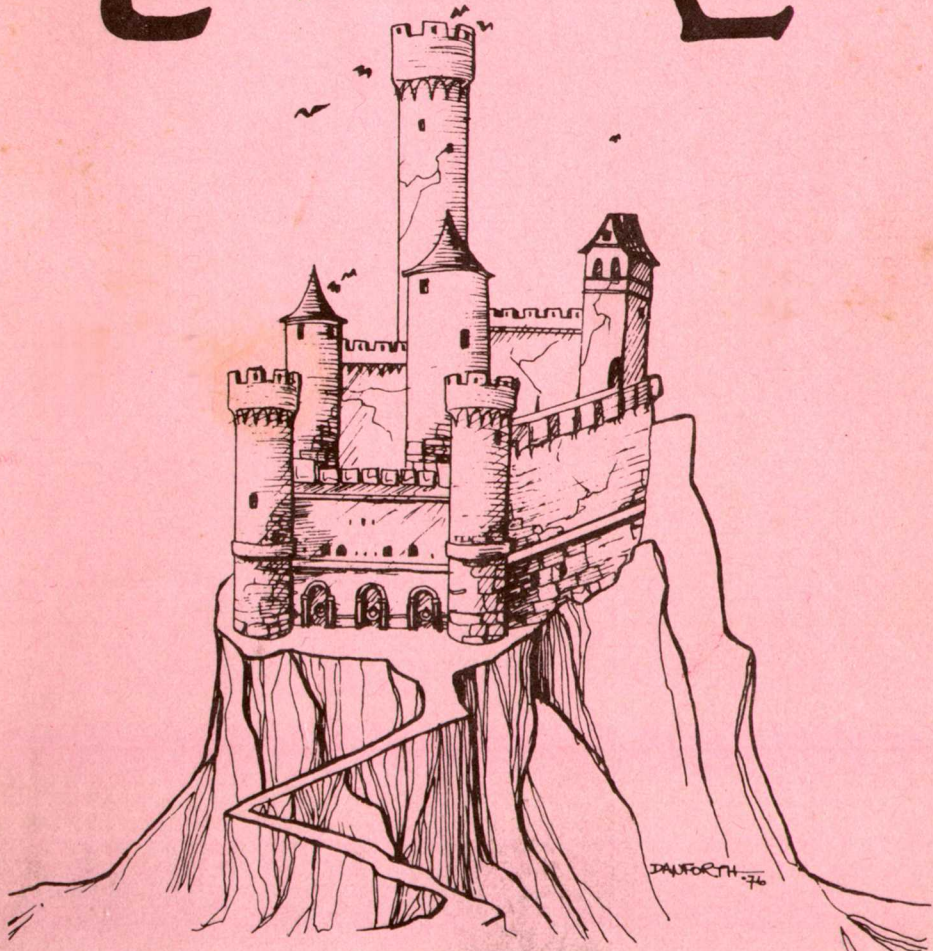


# BUFFALO CASTLE



solo dungeon I

# BUFFALO CASTLE

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## BUFFALO CASTLE



Buffalo Castle is the first in a series of solitaire dungeons for Tunnels & Trolls players. In order to play these games, you will need a copy of the Tunnels & Trolls rules (from Flying Buffalo), some regular six-sided dice, and lots of paper and pencils.

### *and now a brief comment concerning the revised 5th edition of T&T*

Because of the increased dice and adds given to weapons and armor in the new edition of T&T, you may find this dungeon will be too weak to properly challenge your characters — the wandering monsters, and the room monsters, will be relatively weak, as this dungeon was designed under earlier editions of the rulebook.

To return the balance of play and a personal sense of 'fair' to this solitaire, it is suggested that you increase all monster ratings given by 10 points. This should make the dungeon a challenge once again without making it an unforgiving deathtrap.

