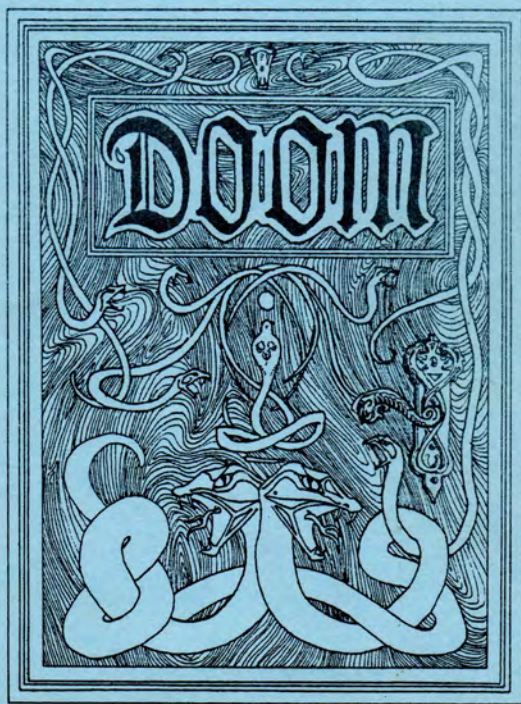


UNCLE UGLY'S

UNDERGROUND



danforth 78

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

THE FIRST LEVEL OF A NEW COMPLEX OF DUNGEON LEVELS

WRITTEN BY UGLY JOHN CARVER

EDITED BY LIZ DANFORTH

ILLUSTRATED BY UGLY JOHN CARVER & LIZ DANFORTH

PRODUCED BY FLYING BUFFALO INC.

INTRODUCTION

Ugly John has asked me to write a preface to his dungeon; I was only too pleased to comply. As an artist I tend to rely on visual communication, and this is a pleasant chance to speak more directly.

John is an old hand at T&T, even more so than I am. Lengthy acquaintanceship with the game has warped his mind, however. Long since his dungeons stopped being large blank rooms with simple-minded monsters to slay, and treasures for the delvers to cart away after the carnage was over. (I'm not even sure they ever *were* like that!) Now he resorts to fiendishly clever traps, subtle chicanery, and a few not-so-subtle tricks to challenge delvers. All this, plus a sense of bizarre humor rivalled only by Ken St. Andre himself; it is all here in **UNCLE UGLY'S UNDERGROUND**.

This tunnel complex will force invading parties of your friends to *think* before they fight; they may have to outfox the guardians, out-think the DM and occasionally outrun the monsters — if they expect to survive, that is!

In fact, if there is any single fault with John's dungeon, it is that once the tricks are learned, the delvers' life expectancies will tend to go 'way up. Ultimately the responsibility falls on you, the Dungeon Master, to continue to provide a new slant on well-known rooms. Keep the changes logical, witty, and in keeping with the rest of the dungeon, and the use-life of this complex will skyrocket. And, I suspect, so will your games-playing ability . . . and inventive deviousness.

Enjoy — with this dungeon and half a dozen friends, you can't miss.

—Liz Danforth

It's all here in your hot little hands. Glinting treasure, gruesome traps, and a collection of monsters guaranteed to scrag the unwary delver.

Now I realize that there is going to be some amount of temptation to run right out, grab a few friends, and start delving. But for the sake of your complete enjoyment and theirs, take the time to sit down and read the entire dungeon. **THOROUGHLY**. Nothing bogs a delving more quickly than having the DM stopping to ingest two or three paragraphs of small type. I've designed this dungeon to make the delvers think on their toes which means that you as DM have to think that much faster. This just isn't possible unless you have a good working knowledge of the intricacies of the **UNDERGROUND**.

A DM's job is not an easy one, and I venture to say that, with every delving, there will be someone to come up with one perverse contingency or another that is not covered in the text. To have tried to cover every possible contingency would have required at least another 1000 pages — and my fingers are worn to the bone as it is. So it is up to you and you alone to foil the delvers' nefarious machinations.

Remember that this is **YOUR** dungeon now, and if you are not particularly happy with one aspect or another — not enough treasure, too much treasure, too deadly, not deadly enough — then feel free to change it. Ideally this dungeon should spark your imagination and lead you on to flights of elaboration. It would be a shame to allow the parameters of the text to shackle your creativity.

In parting, I would like to express my special thanks to Liz Danforth for her marathon job of editing. The lady deserves a hand for actually making me sound lucid. Finally, I'd like to thank Liz, Bear Peters, Ken St. Andre, and Steve McAllister for invaluable advice.

Good Hunting and Enjoy!

—Ugly John Carver

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STANDARDS FOR THE DUNGEON AND A FEW SUGGESTIONS

A FEW THINGS FOR THE D.M. TO KEEP IN MIND

★ Wandering Monsters:

This dungeon was designed with the presence of Wandering Monsters in mind. Many of the rooms contain traps and monsters against which normal combat is fatal. As a result, you should supply a few Wandering Monsters of your own devising for the delvers to sink their swords into. If you don't have any of your own, the Fourth Edition of the T&T Rules has a monster chart you can use; it is on page 17. To decide when a Wandering Monster appears, I usually roll one die, and if a 1 or a 6 comes up, it's screaming horror time.

On the other hand, you can run the dungeon without Wandering Monsters if you prefer.

