in a northerly direction out of sight. (The delvers' vision is obscured by the large pine trees throughout the area.)

The bear has a Monster Rating of 5,000; it is worshipped as the great Bear God by the Cultists. For every fully-attributed character which this bear kills and consumes (it must do both itself), its Monster Rating increases by the total of that character's prime attributes. When the bear has tripled its Monster Rating in this fashion (i.e. when its MR is 15,000), it will be large and strong enough to pull itself out of the sinkhole. The dogma of the Cult indicates that the bear will turn itself towards Khazan and destroy the city, its ruler, and everything connected with it. (Whether it actually does this, when the day comes, will depend on the GM running that scenario . . .)

At this point the party is lowered another third of the way to the bottom of the sink-hole, to a position well within the bear's reach. The party may do several things. First, if they think to search themselves, a successful L2-SR on LK will indicate that the Cultists did not find a dagger hidden somewhere on a character's person (1 saving roll allowed per dagger originally carried). This will supply the party with a weapon.

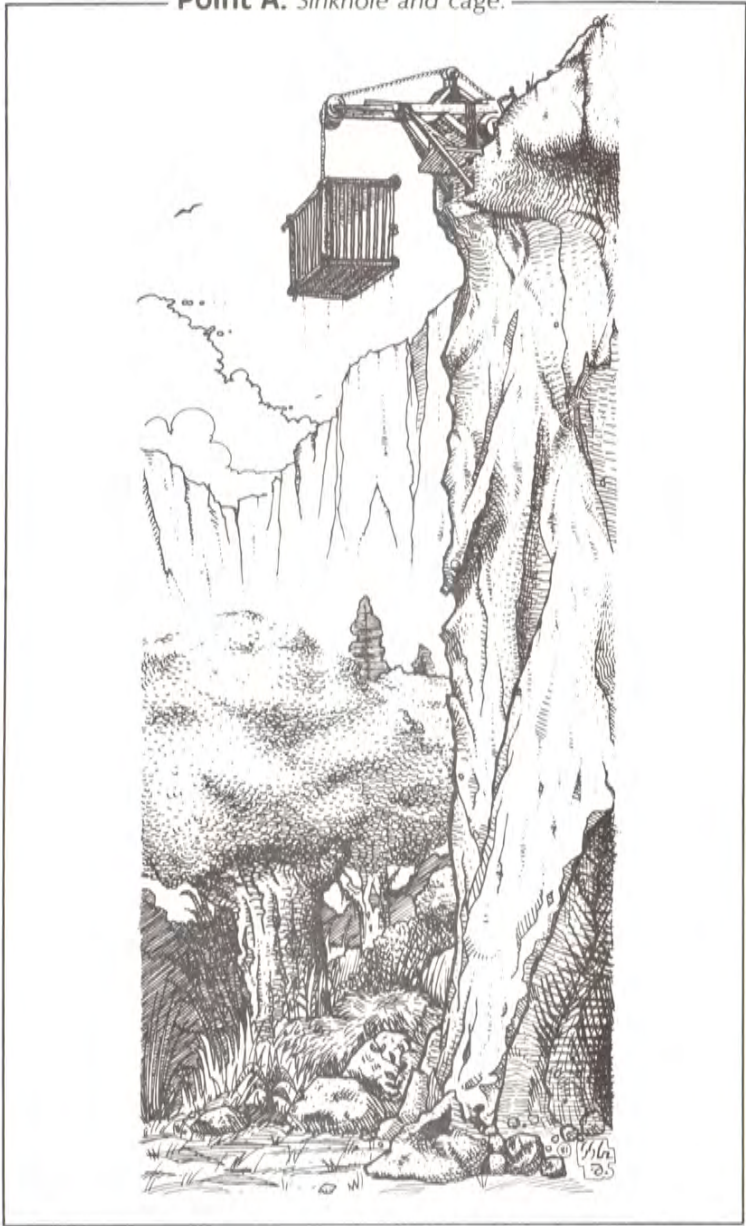
Getting out of the cage is painfully simple. The pine logs are only tied together and can be untied or cut apart. To survive the drop from the cage (approximately 33 feet, or 10 meters), each party member must make a L3-SR on DEX or LK. Damage taken should be whatever the character missed the saving roll by. If a character wishes to make both rolls, allow him to do so. He will take whatever damage he gets - if he misses both rolls, he might take enough damage to kill him.

Flying out of the pit to the winch will present several problems. The first is that the winch (and the Cultists who operate it) are protected by an amulet much like the one on the bear. It is within the winch drum. The second problem lies in the fact that four men are left at the winch to guard against anyone climbing up the rope to escape. All four have self bows and are standard second level Cultists (with adds onto their DEX, making them better archers and logical guards.)

Waiting in the cage for the bear to return is suicide. The bear will swat the cage out of the air and pounce upon the people within it before they can recover from his initial attack.

Once on the ground, the characters will discover the openings to the southeast and southwest, as well as the opening at the west. The first two entrances may be used as shelter; the latter one is far

Point A. Sinkhole and cage.



Point A (continued) too big and the bear can squeeze inside to pursue the party members.

In the sink-hole itself are four trees that are tall enough to keep the characters out of the bear's reach. These are numbered **1 – 4**. If the party chooses to climb any of the other trees, the bear will pick them like ripe apples. If a character is on the ground when the bear shows up hunting, he needs to make a L3-SR on DEX to climb high enough, fast enough, to elude the bear. To fail is to be pulled from the tree and eaten. In the event that two characters or more miss the roll, the character who missed by the greatest margin is the one who is eaten. Remember that a *Fly Me* will be cancelled by the amulet around the bear's neck and will stop someone from escaping by magical flight.

The bear will become hungry every 6 hours (36 turns) and will come out to feed at that time. He can be used to make the delvers move a bit faster if they are doing nothing.

Room B. This rough-hewn cavern is home to a pack of wolves. These wolves were lowered in a cage, much as the delvers were, to provide a meal for the giant bear and amusement for the men who lowered them. Those that escaped his hunger now live upon the scraps he leaves behind. Now that men are being dropped into the sink-hole, and since many of these men escape to the caverns, the wolves do not have as hard a time as before getting a meal.

In this room are 1 die + 1 wolves (2 – 7). Each wolf has a MR of 35. The characters will also find a dirk, a madu, and an african throwing knife in the room (these are all that is left of a previous delver and a hapless goblin).

Room C. A rather large room that looks as though it had been excavated (though not by human hands). A vein of gold runs through the rear of the cavern. Also, various portions of the walls seem to be alive.

As the party enters the room, their retreat to the outside is cut off by a captive earth elemental who looks like a huge hulking human made of sand, gravel, and fist-sized rocks. Rising from the floor on either side of him are his two partners.

They introduce themselves as three earth elementals who were compelled by the ancient Bear Cult to mine the ore in this room. They demand to be released immediately. A 15th level *Dis-spell* would do the trick, but if the party balks (or cannot do it), the elementals become more than a little agitated.

Each earth elemental has a MR of 125. If the party can convince the earth elementals that they will help them, the elementals won't attack. Convincing the elementals of anything will be hard; the GM might choose an appropriate Charisma saving roll or allow him or

Room C (continued) herself to be swayed by the argument of the delvers. The GM should also remember to think like an earth elemental trapped for over a thousand years. If the party suggests that the elementals tunnel to the Bear Cultist area to confront them, the elementals will dig due west and will lay waste to anything in their path. If the elementals encounter guards, they must fight — and they might be destroyed.

The treasure in this room is the unprocessed ore. Every 10 weight units of ore is worth 1 gold piece.

Room D. A storage room for the goblins who live in Room **E**. Piled inside are cords of firewood, the occasional bag of grain (that had been tied to a pack animal the bear ignored for a while), a few mining tools (2 pick axes, 2 shovels), some pots and shallow pans, skins from wolves and pack animals, wild fruits and nuts, and some gold ore stolen from Room **C**.