—Liz Danforth  
Dungeon Design Editor  
September 1979

Good Evening. Welcome to Buffalo Castle. This castle is designed for you unfortunate people who do not have a dungeonmaster living next door willing to take you down into his dungeon at a moment's notice, or you who have never played Tunnels & Trolls before and want to get some ideas about how it is done, or you who want to try this game but don't want anyone to know about it, or for Dennis Hall, who lives in Alaska and doesn't have enough people nearby to play group games like T&T.

This is a solitaire dungeon. Only first level fighters are allowed (no magic users, no higher level characters) and only one at a time. Any one character may only enter this dungeon once. Since, unfortunately, I cannot be here to lead you through my dungeon, we must apply some special rules. Each time you have a decision to make, the instructions will tell you which page and section to turn to for each decision. (For example, the instructions may say, "If you open the box, go to 14B." That means turn to page 14, and read the section marked "B".) No peeking, and no changing your mind when you see what is on the page. (If you are going to cheat, you might as well just start your character off as a 17th level wizard!) Don't read through this booklet — just follow the instructions. Each page that you read in advance will spoil a surprise for you later. After you have become familiar with the rooms in this dungeon, give this booklet to a friend to try.

In order to play this game, you will need a copy of the Tunnels & Trolls rules, paper and pencil, and at least three six-sided dice.

Whenever you are told to "roll for a wandering monster," roll one die. If you roll 1 – 5, nothing happens, and you may continue. If you roll a 6, a wandering monster has appeared, and you must turn to the last page of this booklet to see what kind of monster has attacked you. Anytime you wish to stop and regain strength which has been lost (by going berserk during combat, for instance), you may rest and gain your strength back 1 per turn, but each turn you rest, you must roll once for wandering monsters.

Each of the rooms in this dungeon is numbered. Keep track of the rooms you have been in before. If you enter a room for the second time (in one trip), ignore the original instructions, and roll once to see if a wandering monster is in the room. If not, there is nothing in the room.

All of the monsters in this dungeon attack without hesitation, unless there are special instructions. If a monster looks too tough for you to fight, you may "run for the exit" instead. If you choose to run, make your saving roll. If you are successful, turn to page 2A, the exit page. If you are unsuccessful, you take two hits, and must fight the monster anyway. Also, several rooms have an exit. All exits lead to page 2A.

Now, before you enter Buffalo Castle, I have a special exploring kit to sell you. It contains clothing, provisions, a knapsack to carry gold in, and a compass. It only costs you 10 g.p. (a bargain!) and weighs 5. The only other things you will need are weapons, armour, and poison (if you can afford it). You won't need torches, as the entire dungeon is dimly lit.

Here we go: You are facing a large, gloomy castle, with three large wooden doors. If you choose to go in the left door, turn to 4A. If you wish to go in the center door, go to 8A. If you wish to go into the right door, turn to 12A.

**2A**

This is the exit. You must fight one wandering monster before you can leave. Roll on the wandering monster table (the last page) to see what monster it is. You must kill him to leave the dungeon. The exit monster never carries any treasure.

Once you have killed the exit monster, you are out of the dungeon. Congratulations!

**2B**

You find one gold piece. Go to 2A.



**2C**

You find an ordinary dagger, weight 10, value 30 gold pieces, gets one die in combat. Go to 2A.

**2D**

Roll one die. If you roll a 6, there is a secret door. Go to 7D. If you do not roll a 6, roll again to see if a wandering monster appears while you are wasting time looking for a door. (A six on the WM roll means a WM appears.) Then go back to 28D.

**2E**

You are at a 4-way intersection. If you wish to go north, go to 20F. If you wish to go west, go to 9D. If you wish to go east, go to 15D. If you wish to go south, go to 28E.



**3A**

You walked down a short corridor, and entered a small room. There is nothing in the room except a small slot in one wall, with a sign over the slot. The sign says "Insert Sword Here". You may insert your weapon in the slot (go to 25A), or you may leave by the north door (go to 16A) or you may leave by the west door (go to 19A), or you may leave by the south door (go to 4A) or you may exit the dungeon (go to 2A).