★ Experience Points:

Many of the monsters and such contained in the dungeon do not have a Monster Rating per se. As a result it will be up to you as DM to decide how many or how few experience points are awarded to the delvers. A lot of these rooms, traps, and monsters are tough, so you might be a little more generous than usual in a first-level dungeon.

Example: should a delver manage to dispatch the Tar Troll in Room H on the first combat round, I would give him 250 - 300 experience points depending on how novel his particular situation had proven. Keep in mind too that this level of the UNDERGROUND is not exactly dripping with treasure, and deliberately so. It is my firm conviction that for the lower level characters, treasure should take a back seat to experience.

★ Standard Doors:

Unless otherwise specified all doors NOT indicated as "secret" will be composed of ironwood 6" thick. The doors stand 10' tall and 4' wide. Both sides of the doors will be fitted with large lever-type latches and the direction the doors open will be indicated on the map. If a door is fitted with a lock, it will be so indicated on the map. Otherwise, magic will be required to lock or unlock the doors.

★ Secret Doors:

All doors keyed as "secret" will be composed of solid stone. Like the Standard Doors they are 10' tall and 4' wide, but they are 2' thick instead of 6". The doors fit perfectly flush with the surrounding wall and are virtually undetectable from a distance greater than 6'. A L2-SR on luck is required to spot a secret door. Due to an ingenious combination of weights, counter-weights, and lever mechanisms hidden in the wall the doors will open only when pushed at a single spot. Assuming a delver has even located a secret door, he must make a L3-SR on dexterity to open it. (The monsters, who live here, naturally know where to push on which doors.)

★ Ceilings:

Unless otherwise specified, all corridor and room ceilings are 25' tall.

★ The Wardens of the Walls:

Having destroyed large sections of dungeons myself, chiefly by burrowing through the walls, I have developed some small aversion to the same occurring in my own dungeon. I have taken to using some rather nasty critters dreamed up in the warped imagination of my disgustingly talented brother, Rob Carver. They are the Wardens of the Walls; their convoluted warrens honeycomb the walls of the dungeon. Should the delvers attempt to dig through a wall, they will breach one of the warrens and hundreds of the little beggars will come boiling out.

Although none of them are larger than 6" high or long (most of them smaller), they make up for it in sheer ferocity. Some of them jump, some fly, some slither or crawl. They come in a variety of shapes, sizes, and colors, and all of them bite, sting, slash, and saw. Delvers must AUTOMATICALLY take 1 die worth of hits

for every combat turn regardless of how many hits the delvers generate. They may not take hits on their armor in this instance. The party will doubtlessly slaughter 100s of the Wardens, but there are thousands more where those came from. The party's only logical choice is to run, for the Wardens will probably not chase them further away than 20'. Once the delvers have been driven off (or killed for their obstinance) the Wardens will set about repairing the wall (they secrete stone).

★ **The Troll Elite:**

As you read through the dungeon you will come across references to the "Troll Elite guard." Presumably you should want to know something about them.

They are trolls, of course, and their average ratings can be considered to be: ST 40, IQ 13, LK 20, CON 20, DEX 20 and CHR of ?? They are easily spotted by their pin-striped zoot suits, wide-brimmed hats, and wing-tipped boots. They wear magic diamond stickpins in their lapels; the pins negate all magic below 5th level. They also sport large magical switchblades which roll 20 dice in combat. Finally, they possess trollish arbalestas (21 dice) which they carry around in oversized violin cases.

Not nice people.

And finally –

★ **How to Get Into The Dungeon:**

UNCLE UGLY'S UNDERGROUND is situated some 300' beneath an extinct volcanic crater. The crater has filled with water to form a lake. Beneath the north lip of the crater and overlooking the lake is a small cave. In the back of the cave is a trapdoor beneath which a ladder descends 100' to a small alcove at the top of a set of stairs.

The stairs turn in the direction of the lake and descend an additional 200', ending in the corridor which leads to ROOM A. This corridor is 8' wide and 50' long.

UNCLE UGLY'S UNDERGROUND

Room A: Entrance Room

Empty room except for three doors. Door # 1 is of ebony inlaid with silver lettering which spells "DEATH". This door opens on a featureless corridor. Magic can be sensed at a distance.

Door # 2 is bleached white, and red lettering spells "THERE AIN'T NO SUCH THING AS A FREE LUNCH". It is a false door which triggers Trap a when the handle is turned.

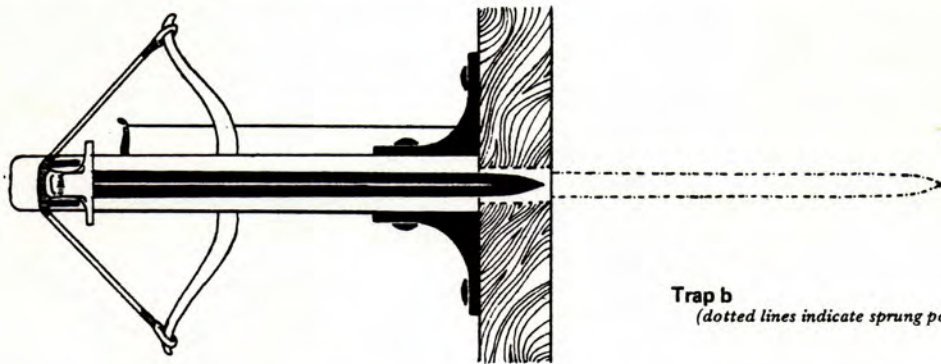
Door # 3 is of mahogany with gold letters spelling "DOOM". It is ornately and deeply carved with intertwined serpents which serve to disguise the slot for Trap b. Door opens on a featureless corridor.