In the back of this room is a goblin on guard. When he sees anyone enter the room, he runs past Trap **a** and into Room **E**, to raise the alarm. Only then will the goblins set Trap **a**.

The delvers may arm themselves with the pick-axes and shovels. A piece of wood makes a fair 2-die club in a pinch. Also, the party might be able to barricade this room against the goblins if they decide to remain here for a long time.

Trap a. Crude but effective, as are all goblin traps. A pit was dug in the middle of the Y-shaped intersection; the goblins have laid a post across it running north-south. Upon this “fulcrum” they built a platform only slightly smaller than the pit. Towards the east they also dug a channel for two stout safety rods that could be manipulated from the east, to steady or release the platform as needed.

Once the construction was complete, the goblins covered the

Trap a. *Goblin pitfall.*

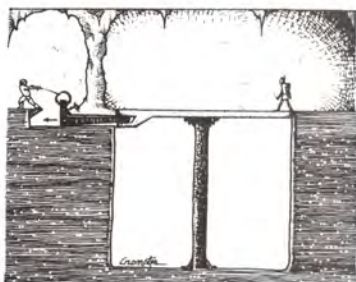


Figure A. The trap as set.

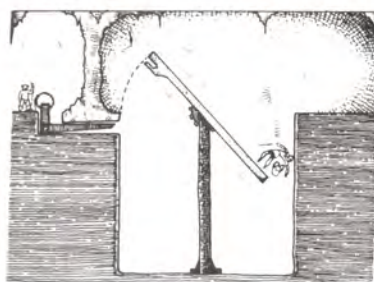


Figure B. The trap as sprung.

Trap a (continued) platform with debris and dirt – it cannot be seen unless a L2-SR on IQ can be made. When the safety rods are removed, of course, the platform will be precariously balanced on the central post; anyone who enters the intersection will tip it and be dumped into the pit below (which is 15' deep). The fall will do 2d6 worth of damage.

If they spot the trap, the party should be able to jam it so it won't tip when they cross it. The pit is only 10' (3.04 meters) across, so jumping it should not be that dangerous – except for the missile attacks possible from Room **E**.

Room E. Like the adventurers, the goblins in this room were offered to the Bear God. Fortunately for them, one of the Cultist pack animals went mad from the combined scents of blood and goblin and bear, and bolted over the edge of the sink-hole. It had carried a cargo of african throwing knives, bolas, and madus. The goblins quickly recovered the weapons, and have carved themselves a safe niche in this room.

The entrance to Room **E** is very small. Characters – even the smallest goblins – must enter one at a time, and are subject to devastating knife attacks. If the party doesn't kill all the goblins in this room *now*, they will be plagued by sniping attacks throughout their stay in this part of the complex.

The goblin leader is named Gerom D'Az. Balding and pot-bellied, he is more educated than his fellows. He wears a magical quartz monocle that allows him to see things that have been magically hidden – anyone who attacks within a *Hidey Hole* when he is around will be only marginally effective. (His attacks will have full value, all others will be halved.) The goblin leader's attributes are:

ST: 12 IQ: 24 LK: 10 CON: 12 DEX: 23 CHR: 7 *adds: 11/22*

Gerom d'Az fights with a madu and a short sword that he found within the cavern. He also favors the chakram (2 dice) over the african throwing knives used by his fellows.

There are 2 – 12 other goblins in this room; give them attributes in line with the party's strength. They use madus, chakrams, shurikens, and african throwing knives. Goblin attribute adjusters follow:

ST: ¾ IQ: 1 LK: 1 CON: ¾ DEX: ¾ CHR: ½

If cornered in the open, most of the goblins will surrender. Gerom D'Az will listen to anyone who suggests a plan to get past the bear in the sink hole, though he will underestimate its strength to the delvers, and he will stay behind the party at all times. If the elementals from Room **C** begin to dig west, Gerom and his fellows will follow them; they will ambush anyone they encounter, delvers or Cultists. If they come upon both in a battle, they will attack the group they have fought most recently. If the delvers have never bothered them, the goblins will attack the Cultists.

Trap b. At each of the indicated points in this intersection is a crudely built deadfall. These were placed here by the elf in Room **F** to warn her against the goblins in Room **E**.

If a character who enters this room misses a L1-SR on IQ, he or she will not see the rope that activates the deadfall. The character who trips one of the deadfalls must take 6 dice damage from the huge wooden beam that crashes down.

Room F. Within this room is a female Elf. Even by human standards she is quite beautiful; her hair is snowy white, although she appears quite youthful. Her eyes are bright and she sounds cheerful when she speaks; yet something troubles her. In fact, she's on the borderline to being mad.

Her caravan was captured by Ali oso-Grande, who had lusted after her. She was borne away to become his consort, but she would not have him. In his rage, Ali threw her into room **M** and joined her with a polar bear. She was then lowered into the sinkhole after the god-bear had been sated, that she might live out her days in misery, alone. Her attributes are:

ST: 26 IQ: 35 LK: 58 CON: 10 DEX: 28 CHR: 32 *adds: 76/92*

As a were-bear, she has a Monster Rating of 189. She is a 7th level mage who knows all of the spells up to and including her level.

Unfortunately for her, she is a pacifist. She so intensely dislikes transforming into a bear that her human mind virtually shuts off when circumstances press upon her the transformation. She has no control and goes berserk when in bear-form. She has been disgusted by the aftermath of attacks she has repelled in her bear form. She would like to find a way to freedom, but refuses to kill or join up with those who kill – for the sight of blood or inference of violence usually triggers her transformation. If the party can convince her that they do not wish to slay anyone, and only wish to escape these caverns, she might be swayed to join them. As with the earth elementals, she will not be easy to convince.

In addition to her pacifistic tendencies, she is also somewhat reclusive after all that has happened to her. She would rather remain away from the world (where Ali might see and seek her again) than escape and risk transforming into a bear at an inopportune time. Her final mental problem is simple agoraphobia – a fear of open spaces. She subsists on vegetable food from the growth in the sinkhole, fleeing the god-bear at every turn, but cannot climb out or fly out because she cannot venture into a large open area without panicking.

Play her as the tragic figure she is. No proud princess this – her spirit has been broken. She has been badly misused by Ali and the Bear Cult, but she refuses to be as savage as they are. If she reverts from bear to elf and there are wounded characters, she will try to heal them. Her name, by the way, is Alexandra.

Trap c. The Stream. Home to a school of finger-length, toothless, algae-eating fish which generate a small amount of electricity as does an electric eel. The fish will be disturbed when anyone walks or bathes in the water (if the person entering the water misses a L1-SR on LK). The character in the water must then take 2d6 in damage from the electrical shock.

The bottom of the stream is flecked with gold flakes. These may be panned at the rate of one gold piece worth for each combat turn spent panning. If you roll doubles on two dice (check each combat turn), the panning has disturbed the fish, and the character who was panning has been shocked.

Keep in mind that if a character is shocked into senselessness, there is always the chance that he or she might drown by falling into the water. Rescue attempts might also incur another electricity attack by the agitated fish, hurting victim and rescuer alike.

Room G. Contains a female fire elemental. Though her form is made of fire, all seems solid but her hair – which actually is fire. She was trapped here eons ago by the masters of the Bear Cult, forced to smelt the gold ore. Since that time she has gone mad.

She spends her time creating exquisitely-detailed golden spheres. The spheres are hollow, and she has cut all manner of intricate designs into the balls. They are of unearthly beauty and each is worth 500 g.p. The designs look almost like esoteric printed circuits, though no magic is sensed from the spheres. (*To the GM: "printed circuits" is what these spheres look like, but your average delver won't understand that term. Choose your words carefully.*)

She has a Monster Rating of 100, and she can only be destroyed by magic or magical weapons. During each round she will single out a character (beginning with the ugliest), and direct her attack solely against that character. She will continue to attack that character until he is dead, and only then will move on to another.