**INSERT  
SWORD  
HERE**

**3B**

You find one silver piece. Go to 2A.

**3C**

You have entered room number fifteen. There is a large tree growing in the middle of the room. There appear to be emeralds growing on its branches, and rubies lying on the ground. If you wish to pick up the rubies, go to 10B. If you wish to pick the emeralds growing on the branches, go to 15B. If you wish to leave by the north door, go to 11B. If you wish to leave by the south door, go to 14B.



**4A**

You walked down a short corridor, and entered a small room 10' x 10'. There is a troll sitting on a treasure chest. He is looking at you in a bored fashion. If you wish to fight him, go to 7A. If you wish to try to talk to him, go to 14A. If you wish to try to walk by him, go to 18A. This is room number four.

**4B**

You find 22 gold pieces. Go to 2A.

**4C**

You have entered a wandering monster room. This is room number twenty-one. Roll on the WM table to see what monster you have to fight. After you have killed it, you may exit the dungeon (go to 2A) or you may leave through the north door (go to 22B) or you may leave through the south door (go to 22C).

**4D**

You are at a 4-way intersection. Roll to see if a wandering monster appears. After that, you may go north (go to 9E) or east (go to 17E) or south (go to 20E) or west (go to 14E).

**5A** After you leave the room, you find he has picked your pocket. Lose 100 g.p. (or all you have, if you don't have 100). If you go back to the room, he is gone and the room is empty. Meanwhile, you may leave through the south door (go to 19A) or the north door (go to 22A).

**5B** You find a scorpion. Make your saving roll. If you are successful, you may capture him and sell him for 10 gold pieces. If not, take 3 hits, and he gets away. Now go to 2A.



**5C** Make your saving roll. If you fail, go to 23CA. If you are successful, you may go north (go to 16C) or south (go to 7C).

**5D** You walked down a short corridor which comes to a sudden end. Make your saving roll. If you are successful, go to 20D. If you are unsuccessful, go to 14C.

**5E** You are in a corridor which goes north and south. If you wish to go north, go to 28E. If you wish to go south, go to 24D. If you wish to go through the door on the east wall, go to 23E.

**5F** You are at a 3-way intersection. If you go north, go to 25C. If you go east, go to 27C. If you go west, go to 17E.



**6A** You have entered room number thirteen. There is nothing in the room but a chest. You may open the chest (go to 23A) or you may leave by the south door (go to 22A) or you may leave by the north door (go to 27A).

**6B** You find a jewel worth 100 gold pieces. Go to 2A.

**6C** Cut your charisma in half for being a coward and refusing to fight. Go to 3C.

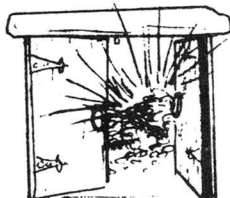


**7A** He has a monster rating of 40 (5 dice). If you kill him, go to 17A.

**7B** He has a monster rating of 20 (2 dice). If you get hits on him once, he tries to give up and let you pass for free. If you accept his offer, go to 5A. If you choose to continue fighting, go to 16B.

**7C** You are in a corridor that runs north and south. There is a door on the west wall. If you wish to go through the door, go to 23C. If you wish to go north, go to 5C. If you wish to go south, go to 22B.

**7D** You are in room number five (the treasure room). There are gold pieces strewn all over the floor. You may pick up as many as you want. For each 10 g.p. you pick up, roll once for a wandering monster. If a wandering monster appears, all the rest of the gold disappears. When you are tired of picking up gold, or when you have killed the wandering monster, you may leave through the east door (go to 27D) or you may exit the dungeon (go to 2A).

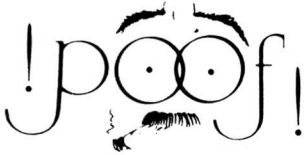


**7E** You have found a magic sword. It is worth 1000 g.p., it doubles your strength while you are carrying it, it takes 20 hits for you every combat turn, and it wards off all evil magic up to 20th level! Go to 19E.