Trap a:

Is triggered by turning the door handle. When the handle is turned a large section of wall surrounding the door will fall forward. Dotted line indicates position wall will occupy when it falls. All delvers in the center of the room (with the exception of the delver triggering the trap) will have to make their first level saving rolls (hereafter referred to as L1-SR) or be crushed beneath the falling wall. Fallen wall will reveal Corridor D which leads to Second Level. (You may design this level for yourself, or purchase it from Flying Buffalo as soon as it becomes available.)

Trap b:

Is triggered by turning the handle on Door # 3. This releases the crossbow mechanism attached to the opposite side of the door; the mechanism will fire a 3' long sword blade through the slot in the door; the slot is at 3' above the floor. Delver opening the door will have to make a L1-SR unless he has previously specified that he is standing well to one side while opening the door. If he misses the SR, he must take 2 dice worth of hits.



Trap b
(dotted lines indicate sprung position)

Room B: One Way Room

Above Doorway # 4 hangs a sign which reads "ENTRANCE." Above Doorway # 5 hangs a sign which reads "EXIT". Both doorways are extremely magical (very high level). A standard treasure chest may be seen in the center of the room.

The magic on Doorway # 4 allows delvers to enter the room unaffected. However, should anyone attempt to exit the room through the doorway labeled "entrance" he will be teleported back into the center of the room. By the same token, delvers will be allowed to exit the room through the "exit" doorway, but they will be teleported back into the north corridor should they attempt to enter the room through the exit.

Inside the treasure chest is a note on parchment which reads "NOW YOU'VE DONE IT!" The note has no other significance than to instill a healthy dose of insecurity into the party.

Room C: "X" Marks The Spot

Magic can be sensed from the room which is featureless except for a large coppery "X" which has been painted on the floor. High level magic emanates from the "X".

The magic is activated when a delver steps on the "X", and the character must make a L1-SR. If he makes it, copper pieces will shower out of the ceiling. (Determine the number of coins by rolling 3 dice and multiplying by ten.) If the delver misses his SR, a stone block will descend out of the ceiling and fatally acquaint the delver with the dungeon floor.

If no stone descends, the "X" will then turn to silver. It will not activate until a DIFFERENT character steps on it; that character must make a L2-SR. If he makes it, he is showered with silver pieces (compute number as with the copper pieces). Then the "X" turns to gold; this requires a L3-SR and yet a different delver. Should the delvers miss the SRs with either the silver or gold "X", the stone block will descend and homogenize the unlucky fellow.

After the gold pieces have showered down, the "X" will turn silvery-white (mithril). The mithril "X" is a lesson in greed, for the stone block automatically descends when the "X" is stepped on. No quarter should be given, and no saving roll allowed. For the character, it is a quick trip to pancake-land.

Note that at no time will both the coins and stone descend together. If the character makes his saving roll, it's riches; if he misses, it's a gruesome death. Once the stone block has fallen, it will remain covering the magic "X" until the party leaves the dungeon. Further, the "X" cannot be scraped off the floor in any of its transmutations.

Corridor D:

Large corridor which leads to Second Level. Slants downward at exactly 22.5°. Slope is 120' long, and descends 80' deep.

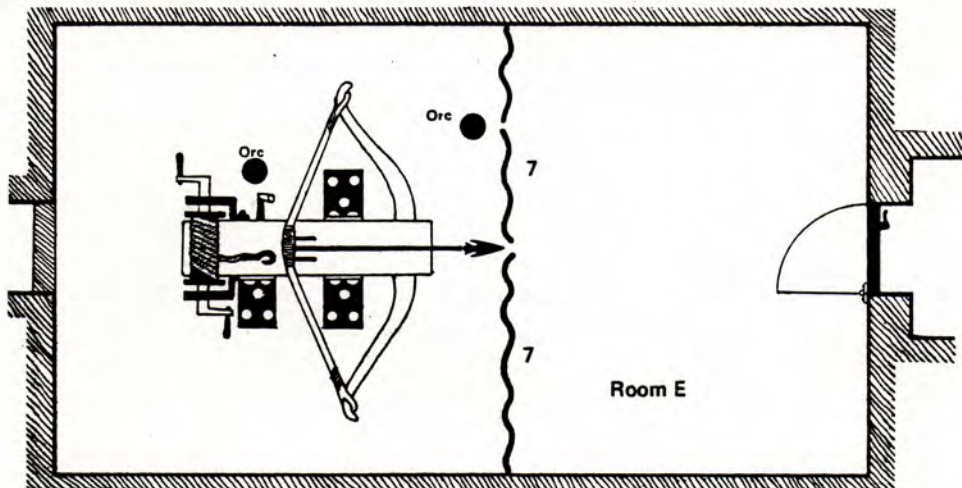
Room E: Giant Crossbow Room

Room is divided in half by a large double tapestry (7), behind which are two Orcs who man an enormous crossbow. This crossbow (30 dice worth) is bolted to the floor. One of the orcs peers through a small hole in the tapestry and will signal his buddy when to fire the crossbow — ideally when one of the party is silhouetted in the doorway! Delver must make a L1-SR or receive 30 dice worth of hits.