Delvers can kill the fire elemental with magic, or they can kill her by filling the room with water. It is possible to deflect the stream, though this will take time – time enough, perhaps, for the goblins from Room **E** to prepare an ambush.

There are 30 golden spheres in this room. Though the spheres are very valuable, they are easily destroyed. If the character who transports them must take damage, one sphere is destroyed for each point of damage he must take, *unless* the damage is from fire. In that case, the spheres will be unharmed.

A narrow crack in the west wall will be present if the GM is running this adventure without a second level. This crack will allow a little light from Room **T** to shine through. Note that if a delver chops through to Room **T**, he will undoubtedly awaken every guard in that room, and hence will face a nasty set of guards!

Room H. This room appears to be empty except for the pair of large chains bound into the northwest wall. The gold vein from Room C continues through here and between the chains.

As members of the party enter and move close enough to the limp chains, both chains move as though they bind a pair of large, invisible monsters. The chains were enchanted long ago to hold the guardians for the room beyond this one until the Masters of the Bear Cult chose to release them. The guardians have died, but their spirits remain bound.

If no one attacks immediately (or if none of the characters near the chains are goblins), the guardians will introduce themselves. The one on the left was once a mammoth German Shepherd dog, and his name is Vang. The other was a huge wolverine named Gmych. In the time since their death, they have learned to speak the Common Tongue – and they have developed a hatred for the goblins in Room E. (The goblins torment them, you see.) These guardians will assume that any goblin they see is one of their tormentors, and will immediately attack him.

Vang and Gmych warn you that they are not really supposed to allow anyone into the room beyond, but they say they'll let the delvers through anyway – for a price. If the delvers can tell them a limerick apiece, or throw each of them a goblin (preferably alive), they will let the party pass.

They will demand a similar toll when the characters wish to exit. A character cannot repeat his limerick, but if one character tells a limerick already used by another character, they won't notice.

The limericks each character uses should be noted if they begin to transport gold from the room. If a character re-uses a limerick, Vang and Gmych will attack that character.

Each guardian has a MR of 200, and can only be attacked by magical means. Characters may stand out of reach and torment the creatures (but that would not be nice . . .).

Room I. The treasure room of the Bear Cult. Inside are piled 20,000 gold ingots; each ingot weighs 50 and is worth 50 g.p. The party may remove as many as they can.

As the fifteenth ingot is removed from the room – 15 being a number sacred to the Great Bear God – a *Smog* spell will be triggered within the room. Unless a character is immune, his CON will be cut in half. If the character had previously lost up to half of his CON, the poison gas will kill him.

As the 225th ingot is removed, that ingot will become a 300-MR demon. It will attack the character who carries it, slaying him if it can. If it kills its bearer, it will vanish.

Located in the far left corner of the room the characters will

Room I (continued) notice a 3 foot square pattern constructed of gold lines set into the floor. The pattern is made up of small squares and rectangles joined by gold threads that move at right angles. It looks vaguely like a printed circuit and if the characters try to dig it up they will notice that two lines from it descend into the earth. (Again, the GM should note that "printed circuit" isn't going to be a term or concept easily understood by a delver; however, this mystery will be unfolded in the lower levels planned for this adventure.)

(Following these lines would lead to the second level. If you don't have the second level and the characters dig down at this spot it leads to an underground grotto and freedom.)

Area J. Covered by bushes and faked foliage, this is the mouth of the cave that leads to the headquarters of the Bear Cult. Delvers can find this area by following fleeing Cultists, or by back-tracking the Cultists' trail if all have been vanquished in battle.

The cave itself has two "lobes". Hiding within each lobe is a Cultist armed with a blowgun and darts. Each Cultist will shoot at anyone not giving a password. (Pick one out yourself; if a Cultist was captured in the previous battle and tortured, he might have revealed the password. The password would probably change on a weekly or daily basis.)

You'll have to figure out the saving roll that the Cultist must make to hit foes as they enter the cave; the range is *point blank*. If a character is hit, have him total up the face value of any armor or shields he is using (shields worn on the back take only one hit). Subtract the total protective value of his shields and armor from 20, and then have the player attempt to roll or beat the difference on two dice. If a character has enough armor (20 points or better), he won't get hit. When rolling the dice, doubles do add and re-roll. *NOTE:* Magical armor does not do a better job of covering area than does normal armor. If a character has a magic helmet that takes 20 hits, for example, it only gets counted as a one-hit helmet (depending upon its style).

The blowdarts are covered with *concentrated* dragon venom. This will kill a character in the number of seconds equal to his or her Constitution. (CON of 60 = 60 seconds to live.) Advise the players that their characters have been hit, and then begin to time them. A *Too-Bad Toxin* will counteract the poison if the spell is cast in time. If it isn't, the character dies.

The darts are being shot by the Cultist in Lobe **2**. The Cultist in Lobe **1** will withhold his attack until the characters discover him or attack the Cultist in Lobe **2**. At this point, note that the narrowing of the lobe mouths makes attacks by more than two characters at any one time impossible.

The concealed entrance from Lobe **2** into the interior looks like a

Area J (continued) blank wall. To find it, a character must make a L2-SR on IQ, or cast an *Oh-There-It-Is*. A L4-SR on IQ is required to locate the secret door in Lobe 1. To date, only Bjorni knows of its existence; he learned of it from the old original map. This door is not revealed by an *Oh There It Is* spell.

Room K. The hall of the Initiates of the Bear Cult, used for preparation before attacks on caravans and for storage of all sorts of booty. Herein are bridles, saddles and other livery for the animals they have used. Also kept here are things like casks of nails and containers of spices. (Note: some delvers might have ideas about strange things to do with these miscellaneous items. While the value of the items is variable and low, their tactical value may be high. A cask of nails might only bring in 20 g.p. on the open market, but the contents of the cask, when spread out over the party's path of retreat, might slow their pursuers so they can escape.)

There can be as many as 1 die + 4 Cultists in the room. If the party has easily ripped up the opposition on previous encounters, the cultists might retreat and form a larger group, or attack from ambush.

Room L. The New Hall of the Bear Cult. The walls are lined with beautiful and expensive tapestries. The tapestry on the north wall depicts a bear rending a lion and is blood-stained at the bottom. Behind it is a stairway which leads down.

Although no one is stationed in this room, opening the door will set off a silent alarm that will alert troops in Room T to the fact that intruders have entered the caves.

It is foolish to have the Cultist troops rush blindly into the room; they are smart enough to attempt to trap the delvers in a situation where they can be destroyed with a minimum loss to themselves. Have them wait in ambush unless you think the Cultists would feel that they can overwhelm the invaders. Have them act logically, not like soldiers bent upon suicide.

Room M. At the base of the stairs from Room L is a semi-circular alcove carved from the surrounding rock. Within the alcove lies a pool of blood. A thin stream of blood oozes from the ceiling above the center of the pool; this stream flows into the pool without splattering or causing the pool to overflow. The pool is about 6 feet across and is of unknown depth.

The pool reeks of high level magic (20th level, to be exact). The Cultists used it to form themselves into wear-bears. A man and a bear are thrown into the pool; they are re-formed and melded together by the magic. Being generally more intelligent than the bear, the man dominates this collaboration — unless he turns control over to the bear. During that time, he temporarily becomes the bear. As with most

Room M (*continued*) were-transformations, the character's clothing and belongings do *not* transform. Cultists tend to wear loose clothes which are easy to shed for this reason.

If a party member touches the stream or pool, he must take 1d6 worth of damage, for the blood in the pool is a highly corrosive acid. It will etch metal and even eat through it if given time. If a party member jumps into the pool, he will dissolve and his spirit will hang above the pool until it too dissolves. A character who dies this way will not be able to be reborn.