**8A**

You have gone through the teleport door. Roll two dice to see where you are teleported.

- |               |                |
|---------------|----------------|
| 2 – go to 16C | 5 – go to 22C  |
| 3 – go to 19D | 6 – go to 23C  |
| 4 – go to 10D | 7 – go to 7D   |
|               | 8 – go to 15C  |
|               | 9 – go to 3A   |
|               | 10 – go to 26A |
|               | 11 – go to 8D  |
|               | 12 – go to 4A  |



**8B**

Roll a die to see how many gold pieces you find (1 to 6). Now go to 2A.

**8C**

Roll one die. 1 to 4 means you add, 5 or 6 means you subtract.

Roll one die again. This tells you how many you add or subtract.

Roll one die a third time. This tells you which of your basic characteristics the number is added to or subtracted from.

- |              |                  |
|--------------|------------------|
| 1 – Strength | 4 – Constitution |
| 2 – IQ       | 5 – Dexterity    |
| 3 – Luck     | 6 – Charisma     |

Example: you roll 1, 2, 4. That means you add two to your constitution. Now go back to 22C. (You can only drink once.)

**8D**

You have entered room number twelve. There is an old man sitting behind a desk. Leaning against the wall is a very elaborate magic staff. On the wall is hanging a diploma from the 17th Level Wizards' School. He smiles at you. He is nonchalantly flipping a coin over and over. He offers to flip you double or nothing for any of your characteristics (strength, IQ, luck, constitution, charisma, dexterity) or all your gold. If you decide to attack him, go to 22D. If you decide not to flip with the wizard, go to 13D. If you agree to flip, decide what characteristic you are flipping for, and go to 16E.



**8E**

You are at a 4-way intersection. Roll one die to see if a wandering monster attacks you. Then, if you wish to go north, go to 24F. If you wish to go east, go to 28F. If you wish to go west, go to 15D. If you wish to go south, go to 13E.

**9A** You have entered room number eighteen. This is a wandering monster room. Roll on the WM table (last page) to see what monster it is. If you successfully kill him, you may leave through the east door (go to 22A) or you may exit the dungeon (go to 2A) or you may look for secret doors (go to 21A).

**9B** You find a crystal ball which tells you that if you should ever come into this room again, you should look in box #20. The crystal ball is worth 20 gold pieces. Go to 2A.



**9C** There is a flash of light, a clap of thunder, and the fighter has returned to life. He is now twice as strong as before. If you wish to fight him again, go to 18C. If you wish to give up and leave, go to 6C.

**9D** The corridor curves to the north. You are now standing beside a door. If you wish to go through the door on the east wall, go to 26D. If you wish to follow the curve around northeast, go to 14E. If you wish to go back around the southeast curve, go to 2E.

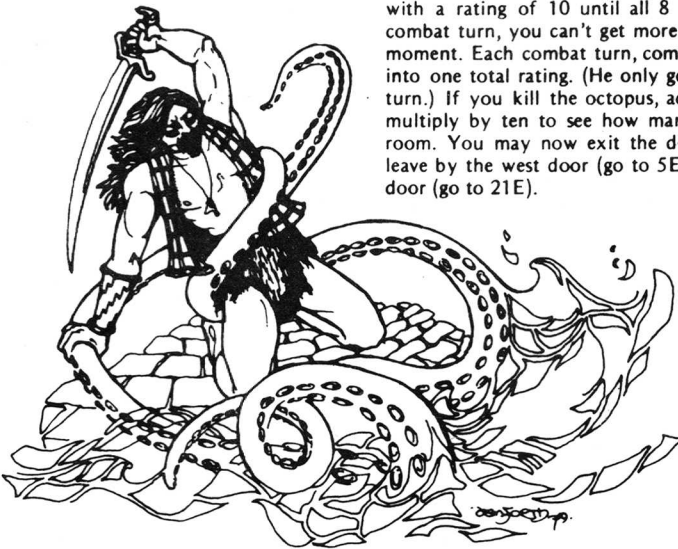
**9E** You are at a 3-way intersection. If you go north, go to 13G. If you go east, go to 25C. If you go south, go to 4D.