Once the bow is fired, the orcs run through a secret door (locking it behind them) and cower behind the Troll Elite guard* who is stationed in the corridor marked B. In the secret corridor is also a rack holding extra quarrels for the bow.

Note that even if the crossbow bolt misses the delver it is aimed at (i.e. he made his SR) there is always a chance that it will hit anyone who is standing behind the lead delver. (In fact, there's probably a good chance that anyone standing behind the delver is in trouble REGARDLESS of whether or not the lead delver is hit! As the Dungeon Master, it is left up to your discretion to determine the exact situation and visualize the possible results.)

The treasure is the tapestries. The designs are woven of silver and gold, and the workmanship is very fine. Singly the tapestries are worth 75 g.p. each, but as a matched pair they are worth 200 g.p. Each of the tapestries weighs 200 weight units, and are somewhat unwieldy to carry around (it may require two delvers to cart off each one).



*Read the Introduction for a complete description of the Troll Elite guards.

Feature F: Magic Sword Sharpener

On the south wall of the corridor is a large vertical slot which radiates high level magic. Above the slot is an inscription which reads "MAGIC SWORD SHARPENER - Insert weapon here."

If a sword is inserted, there is a magical power surge accompanied by appropriate grinding noises which last about 5 seconds. When the sword is withdrawn, it has a razor edge which will never dull. This adds an extra die to the weapon's rating, but DOES NOT make it become a magic weapon! The process is magical, but it DOES NOT transfer this characteristic to the weapon.

HOWEVER - not all the bugs have been worked out of the device. As a result, it often gets carried away with its function. Each time a sword is inserted, roll 1 die. If the number rolled is even, the machine functions normally. If the number is odd, the machine will run amok making alarming noises and promptly sharpen the sword down to a 1/2 die weapon, regardless of the weapon's dice rating beforehand. (Note that this applies to magic weapons as well as normal ones).

Once the sword has been inserted it cannot be withdrawn until the machine is finished with it. I don't care if the delver has the strength of 10 Balrogs, the sword will remain in the machine until it decides it is done with it. Should any member of the party manage to place a weapon OTHER than a sword into the device, it will automatically malfunction and eat the weapon.



Room G: Vortex Beast's Lair

In the center of this room is a magical treasure chest. Arranged in a 12' circle around the chest are 10 steel poles (each 3" in diameter) which are set deeply into the floor and ceiling.

When the treasure chest is touched it releases the Vortex Beast - a magical creature which closely resembles a miniature tornado. Only those members of the party who are standing within the circle of poles will be affected by the Beast. Anyone standing near enough to touch the chest when the Beast appears must make a L2-SR. If he misses, he is sucked into the vortex and then thrown back out at great velocity, taking 1 die worth of hits in the process. If he makes his SR he is afforded the same options as anyone else caught within the circle of poles. Those options are: A) attacking the beast; B) attempting to run out of the circle of poles; or C) grabbing a pole.

★ Attacking the Beast:

The Beast can be dispelled only with a magical weapon or a "Take That You Fiend!". If it is attacked with normal, non-magical weapons, those weapons will be jerked from the wielder's hands and flung back out again. One or more of the delvers in the room will have to make a saving roll to see if they were hit by the flying weapons (number depends on how many weapons the Beast cast out.) The attacking delvers will then follow their weapons into the Beast to be flung out against the poles and walls, again taking 1 die worth of hits for their trouble.

If on the first combat turn the Beast is attacked with any first-level (or above) magic weapon, or a first-level "Take That You Fiend!", the creature will give out an earsplitting shriek and disappear. But note that the beast will get stronger with every combat turn it remains undispelled, calling for higher level SRs, "Take That You Fiends!", and magic weapons. (The DM should determine the level of magic on weapons ensorcelled with spells not specifically listed in the rulebook). The level-number required to vanquish the creature goes up one with each successive combat turn. (Thus, by the 5th combat turn, SRs must be fifth level, "Take That You Fiend!"s must be fifth level, and magic on weapons must be 5th level to dispell the Beast. Furthermore, damage potential goes up i.e. if a character misses SR on the first combat turn, he takes 1 die worth of hits, but by the 5th combat turn, if he is flung out he must take 5 dice worth of hits.)

★ Attempting to escape the circle of poles:

In order to escape the circle of poles, and thus the effects created by the Beast, delvers must make L1-SR on their strength. If they miss, they are pulled into the Beast and flung out (taking 1 die worth of hits. Again.) If the SR is made, they should be allowed to crawl out of the circle of poles to relative safety. (Still susceptible to flying weapons and bodies, however!) Note that by the second combat turn, the Beast will be too strong to permit this, and characters must attack with magical means or risk being sucked in and finally thrown out of the circle of poles and thus, out of the Beast's sphere of influence. There is a 50:50 chance the delver will be thrown clear of the bars. To determine this, roll 1 die: 1-3 means the delver was thrown beyond the bars (slamming into floor or walls); 4-6 means he is still caught within the circle.

★ Grabbing a pole:

Wrong move. Although the character will not be pulled into the Beast, he won't escape its effects either. By the second combat turn, the Beast will have become too powerful to let them crawl out of the circle; it will be all the character can do just to hang onto the pole. There he will stay, being forced to make higher and higher SRs until he misses and is pulled into the Beast.