If two characters (or a character and an animal) leap into the pool at the same time, the most intelligent of the pair will dominate the new body that rises from the pool. The dominant personality may relinquish control to the other personality, and that form will manifest itself. This is caused by a 20th-level spell and must be *Dis-spelled* if this situation is not desired. In that case, the character whose form was manifested at that time will be the character to live. The other character will die.

Nothing save deluxe staves or indestructible items will rise with the body from the pool.

NOTE: This is a perfect place for the Cultists to ambush the delvers. If they attack before the delvers can experiment with the pool, they might be able to force them into it, destroying them.

Trap d. A stone-floored hallway. Several of the stones in the floor are pressure plates that will trigger crossbows concealed within the walls.

There are 4 crossbows (choose the bows based on how tough the party is) in the hallway; one flagstone/pressure plate will trigger one crossbow. As the characters walk down the corridor, each must make a L3-SR on LK. Those who miss it (or those who miss it by the most) will take the bolts. If only two miss, then only two of the bows were triggered. In that event, call for the saving rolls again until the party leaves this hallway or until all the bows have been shot.

A Cultist from Room **K** might run down this hallway to lure the delvers into following him. He, of course, would know where all the trigger-stones are; the delvers would assume he zig-zags through the hallway to avoid missile weapons from his pursuers.

Room N. This is another treasure room, filled with fine materials: silks, exotic spices, books, and tapestries. It contains no magical items.

To the north is the door to Room **O**. It is held shut by a huge padlock and cross-braces that must be destroyed (200 points of damage) before Room **O** can be entered.

In the northeast corner of the room, behind a set of shelves, is a secret door that opens into a narrow stairway; this stairway leads up into Room **O1**, which is directly above Room **O**.

Room N (continued) The total value of the treasure in this room is 1d × 10,000 g.p. Most of the material is bulky and will take time to move.

This might also be a good place to trap the delvers. Most of the treasure here is flammable; in addition, this complex of rooms is a dead end. Driving the bears from the cage at Point **Q** might prove interesting.

Room O and O1. Room **O** is at the end of a short hallway. The room is formed of brown stucco walls and ceiling, with a wooden floor. It is dark, but floating in the air in the middle of the room are a glowing sword, shield, and suit of plate armor. Benevolent magic is sensed from each item.

Room **O** is a big trap. Above it, in Room **O1**, are four Cultists. Three are gathered around a wheel that will, when spun, lower the roof of Room **O** at the rate of 1 foot per combat turn. The roof is now 12 feet from the floor. The fourth Cultist lies on the floor and looks through a small peephole into Room **O**. Near his mouth is a speaking tube that leads into the room; it will make his voice sound distant yet powerful. His left hand rests upon a switch that will trigger the trap in the hallway to Room **O**.

When a character enters Room **O**, the watcher will collapse the hallway. Characters who are still in the hallway must make a L2-SR on LK to see if the hallway collapses on them. If it does not, they have a choice: jump into Room **O**, or leap back into Room **N**.

In the doorway to Room **O**, a steel door drops into place. The character(s) will find the glowing objects are only Mirages that vanish when touched. The watcher will intone something melodramatic like, "You have defiled my tomb – now die!" and the roof will begin to descend.

The walls and ceiling of this room are steel beneath their stucco, so they are very difficult to cut through. A deluxe staff propped against the floor to stop the descent of the ceiling will punch through the wood to sink into the soft earth below. Characters will survive only if they teleport out of the room or dig into the earth below the floor.

If the characters stand outside the room and shoot something at the objects in the air, one of the objects will disappear. When this happens, the Cultist on the speaker will say something like, "The magical [whatever is left] may only be taken by the touch of a brave person." That should lure some people into the room . . .

Room P. A cage used for holding prisoners. If any members of the party were captured, they might be here. In addition, you might place within this room: warriors (to strengthen decimated parties), goblins from Room **E**, fat merchants or an elven princess, all of whom might be ransomed.

If you wish to slow the party down, raise the bars that separate Room **P** from Room **Q**. This might force them to abandon their pursuit of guards in order to save the prisoners.

Cage Q. Contains 1 - 6 cave bears. The recommended MR for each is 175 - 200; adjust this to suit the party. As suggested elsewhere, the bears may be: used to threaten the prisoners in Room P; released to roam the halls and attack delvers; or utilized as the Cultists use them in the rites at Room M.

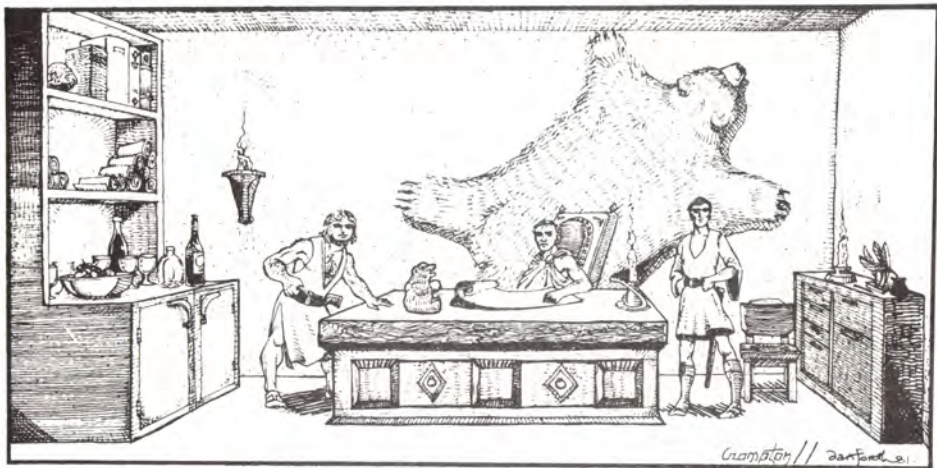
Room R. An armory containing a great many francescas, target shields, daggers, javelins, and bagh nakh. In addition, all of the weaponry taken from the party will be found here (except for the magical weapons).

NOTE: The Cultists are usually unarmed while within their stronghold. If the delvers capture the armory before an alarm is raised, they will be able to fight the Cultists while the Cultists are unarmed. But then again, with the Cultists' ability to become bears, are they ever unarmed?

Room S. The private room of Ali oso-Grande. The furnishings are very nice; the walls are lined with shelves containing books and scrolls. Against the far wall is Ali's desk, and behind it hangs a huge polar bear's skin that reeks of magic.

Ali is inside this room, along with the two Knights of the Bear Cult, Cortab and Rapael. They are surprised to see the party, yet do not attack them immediately. Instead, Ali will invite them to be seated, and he will propose a plan.

He will suggest to the delvers that he will pay them to eliminate Bjorni. He'll point out the way to Room DD if they agree. He will even offer them wine and fruit from a table to his right.



Room S. The private room of Ali oso-Grande.

Room S (continued) The wine and fruit are poisoned, of course. The poison is slow-acting, which enables him to cast a *Too-Bad Toxin* on himself after he has left the room. The delvers, on the other hand, may not recognize their latent queasiness as the result of poison. After 10 turns, the delvers lose 1 point of CON, then on the next turn 2 points of CON, then 4 and so on until they are dead or figure the problem out.

If the delvers fight, Ali will do several things. First, he'll try to throw the magical skin from the wall over one of the party members. To do this, he must make a L3-SR on DEX (he needs a 6). If he succeeds, the character afflicted (with any luck, the toughest of the lot) becomes a 400-MR polar bear under his direction. Ali himself will fight with magic. If the battle goes poorly, he will attempt to escape through the secret passage to the south (he might wait and cast a spell at the first person to follow him through the doorway). The knights will fight and die.

If Ali dies, the polar-bear character reverts to his normal form and now possesses a polar bear skin cloak that allows him to become a 400-MR polar bear at will. If the polar bear is the only party member remaining, Ali will simply skin him or her alive to get the skin.