The Vortex Beast will not dissipate of its own accord until no living thing exists within its grasp. The treasure chest is bolted to the floor and contains 1000 silver pieces and a magic black opal. The opal is the infamous MISS ONE TURN JEWEL. The delver who possesses this may state at the BEGINNING of any given turn that he wishes to miss that turn and everything that happens during it. He will instantly disappear, and will not reappear until the beginning of the next full turn. (Remember that one regular turn is 5 combat turns). The person using the jewel will reappear in the exact same place he disappeared from. The jewel works only once and thereafter can be sold for 100 g.p.

Room H: Lair of the Tar Troll

The faint smell of tar pervades the corridor outside the room and magic can be sensed. In the room the delvers find a tar pit (20' across, 16' wide); this is the source of the magic. Yellowish steam is rising from the pit and an occasional viscous bubble rises lethargically to the surface to burst with a sound much reminiscent of a pumpkin dropped into a vat of malto-meal. There is a narrow walkway spanning the center of this vast hot black stench — the walkway is 2' wide and 20' long. On either side of the tar pit are 6' wide ledges for the party to stand upon. On the ledge on the far side of the pit the vague form of a treasure chest may be discerned through the soup-like fumes.

Only one problem poses itself to a party attempting to negotiate the walkway to reach the chest. . . a magical Tar Troll happens to inhabit the pit beneath the bridge.

This Tar Troll likes nothing better than suddenly rearing up from the depths of its pit and dragging delvers off the walkway. Party members on the walkway must make L1-SRs. If they miss, they are caught up by the Troll and dragged down into the tarpit, Never To Be Seen Again. The Tar Troll, having satisfied its craving for mayhem, will remain at the bottom of the pit and will not disturb the delvers again for several turns.

Should all the delvers make their SRs, they will be allowed the options of fight or flight. If flight is their choice, they may run either out the door (Tar Troll will not pursue them outside the room) or across the bridge to the chest. The Tar Troll WILL pursue within the room and delvers who head for the treasure chest will have to face the beast.

Two things become apparent rather quickly: A) the Tar Troll is immune to magic, and B) in the best tradition of Uncle Remus, anything touching the Troll (i.e. weapons, delvers. . .) will stick firmly to it. In fact, the only way the Tar Troll may be destroyed is for it to be set on fire. As it has no set constitution or monster rating, once ignited it will burn violently and be totally consumed in one combat turn. (Note, however, that the tar in the pit, unlike the Troll, will NOT burn.) Anything stuck to the Tar Troll will be incinerated as well, including wood, metal, and odd delvers. The Tar Troll's whole method of attack consists of attempting to snag one or more of the delvers and drag them into the tarpit. Delvers under attack must make L1-SRs for every combat turn to avoid getting stuck to the Troll. If the SR is missed, the Troll has snagged the delver and will return to the pit. . . Lunch time.

Note to the Dungeon Master: it is at your discretion to determine how many of the party can get stuck to the Tar Troll at the same time. While it is clearly larger than man-sized, it could not attach 20 humans to drag them all down. Twenty fairies maybe, even half a dozen hobbits, but probably more than 3 humans would be hard to justify. Visualize the situation, consider how many characters are faced with the Troll at one time, and proceed from there.

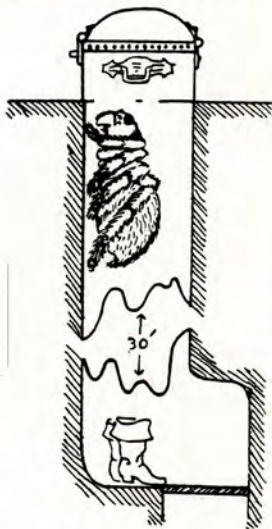
In the treasure chest are 100 g.p. and a silver necklace with a magic fire opal as the pendant. The fire opal makes the wearer immune to all forms of fire. If the necklace is sold, it is worth 120 g.p.

Room I: Trapdoor Spider Room

The room contains only an oversized treasure chest (3' x 3') which in reality is the trapdoor to the Trapdoor Spider's lair. Delver opening the chest must make a L1-SR. If he makes it, he avoids the spider, which pops out and attempts to snatch him into its hole. If he misses, the spider drags him in and he must fight the beast singled handed for one combat turn. (Spider's monster rating is 30.) If the delver takes any hits at all (to his constitution after allowing for armor) he is considered to have been bitten by the spider and will fall into a death-like coma within 2 combat turns. A delver thus stricken will remain unconscious for 10 full combat turns. If the spider is victorious this won't really matter, for unless the character's buddies come to his aid, the hungry arachnid will settle down for dinner long before its unwilling snack regains consciousness.

Assuming the spider has been bested, the treasure will be found at the bottom of the spider's lair, some 30' below. It is a pair of magic spider boots woven of iridescent spider silk. Putting on the boots turns the delver into a spider similar to the one which previously occupied the hole (30 M.R. plus venom). Delver must make a L1-SR on his IQ in order to understand how the boots work. If he makes it, he may become his original self or a spider at will. If, however, the delver misses his saving roll, he remains a spider until someone kills him. If he cannot regain human form, he no longer recognizes his former friends, and will attack them with the same fervor as did the previous inhabitant of the lair.