The treasure in the room lies within the books. In addition to scrolls that contain, in total, all 1st- through 11th-level spells, this collection of manuscripts also holds the records for the Bear Cult. The records include membership rosters complete with details of a member's performance in each raid; monetary accounts of their exploits; and all of the secret identities of all the members. The latter would bring 10,000 g.p. from the Empire of Khazan.

If the party decides to take Ali up on his offer, the two Knights will guide them to Room **DD**. Once the delvers destroy Bjorni, the Knights will turn on them and kill them.

The money Ali is willing to offer for Bjorni can be any amount you think will tempt the delvers. If the delvers begin to spill the beans to Bjorni, the Knights will attack them.

If Bjorni or either of the Knights has been slain in the first battle, adjust this scenario accordingly.

Room T. The Bear Cult barracks. Along both the east and west walls are 16 double bunk beds. At the base of each bed rest two chests (used for clothing and other personal articles): one for each man sleeping in the bed. Usually half of the bunks are filled at any one time. In addition to 32 sleeping men (less those sent to answer any alarms), 4 fully-armed Cultists guard the doorway to Room **T**.

The treasure in this room is deceptive. Besides the limited amount of gold likely to be found in the chests, there are plenty of the large flowing robes that the Cultists tend to wear. If the party obtains some of these robes, they might fool enough of the Guards and Cultists into

Room T (continued) believing that they are also Cultists.

Also remember that each Cultist can become a bear, so despite their lack of weapons, 32 can be a nasty crowd to fight.

Room U. The kitchen; within are some exotic spices, meat, wine, grain, and fruits, plus the usual and potentially dangerous kitchen tools like knives and frying pans. Here the party might recover some food.

The eastern third of the room is taken up with a freezer unit. Within the freezer unit, which may be entered through the door, are sides of beef and other items that need refrigeration. In the northwest corner of the freezer is a cask of wine emblazoned, "William's Wine". If the cask is twisted to the right, the north wall of the freezer unit will open and reveal the passage to Room **DD**.

If the cask is twisted to the left a catch will be released and will open a pit beneath the feet of anyone within five feet of the cask. A L3-SR on DEX is required to avoid the pit trap. The fall is 15 feet and will result in 3d6 of damage.

If the pit is opened, the mechanism will lock in place and north wall of the freezer will not open when the cask is twisted. The cask is immovable and can only be twisted; if anyone tries to lift it, this might reveal something about its true nature.

Room V. The privy for the barracks of Room **T**. There is nothing special about this room, other than the fact that a party might be trapped in here by guards from Room **T**, and that a party might be able to hide from guards by climbing down through one of the three holes and into the holding tanks beneath the floor level.

Digging through the bottom of the holding tank would deposit the characters into the second level.

Room W. A rather large cave. At the northernmost end of this cave, three steel bars are set into the walls to prevent passage out in that direction.

In the center of the room, the characters see a novel sight. From the waist up, the creature before them is a man. He has dark hair, a beard and moustache, and is generally hairy all over. His eyes are bright blue; he has an intelligent look about him. He might even be a wizard, for he clutches a staff in his right hand.

Below his waist, however, is the body of a giant bear. Man and bear are connected at the bear's neck – the man's torso has replaced the bear's head. The bear's body is powerful, yet shows no signs of starvation.

If the characters are dressed as members of the Bear Cult, the creature will attack immediately. If they are not wearing Cultist dress, he will ask them to be seated, and will speak with them. He tells them his story.

Room W (continued) "Less than a week ago, I was with a caravan coming from Khazan," the bear/wizard says. "The Bear Cult attacked my caravan, and my horse panicked. I was dumped from the saddle, and hit my head on the ground.

"When I came to I found that the Cultists had left me for dead. I trailed them here and made myself invisible. I entered the cave mouth and located two secret doors. Since the other one was guarded I slipped in here. I got past the large mechanical bear and other things to arrive in this cave. This cave contained a large cave bear, the majority of whom you see beneath me.

"The Bear was hungry, and I was to be his meal. I dodged him for a short while, but he closed and wrapped his forepaws around my hips in a bear hug. I reached down, and with strength I did not know I had, I ripped his head from his body. 'Not bad, Menas,' I said to myself - I thought the fight was ended.

"But the bear twitched in his death throes, and his claws raked me in half. I was in a lot of pain, and realized that unless I did something drastic I would die. I invented a spell - I call it *Wound Weld* - that was supposed to reconnect my lower half with my upper half. However, the bear's lower half was closer to me than mine was, so the spell joined me to it. While not quite what I had in mind, I was pleased that the spell saw fit to turn me so I'd be headed in the same direction as my lower half.

"Since then, I've waited here. I caught one Cultist, and though I don't approve of cannibalism he was the only food around. With the bars in the north passage, and the fact that I'm too wide for the south passage, I can't leave by walking. I'd teleport out, but I've no idea what is where, and the bars seem to have a dampening effect on teleport spells."

Menas's attributes are:

ST:185 IQ:36 LK:40 CON:95 DEX:35 CHR:50 adds: 224/247

He is armed with a staff ordinaire and a complete set of L1 - 8 spells. In combat he can attack with the bear's body, doing his adds plus 4d6 for the claws (big bear!), while casting spells with his human torso.

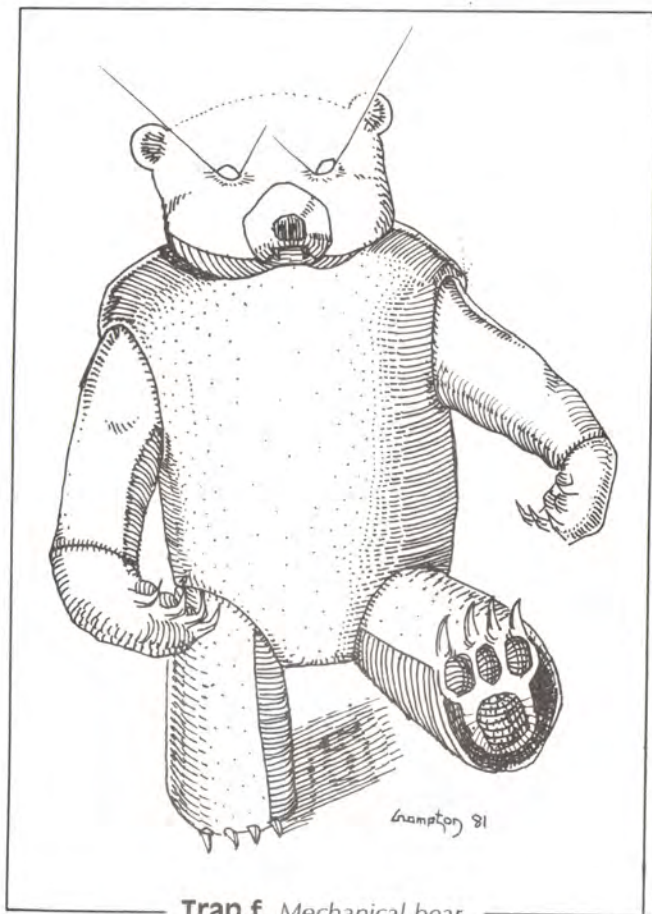
The spell *Wound Weld* is a L8 spell. It takes 50 ST points to cast, and will allow the caster to rejoin a severed limb or body part to its original owner, if the joining takes place within 3 turns of the limb's removal. The spell, as Menas teaches it, will not join two different species together. (It joined man to bear in his case due to the first-time fluctuations in the newly-constructed spell, and because his mind was not totally clear at the time he created it.) He'll sell the spell for his freedom, to any one character, or for 3,500 g.p. per character who wants to learn it.

If the party can free the bars from the walls (a *Slush Yuck* will not work due to fluctuations in the ether caused by the bars so the party must dig them out), Menas will accompany them as they head north. If the party is tough enough without Menas, he will avoid trouble and

Room W (continued) leave at the first opportunity. If the party is weak and needs his help, he will aid them with spells that are not offensive in nature.