At the bottom of the spider's lair is another trap door which also leads to the Second Level.



Room J: Silver Statue Room

The room is featureless except for a silver statue of a dungeon delver which exudes higher level magic. The statue is wearing a rather silly and surprised-looking expression on its face and one arm is extended forward as if pointing at something. (Actually, he was touching something, but don't tell the party that; they'll soon find out . . . the hard way!)

Anyone touching the statue will be turned into silver and the silver statue will turn to a living warrior. The fellow's name is Olaf Ogreroger and he is only too happy to have been freed from his previous static existence. He is carrying a 3-die sword as a weapon and his attributes are as follows: ST 17, IQ 14, LK 13, CON 15, DEX 16, and CHR 17.

The new silver statue will remain highly magical and anyone idiot enough to touch it again will suffer the same fate of the previous delver (although this will free the first fellow.) And so forth and so on, *ad infinitum*. This sort of thing can go on for hours, so if the delvers insist on messing around with it for more than two turns, whip a Wandering Monster (of your own devising) on them to keep them moving.

Olaf has a pigeon's blood ruby worth 400 g.p. stashed on his person, but he's not about to tell anyone — voluntarily!

Room K: The Orc's Closet

A small darkened room at the end of the corridor from which an Orc (M.R. 15) watches through a small hole (1' square). His main purpose is to signal the wizard in Room L when to spring Trap c. He does this signalling by pulling a cord which rings a bell in Room L.

If the Orc hears the secret door (9) being opened, he will ring a second bell which signals the Troll Elite guard at Feature P that someone is probably coming his way. The Orc will then lock and bolt the door into Room K.

Room L:

Houses the trigger and spring mechanisms for Trap c.

Trap c: The Spring Loaded Wall

Delvers sense strong magic from the east wall of the corridor where there is a 10' round pentagram carved in the stone (10).

The Orc in Room K watches through the previously-mentioned hole and when the delvers are in the optimum position for the trap to be sprung (that is, between the dotted lines), he will ring the bell which signals the 10th level wizard (at Position 11) to dispell the modified Protective Pentagram (12) which is holding back the 12' long spring-loaded section of corridor wall (13). When released, the wall slams across the corridor: any delvers on the receiving end have to make saving rolls (details below), or be reduced to tomato paste.

The level of the SR depends largely on how the delvers are arranged in the corridor and how deviously murderous you make the Orc in Room K. If the party is bunched together, as many as 10 might have to make SRs. As delvers in the center of the party have to go past or over other delvers to gain safety, the level of their SR is dependent on whether or not the persons on either side of them make their saving rolls.

If the delver(s) run past the trap, the SR should be less than when one strolls leisurely by; stopping to examine the pentagram on the dungeon wall would be even more dangerous. (Running would be L1-SR, strolling L2-SR, examining the wall L4-SR).

The pentagram carved on the wall contains a Demon (M.R. 3000) whose sole purpose is to return the stone block to its position once the corridor has cleared. He will not attack the party. However, should the delvers ever figure out how to release him from the pentagram, they deserve whatever they get! Demons are notorious ingrates and this one will probably show his gratitude by tearing his saviors limb from limb.

(If you're wondering how the stone block is re-set: once the Orc in Room K sees that the party has cleared out of the area, he rings the bell a second time, signalling the wizard to come out into the corridor. The wizard then commands the Demon in the pentagram to push the stone back into place and hold it there until the wizard returns to Room L to reactivate the modified Pentagram spell which (since nothing penetrates a Protective Pentagram) holds the spring compressed and the wall in place.)

Room M: Crossbow Booby-Trapped Treasure Chest

Room is empty except for a treasure chest and three small holes in the wall facing the doorway (holes are 6" in diameter). These holes are set two feet apart and are roughly three feet above the floor. The holes connect to Room N where one crossbow is set to fire through each hole (three crossbows in all).

The crossbows are triggered by opening the treasure chest, which opens on the side away from the door. The delver who opens the chest must make three L1-SRs. For each SR he misses, he will be hit by one crossbow bolt. Normally the crossbows inflict 2 dice + 3 each, but it will be up to the DM to decide exactly how deadly the crossbows are. For example, since the chest opens on the side away from the door, a delver bending over the chest to open it will be facing away from the holes, and hence will receive one or more of the bolts in an embarrassing portion of his anatomy. Few people have ever died from such wounds, so one bolt should not inflict more than 1 die worth of hits. If however, a delver is peering into one of the holes when the crossbows are triggered, he should make a relatively high SR (4th level at least), and should he miss that SR, it'll probably be the last time he'll ever peer into anything again — Terminal Tunnel Vision.

Several things to note: 1) that the crossbows fire only once, and one of the Troll Elite guards must later come by to re-load and cock the weapons. 2) Note that the person opening the chest is not the only one endangered by the trap. Any bolts which miss the first delver will continue their trajectory across the room, picking up anyone else in the line of fire.

The treasure chest contains 100 g.p. Should the delvers investigate the holes, they will find treasure hidden in them as well (they'll have to reach back about 2½'). In the right-hand hole (facing the holes from the delvers' viewpoint) they will find a ruby worth 50 g.p. In the center hole they will find a small black diamond worth 100 g.p. In the left hand hole they will sense magic which comes from a gold ring set with a large star sapphire. This is the DON'T SHOOT, I'M ONLY THE PIANO PLAYER Ring.

If the delver who possesses the ring ever finds himself confronted by any attackers wielding projectile weapons, he may shout out the words, "Don't Shoot — I'm only the Piano Player!" and then make a saving roll on his charisma AT HIS OWN LEVEL. If he makes the roll, the attackers will indeed believe the delver to be the piano player and will not fire at him (only a depraved cad would fire on a piano player. The attackers may still fire on the rest of the party.) If the delver misses his charisma SR, however, the attackers will fire automatically — with him as their exclusive target. Aside from its magical aspects, the ring is worth 150 g.p.

Room N: Piano Storehouse

Houses the crossbows which fire into Room M. There is a box of extra quarrels next to the crossbows. The rest of the room is filled with extra pianos for the Troll Elite guard at Feature P. Should the delvers find their way back into this room, they will find the crossbows bolted firmly to a large framework which is in turn bolted to the floor.

The pianos, are worth 1000 g.p. apiece if the delvers can think of any way to cart the ridiculous things out of the dungeon. Don't let them get away with this easily, for there are a lot of logistical problems involved — stairs, keeping the pianos in unmarred condition, etc. Even though the silly things are on wheels they still weigh 8000 weight units each.

Closet O: Magic Moths

A narrow door leads into a large walk-in closet. When the door is opened, 15 moths fly out. These moths are magical, each one being enchanted with a miniature "Hellbomb Burst" which is triggered by fire or sudden concussion.

The moths, having a natural affinity for light sources, will flutter towards the party's torches. Unless the party immediately extinguishes the torches and lamps, one of the moths is certain to fly into the flame and explode and thus set off the other moths in a pyrotechnic chain-reaction. Torches will be blown out by the explosions.

Delvers must make L1-SRs — if they miss, they are knocked unconscious and must take hits (to their CONSTITUTION) equal to the number they missed the SR by. If they made the SR, they are merely knocked to the ground by the multiple blasts. Delvers who are knocked out must roll 1 die to determine the number of turns they will remain senseless.

(If you really want to be tacky, the time to sic a Wandering Monster on the party is when half of them are out cold. Not that I'd ever stoop to such dastardly tactics. . . .)

In the closet the delvers will find several moth-eaten items of apparel. If they think to search through the decrepit clothing, they will find a leather pouch containing three small emeralds worth 40 g.p. each.

SPECIAL NOTE: any attempt to dispell the moths will merely dispell that portion of the enchantment which binds the "Hellbomb Bursts" and the moths will explode.

Feature P: Concerto for Troll, Piano, and Delver

Directly behind the door at the top of the stairs is a large upright piano. Directly behind the large upright piano is one of the Troll Elite's finest. When the door is opened, the Troll will push the piano down the stairs, nailing any delvers coming up. All the delvers on the stairs must make a L3-SR. If they miss, they should subtract the number missed by directly

from their constitution. If they make the roll, they have managed to dodge the careening instrument.

(You may think a third-level SR is a bit stiff. If so, I suggest you find a good heavy upright piano, place it at the top of some stairs, and push it over onto several unsuspecting friends. If it doesn't put most of them in the hospital, write me a letter and I'll change the above saving roll. Fair enough?)

The Troll Elite guard will then close and lock the door. By the time the party has recovered enough to assault the door a second time, the Troll will have had time enough to run into Room N and roll out a second piano. He can push it down the stairway or barricade the corridor and pick off the delvers with his arbalest (7 dice) as they come through the door.

The piano which was pushed down on the delvers will be pretty much demolished by the time it reaches the bottom of the stairway, but IF the delvers think to look (you need not prompt them!) the white keys are made of the finest ivory and inlaid with mother-of-pearl. There are 52 white keys and they are worth 2 g.p. each. (The black keys are worthless, but in case you are wondering, they number 36.)

Feature Q: Illusionary Pit

As delvers approach Feature Q they will see a pit stretching the width of the corridor and measuring 6' across. The bottom cannot be seen and the magicians will sense magic.

The pit is a permanent illusion and is in reality solid floor (14). What appears to be solid floor on the south side of the imaginary pit is the real pit, also illusioned (15). Like the illusionary pit, the real pit stretches the width of the corridor and measures 6' across. It is 50' deep and although I have left it a simple pit, you may wish to fill it with spikes, piranha, or the odd alligator.

The effectiveness of this feature depends a lot on how it is approached. If the delvers approach it from the north, the tendency will be to attempt to jump over the illusionary pit, and as a result land in the real one. (Imagine the surprise of his friends when the unlucky delver suddenly disappears into the floor!) In such a case, the delver's only chance is to survive the fall by making a L5-SR on constitution. If he misses, his life terminates with the fall.

If he makes it, roll one die: 1) miraculously survived the fall but is unconscious at the bottom; 2) broke one leg and loses ¼ of his current constitution; 3) broke both legs and loses ½ his constitution; 4) broke both legs and one arm and loses ¾ of his constitution; 5) broke both legs, both arms, and several bones no one has ever heard of and constitution is reduced to 1; or 6) this character is a basket case — he'll make a great mantle piece if you water him twice daily.

If the delvers approach the pit from the south, there will be a tendency to stumble into the pit as opposed to jumping into it. If this occurs, have them make a L2-SR. If they make it, they have managed to catch themselves, either by jerking backwards or by catching the edge of the pit as they fell. You may differentiate this based on how close they were to missing their saving roll.