He does let the party know that he is anxious to leave, for he wants to write a monograph on his new spell and present it to the Wizard's Guild in Khosht. If the party refuses to release him, he attacks them.

Trap f. This room has rough-hewn walls. A large, glassy-eyed bear with a small square hole in the middle of its back stands in the center of the room; a large metal winding key with a square end is hung on the west wall.



Trap f. Mechanical bear.

Trap f (continued) This fur-covered mechanical bear has a CON of 250, which is separate from its attack rating. Once it has been wound up, it will be operational until its CON is reduced to zero (or for 5 combat turns, whichever comes first). When it is being wound up, the main spring will click once for each full revolution of the key. After five clicks, the key will not wind any more and the bear will begin to move.

A full winding will make the bear operational for five full combat turns. During the first combat turn, it will fight with a MR of 500; this MR will drop by 100 per combat turn, to simulate the winding down of the spring. The spring also powers a small generator in the bear that, in turn, powers infrared sensors in the bear's glassy eyes. The bear will orient on the warmest character (one with a torch, or a wizard using a *Blasting Power*. If all characters are roughly the same temperature, the bear will attack randomly.)

The treasure is the power supply and the infrared sensors. The bear's skull cap will lift off, to fit over a character's head. Wires will lead to the power pack and spring assembly that must be wound up. The device will function for a full turn, allowing the character who wears it to detect warmth for 100 yards. This ability will be reduced by 20 yards per combat turn until the device winds down. The character who wears it will not be able to see normally, and the device takes a full combat turn to wind up.

If the bear's CON takes 250 hits or less, the treasure should be intact. Overkill will result in damage to the device. 100 extra hits might well reduce the top range or duration for the device. Up to 500 extra will totally destroy the bear and the treasure.

Trap h. The pathway leading to this area is moist here and there. Stalactites and stalagmites begin to crop up in the outer passage, though stalagmites (the ones on the floor!) are not to be found in the room. The reason is simple — the floor is quicksand!

Characters must make a L2-SR on IQ to realize why there are no stalagmites in the room. If a character is caught in the quicksand, treat his weight as having been doubled (to account for the sucking power of the quicksand). This will make it difficult for other characters to drag him out of the quicksand, and might force him to abandon some equipment in order to be pulled out.

Corridor 3. A brush-choked passageway out of the complex.

Room X. A rather large natural cavern. These caves are the home of the rare silk bat. There are 1 die × 10 of them here.

The silk bat is a cross between a spider and a bat. Once they locate their prey through use of their sonics, they spin silk like a spider to bind their prey. The silk is very strong, and a human must

Room X (continued) make a DEX-SR to avoid being bound by the bats. The silk must be cut – a character without a knife will be in deep trouble.

Each bat has a MR of 7. To determine the level of the saving roll that any character must make to avoid capture, you must total the number of bats attacking that character. The character must then make a DEX-SR on a level equal to half (round up) the number of bats attacking him. A character must always make at least a L1-SR.

If a character is trapped, the bats will land to feed. They will attack with a 7 MR and do damage directly to the character's CON. Only magical attacks may take place while the character is bound. It will take a character the number of combat turns equal to the level DEX-SR he missed to cut himself free. Once he has removed half the webs (having spent half the time needed to free himself), he may fight at half effect. (If Tlam the Toad misses a L5-SR, it will take him 5 combat turns to cut himself free. At the end of 3 combat turns, he will be able to fight at half effectiveness against the bats.)

The treasure in the room is the silk itself. Each combat turn worth of silk is worth 100 g.p. (The strands don't stick together, you see, and are used as threads for making fine lace.)

Room Y. This room is the fabled hall of Twenty-Six Pillars, the entry antechamber to the Ancient Sacrificial Temple of the Bear Cult. It can be entered from Room X through a collapsed section of wall. There is also a slide area opposite the broken wall section that rises to a narrow crack in the wall near the top of the slide. The silk bats will pursue people into this room, but will not pursue them beyond the crack in the wall over the slide. The crack is narrow enough to limit entry to one character at a time.

The most notable feature in this room is the pair of large bronze doors set in the right wall. Magic may be sensed, and might be noted as slightly evil magic, for the Ancient Cultists had placed a curse on the doors to protect them. If the Secret Signs, now forgotten for over 1,000 years, are not made before touching the door; the delver(s) touching them will be transformed into bear cubs. A 6th level *Dispell* will remove the curse and return the delvers to their normal forms.

Anyone who has been changed into a bear cub will be of little help at this time. In one game year, however, he can be trained as a pet with a Monster Rating of 150. In two years, with his full growth, he will have a MR of 350 and will remain loyal to the person who takes him at this point and trains him.

If the party can think of a way to open the doors without touching them, they can probably get them open. The other ways past them, of course, involve going around, over, or under them.

Room Z. This room is the Hall of Thirteen Golden Bears, the sacrificial hall of the Ancient Bear Cult. In the center of the room there is a blood-stained altar that once was the purest white marble. Golden shackles hang limp from each corner of the altar. At five foot intervals along each wall there are three-foot-tall statues of Golden Bears. Each is plated of gold, appears to be wood underneath and reeks of magic.

At the back of the room is a set of 15 bars. These bars may be lowered into the floor by the use of a lever in the wall on either side of the bars. Once these bars have been lowered, however, each must be raised by magic; the lever will only lower them. The lowering of the bars will allow access to the large pit with the giant bear. Unless the delvers can defeat the bear they must attempt to elude it. It will not be able to follow them through hallways or doorways less than twelve feet wide, though it is able to reach a paw into hallways larger than five feet wide for a distance of fifteen feet.

The shackles on the altar were magically strengthened to aid in holding sacrifice victims. If taken, the shackles will prove to be worth 700 g.p. and can be melted down and forged into 700 weight units worth of weapons or armor. Each weapon or piece of armor will be $1\frac{1}{2}$ times as effective and will be treated as inherently magical.

The bear statues were placed here to protect against greedy looters. If these statues are "touched" in any way, physically or by a magical spell, the life force of the character doing the touching will be absorbed into the statue. That character will appear to drop dead and the statue will come alive and attack the party.

The bear will attack with a monster rating equal to $3\times$ the total of the affected character's attributes. If the bear is defeated after only one combat turn, the character will return with all of his attributes intact. If the fight goes for two combat rounds the character will return with his attributes reduced by $\frac{1}{2}$. If the fight lasts two rounds he will return with his attributes reduced by $\frac{2}{3}$. If the fight goes into a fourth round, the character will not return.

On the fifth round the bear will stop fighting and fall over. The gold plating on the bear will have a g.p. value equal to $10\times$ the totalled attributes of the character who powered the monster.

Each bear will only work once, and on one character only. The magic is 21st-level magic.

One of the bears (the one marked with an "X" on the map) is hollow terra cotta. It looks and acts like others, but has no value in gold. It will shatter in combat if it takes just one hit (including damage from *Take That You Fiend* spells.) This statue covers an access route to the depths of the temple on Level 2. (If you don't have the second level, you can make the statue normal or have it guard an escape tunnel.)

Room AA. This is the Sanctorum of the True Bear. Upon a fifteen foot tall marble base with steps running up the front rests a giant golden statue of a bear. It is fully 35 feet tall and appears to be solid gold. Magic is sensed from the statue. It is the representative of the Great Bear on Earth.

21st-level magic has been cast upon the statue. If the statue (or any part of it) is taken from the room, the owner of that portion will be cursed along the following lines. First, their Luck will be frozen at the point it currently is at. For each and every turn they are responsible for a piece of the statue being out of the room, one point is deducted from their Luck rating; Luck becoming refrozen at this new lower point. Anyone accepting a piece of the statue will gain the curse and a person no longer in possession of a piece of the statue will stop losing points from his Luck. While returning the piece of the statue to this room will stop the Luck drain, the losses will not be returned by such action.

Aside from level bonuses there are a few ways to get the lost Luck returned. The GM might have an oracle, gypsy or sorcerer offer a cure in return for the completion of a quest. A 21st-level *Dispell* or *Curses Foiled* will remove the magic and restore the damage. If the characters afflicted do not have such spells they might be able to locate the formula for the removal of the curse (bathing for three minutes in bear's blood) in another scenario. (Getting the bear's blood, one bear to a bath please, will be tough in and of itself.)

The statue is worth about 2.5 million g.p. The weight of the statue, therefore, runs about 1,250 tons. The statue is immune to any magic that will harm it or disfigure it.

Area BB. A sink hole that descends to the second level of the Catacombs. There are some slippery and precarious handholds leading down. L2-SRs on DEX will be required to avoid falling.

If you don't have a second level, use this as a haven for the characters in their attempts to avoid the silk bats or as an escape route from the caverns.

Room CC. This room is directly above Room **M**. It can be entered through the secret door from the corridor. It will take a L2-SR on IQ to spot it.

The first thing the characters will notice upon entry into this room is the massive crimson gem floating 8 feet from the floor in the center of the room. It is called *The Heart of The Bear* and is responsible for the "blood" seeping into the lower chamber. The room is bathed in a crimson glow and the gem radiates magic very strongly.

The party will quite quickly notice three other things that are unusual. First they will notice that all of their magical devices and spells cast outside of the room cease to function. If a mage casts a spell in this room, he loses the ST cost, and continues to lose 3 ST points per turn until he leaves the room or dies. The second thing

Room CC (*continued*) that will be noticed is that the gravity seems to have increased. The third thing they will notice is a doorlike panel across the room from them.

Once a character touches the gem a piercing wail will begin. The door they used to enter the room will vanish and the door opposite them will open. Through it will step a vaguely ursinoid form, his paw wrapped around a shiny metal thing (GM: this is an anti-personnel laser.)

Any characters who have had experience with guns will be allowed to duck. Of those remaining, the most heavily armored will be chosen as the "alien's" target. He can fire two shots per combat round, has only to roll a 5 on two dice to hit his target (doubles add and reroll), and does 9d6 damage to anyone hit. Once the delvers close he will fight hand-to-hand with a Monster Rating of 200.

The characters will find their attacks halved due to the increased gravity. Missile weapon attacks will fail for the first round because of the gravity increase.

If the party wins the fight, they will find that the dead alien and their dead party members vanish. Characters will find no way to take the gem.

If the party loses the fight, they are handcuffed and hustled out the door. All of their weapons are taken away from them and they find themselves in the corridor they entered from.

Room DD. Bjorni oso-Medved's private chambers. Roll 2d6. If doubles come up, Bjorni is present. If he is not present, the room is empty.

The room is small; heavy tapestries decorate the walls. Behind a tapestry which depicts a bear killing a bull is a secret door into the corridor that leads to room **Z**. In the corner rests Bjorni's bed, a massive brass affair. Beneath it is a secret trap door to the second level.

If Bjorni is not here and the delvers have been led by the Knights to kill him, the Knights will attack the delvers and attempt to kill them. If the characters arrive alone they will find little to loot, but two very important secret doors.

If Bjorni is in the room when the delvers arrive with the Knights, he will change into a bear and attack the Knights. They should not last long.

His reaction to the delvers will vary. He will try and convince them to join him and his cause. He will point out that they will have a very hard time getting him out of his room. He will pace about the room and get close to the secret door into the corridor. If the delvers cannot be convinced to join him, or if they cannot be bought off, he will duck out of the room and flee for Room **BB**. If they manage to capture him they had best remember to gag him or he will use spells upon them (like *Mind Pox*) to hinder them and aid in his rescue.

If anyone enters his room without the Knights he will follow the above mentioned strategy for dealing with characters. If prevented from flight he will match his tactics to his foes. Remember that he can change into a bear and if he is not secured well he will be able to attack the party when they least expect him to.

NPC CHARACTERS

In playtesting this scenario, we discovered that it took a long time to roll up Cultists for the characters to face, and even more time to roll up some goblins. Therefore we've included a number of Cultists and goblins; use them as you see fit. Attributes, character type, and possible weapons (within the parameters given in the text) are noted; they've been named because we can't see all these folks going out into the world to face probable death without names! Attributes are always listed in the following format:

"ST - IQ - LK - CON - DEX - CHR combat adds/missile adds"

Cultists. Human attributes are listed first, and were-bear attributes second. Weapons are:

T = Target shield

J = Javelins (3)

F = Francesca

* = can throw Francesca.

MAUL CORON. L2 male rogue. T-J-F
14 11 14 12 11 14 8/8
49 6 14 60 6 42 36/33

BEORN. L1 male warrior. T-J-F*
15 14 18 13 14 14 11/13
53 7 18 65 7 42 45/43

ARQUE NETGUARD. L1 male warrior T-J
7 12 14 11 13 10 1/2
25 6 14 55 7 30 13/11

CALDIN. L1 male warrior. T-J
12 11 11 4 11 13 0/0
42 6 11 20 6 39 27/24

EWEGOLEY CLEVER. L1 male rogue. T-J
13 13 14 14 9 16 3/5
46 7 14 70 5 48 32/28

VLANDA CLEVER. L1 female warrior. T-J-F*
10 13 16 18 16 9 8/12
35 7 16 90 8 27 26/25

POACH CLEVER. L2 male warrior. T-J-F*
15 10 14 9 16 11 8/12
53 5 14 45 8 33 42/41
(The Clever siblings are always found together, fight together, etc.)

DIGGER LONGLEGS. L2 male rogue. T-J-F*
17 7 6 11 17 10 7/12
60 4 6 55 9 30 45/45

"CRUMPET" CROAZZ. L2 male warrior. T-J-F*
12 15 15 13 17 12 8/13
42 8 15 65 9 36 33/33

JASAT. L2 male rogue. T-J-F*
14 13 9 16 16 14 6/10
49 7 9 80 8 42 36/35

MOOSE. L2 female warrior. T-J-F*
10 12 14 14 17 9 7/12
35 6 14 70 9 27 25/25

"RIPPER" BROODY. L1 male rogue. T-J
8 14 9 8 16 14 3/6
28 7 9 40 8 42 15/14

NPC Cultists (continued)

"PIT EM" MILLAR. L1 female wizard
10 18 16 14 10 7 4/4
35 9 16 70 5 21 23/19

TETRAM SHAKESWORD. L1 male warrior T-J-F*
13 12 12 11 17 5 6/11
46 6 12 55 9 15 34/34

WAHU COUP. L2 male rogue. T-J-F*
11 14 15 7 14 12 5/7
39 7 15 35 7 36 28/26

STOCK GYMKHROD. L2 male warrior T-J-F*
15 14 14 15 15 13 7/10
53 7 14 75 8 39 42/41

LIZARD FATFOOT. L1 female warrior. T-J
11 11 11 15 11 13 0/0
39 6 11 75 6 39 24/21

SQUEAKY LOOMER. L2 female warrior. T-J
7 16 14 15 13 7 1/2
25 8 14 75 7 21 13/11

KEENEYE NOWAK. L2 male wizard.
17 16 16 13 13 6 10/11
60 8 16 65 7 18 50/48

HEATH FLEETFOOT. L2 female rogue. T-J-F*
12 11 13 10 17 10 6/11
42 6 13 50 9 30 31/31

Goblins. Given here are 10 first-level goblins. If the party is considerably tougher than 10 first-level goblins could challenge, give the goblins some level raises where it will do the most good. Attributes are listed in the same fashion as those for the NPC Cultists.

Weapons noted are:

Th = african throwing knife

C = Chakram (2)

S = Shuriken (2)

M = Madu.