Don't be surprised if you don't catch too many characters with this one — it is mostly in here to keep the delvers on their toes.

Room R: The Smoke Snakes' Altar

This room is the only one on first level which is lit. It reeks of exceedingly high magic and overwhelming power. There are four bronze serpent-shaped torch holders, one on each wall. In the center of the room is an obsidian altar with a small idol of a cobra fashioned from spun platinum wire perched on top. The platinum cobra is worth 500 g.p. On either side of the idol are large incense braziers bolted to the altar; from these smoke curls lazily towards the ceiling. Both the incense burners and the statue are a focus of this blindingly high level magic.

The three main features of this room are: 1) the altar, 2) the platinum statue, and 3) the Smoke Snake's Curse.

★ The Altar:

Beneath the altar is a hidden compartment which contains a magic sword. To gain access to the sword, the torch holder on the eastern wall must be pulled forward, which will cause the altar to ponderously slide forward revealing the cavity housing the sword.

The delver pulling on the torch must make a saving roll (L1-SR), for there is a needle poisoned with deadly cobra venom concealed on the back of the torch. If he misses the SR, he dies. If he makes the roll, he has avoided the needle.

The sword is called SERPENT SLAYER, and is magical. It gets 3 dice usually, but when used against any reptilian creature, that number is multiplied by 10. It does not, however, work against the Smoke Snakes. Do NOT give the delvers any hint of the function of the torches, or the existence and/or location of the sword! This is something the delvers must figure out for themselves!

★ **The platinum cobra idol:**

The magic on the idol is two-fold. Should it be taken by a delver, and then if a "Hidey Hole" is later cast on the party, the statue will become a real cobra of the deadliest sort, its bite causing death within 10 seconds) — once the cobra has bitten someone, it will revert to its metallic form until such time as another "Hidey Hole" is cast in its immediate vicinity. The second part of the magic concerns the Curse of the Smoke Snakes, to be detailed below.

★ **The Smoke Snakes' Curse:**

The moment the platinum idol is removed from the altar there will be a blast of high level magic and the incense braziers will flare brightly. Each one will send a column of glowing blue smoke to the ceiling where they write and form into two huge smoky serpents. At this point, the party has three choices: returning the idol to the altar, running like hell, or fighting.

A) Returning the idol to the altar: Good choice. The moment the idol is replaced, the braziers die down and the smoke serpents dissipate.

B) Running like hell: A rather disastrous application of the "better part of valor". The delver who possesses the idol must make a L2-SR in order to escape the choking coils of the serpents. The rest of the party must make L1-SRs in order to escape. Delvers making their SRs may run out the door in the south wall or into the open corridor in the east wall (which leads to Second Level). Delvers who miss their SRs will be caught within the coils of the Smoke Snakes; the snakes can crush the life from a character in 3 combat turns. However, the snakes will drop a delver caught on the side in order to pursue the character who has run out the door with the idol. Obviously, they will also not kill if they are destroyed first.

Escaping the room does not necessarily guarantee safety from the Smoke Snakes, for if the idol is taken along with the party, the serpents will pursue and eventually catch up with the party at the first convenient opportunity. If the party splits, the snakes will follow whoever possesses the idol. If the delver who possesses the idol remains in the room (for whatever reason), then the Smoke Snakes will remain also.

The Smoke Snakes will pursue the holder of the idol relentlessly (even OUTSIDE the dungeon!) until they have slain him — then they will return the platinum idol to its rightful place and dissipate. The one who possesses the idol has only two chances to save himself — he can return the idol to the altar or destroy the snakes (see below). To simply dump the idol is a sacrilege, and in such a case one of the snakes will retrieve the idol while the other continues its pursuit of the offender. No amount of distance will dissuade the snakes from the task — they are magical and being somewhat nebulous, even the most infinitesimal of cracks will afford them entry into rooms, houses, etc. Having no actual constitution, they cannot be effectively battled in any ordinary manner.

C) Fighting the Snakes: Ain't such a hot idea either. By the end of the first combat round the delvers will have found the beasts immune to all direct forms of attack, both magical and physical. At the end of every combat turn the party members must make L1-SRs to escape the smoky, scaly critters. If they make it, they have the options of escaping or sticking around to try to figure out how to snuff the beasts. If they miss, they will have 3 combat turns in which to contemplate their past sins before finding oblivion within the deadly coils of smoke.

So how do you kill the bloody things!? Dump water on the incense braziers. The burning incense is extinguished and the snakes dissipate into random clouds of smoke. Any delvers still alive but caught within the coils will suddenly be able to breathe again, and the statue may be removed from the dungeon with impunity.

NOTE: The incense is magical in nature, and just scattering or stomping the coals will not extinguish them. Any non-flammable liquid may be used; a flammable liquid or substance can only make things worse.

Feature S: Stairway

Descending down to Second Level. There are 8 flights of stairs; total distance descended is 80'. (Note that if you do not have an adjoining Second Level, this stairway should be a means of exiting First Level.)

Feature T: Mysterious Square in Center of Map

Don't worry about this one for now. It is an access tunnel between the lake above the dungeon, and a trap on the Second Level of the Underground, which Flying Buffalo plans to publish in the near future.

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- Standard Door
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