FINGERBITER.
L1 male goblin warrior. Th-C-M-S
11 10 12 6 15 -7 3/6

BACKCRUSHER.
L1 male goblin warrior. C-S
11 7 8 10 14 -4 1/2

NIBBLEAR.
L1 male goblin warrior. Th-C-M-S
13 13 6 3 15 -6 0/3

PICKFISH.
L1 female goblin warrior. Th-C-M-S
11 10 11 7 25 -6 13/26

BONESNAP.
L1 male goblin warrior. C-M-S
5 13 8 9 17 -6 0/5

BUGNOSE.
L1 male goblin warrior. S
11 7 5 7 12 -7 -4/-4
(often acts as scout)

SNAPPER.
L1 female goblin rogue. C-S
8 16 9 9 14 -6 1/3

SNAGGLETOOTH.
L1 male goblin rogue. Th-C-M-S
10 10 11 8 27 -6 15/30

CNAWER.
L1 male goblin warrior. S
10 12 12 9 11 -5 0/0

SPITJAW.
L1 male goblin rogue. Th-C-M-S
12 9 13 12 17 -6 6/11

Additional Scenarios and Variations

1. The wolves in Room B are actually were-wolves, having been dumped into the sinkhole while in human form. To make things difficult, they are weres of the type that can only be harmed by magic or silver.
2. Alexandra (the white-haired elf in Room F) has been missed from her home in Talleymark, and someone has hired the characters to go in and rescue her. Perhaps her friends only knew that she had disappeared in a certain area, or they've scryed to discover her alive and in a dark cave. Complications can include the fact that she does not want to leave, or she won't go with the particular party of rescuers, or the people who hired the party are connected with Ali who has somehow discovered that she's still alive.
3. The Death Goddess of Khazan wants the god-bear captured and brought to the Arena for a fight. (She'll only know about the bear if all the rest of the Cult has been destroyed).
4. An item captured from a caravan or a caravan guard is badly wanted back. The party can be hired to retrieve it. (This scenario is quite likely to occur when party members can't rescue their own goods on one try, anyway!)
5. If most of the Bear Cult is captured, but Bjorni escapes, he'll start over again, after strengthening his defenses and improving his offensive abilities. (New traps and strategies, etc.)
6. If most of the Bear Cult — including Bjorni — is captured, but Ali or either of the Knights escape, they'll set themselves up as simple robber barons on that stretch of road. Again, new defenses, offensive strategies, traps, and so forth will be put in by these returning Cultists.)
7. The gold spheres (made by the fire elemental in Room G) are in demand.
8. A treasure map is located which indicates a very powerful magic sword has been buried beneath Tree #4 in the sinkhole.
9. A meteor hits the area, creating a dangerous energy flux within the floating ruby in Room CC. Magic is an on-again, off-again proposition. The party's mission is to remove the meteor and stop the earth-shattering quakes that afflict the region. (The god-bear might escape from its pit before its time, and the fluxes of magic energy might make were-creatures tougher.)
10. A rival religious sect hires you to kill the god-bear and raze the Cultist headquarters.

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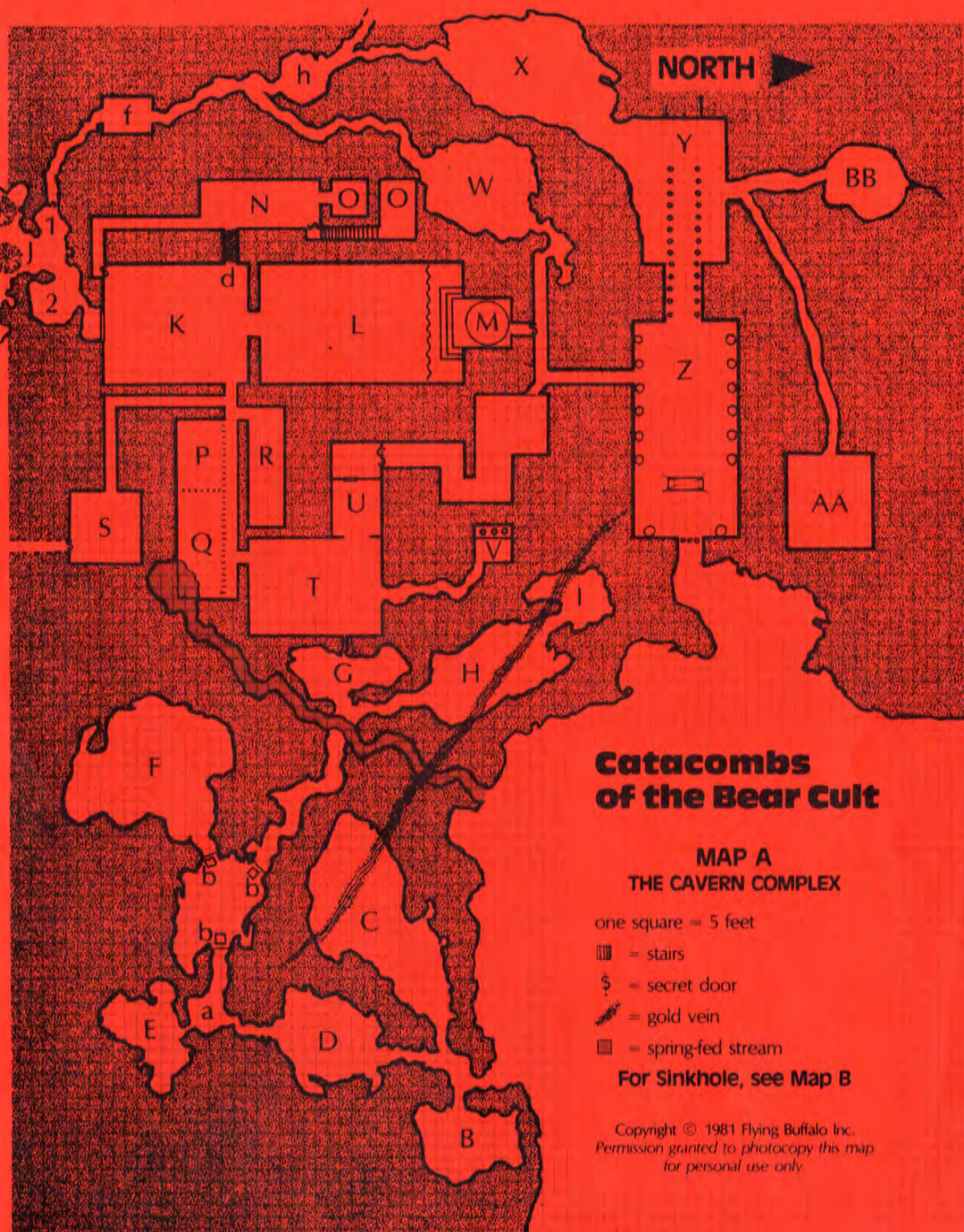
- Stomach Upset?
(a wizard nonchalantly zapping the midsection of a very surprised serpent)
- Nyaah! Missed my vital spots!
(the classic Rob Carver illo from the Tunnels & Trolls rulebook)

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Catacombs of the Bear Cult

MAP A
THE CAVERN COMPLEX

one square = 5 feet

- ▩ = stairs
- ⌘ = secret door
- ⚡ = gold vein
- ◻ = spring-fed stream

For Sinkhole, see Map B

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Catacombs of the Bear Cult

**A Complete Tunnels & Trolls™ Dungeon
with maps and key for the Game Master**

The Great Road, that ancient highway stretching between Khazan and Khosht, has long been the overland trade artery of the Empire of Khazan. Armed men guard every caravan, for the route is not a safe one. Still, the way has become even more perilous since the re-emergence of the Cult of the Great Bear. Sweeping from the forested hills north of Khosht, the Cultists have wiped out whole caravans, leaving only the bloody ground for would-be rescuers to find.

The Cult of the Great Bear has become a deadly menace. A bounty has been placed a bounty on the heads of all Cult members – and the Death Empress herself has promised a special reward for the person who brings to her the head of Bjorni oso-Medved, the leader of the dreaded Cult of the Cave Bear.

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