**10A** You set off the burglar alarm. 4000 policemen swarm into the room and arrest you. You are put into prison for 20 years. Every year at Christmas you may roll one die to see if your character was paroled. If you roll a 6, you get to use that character again. If you roll anything else, put him away for another year! (In other words, you are finished. Try again?)

**10B** There are three rubies, and they are worth 100 gold pieces each. Go back to 3C.

**10C** You tripped a trip-wire, and the walls start closing on you very fast. Try again to make your saving roll. If you are successful, you managed to save yourself by sticking your weapon between the walls sideways. Subtract one from your weapon's adds (if your sword was 1 die plus 3, it is now 1 die plus 2. If it was two dice with no adds, it is now 2 dice minus one.) If you failed the second saving roll, the walls smash you flat. Sorry about that! If you saved yourself, go east (go to 24D) or go west (go to 22C).

**10D** You are in room number one. There is a giant octopus in the room, and he immediately attacks you. He has a rating of 10 for each of his eight arms. He starts fighting you with two arms (rating of 20; 2 dice) and each combat turn he adds an additional arm with a rating of 10 until all 8 arms are fighting. On any one combat turn, you can't get more hits than his total rating at the moment. Each combat turn, combine his arms which are fighting into one total rating. (He only gets the plus ½ adds on the first turn.) If you kill the octopus, add 80 e.p. and roll one die and multiply by ten to see how many gold pieces you find in the room. You may now exit the dungeon (go to 2A) or you may leave by the west door (go to 5E) or you may leave by the east door (go to 21E).



**11A** You find three gold pieces. Go to 2A.

**11B** You walked down a short corridor and entered a small room. There is a large, very strong looking man laughing at you and daring you to fight him. He tells you that in the chest behind him (you suddenly notice a very expensive looking chest) there is a fabulous treasure, but you must fight him to get it. If you wish to fight him for the treasure, go to 24C. If you wish to turn around and go back, go to 6C.



**11C** You have come to a bend in the corridor. If you wish to go north, go to 24D. If you wish to go east, go to 15C.

**11D** The corridor bends. If you go south, go to 25C. If you go west, go to 26E.

- 12A** Make your saving roll. If you are successful, go to 22C. If you are unsuccessful, go to 18E.
- 12B** You find a magic wand which will double someone else's strength. (It only works once and disappears.) It cannot be used on any character belonging to you — only someone else's. Now go to 2A.
- 12C** You find three silver pieces. Go to 2A.
- 12D** You are in a short corridor. Make your saving roll. If you are successful, you may continue. If you want to go west, go to 19D. If you want to go east, go to 13E. If you miss your saving roll, go to 24E.
- 12E** The corridor curves to the south. You are now standing beside a door. If you wish to go through the door on the east wall, go to 26D. If you wish to follow the curve around southeast, go to 2E. If you wish to go back, go to 14E.
- 12F** There is a bend in the corridor. If you wish to go north, go to 27C. If you wish to go west, go to 13F. If you wish to go through the door on the east side, go to 27B.
- 12G** The corridor goes east, and there is a door to the south. If you go east, go to 17F. If you go through the door, go to 26E.

**13A** You have entered room number seventeen. There is a wandering monster in this room. Roll on the wandering monster table (last page) to see what kind of monster he is. If you kill him, you may leave by the north door (go to 19A) or the east door (go to 4A) or you may exit the dungeon (go to 2A).

**13B** You find a gambling stone. It is worth 20 gold pieces. It has a red button on it. Each time you push the button, roll a die. If you roll 1 through 4, the stone is doubled in value. If you roll a 5 or 6, the stone disappears. If the stone stays with you, you may sell it for its present value when you leave the dungeon. (In other words, you can press the button as many times as you want, and the stone gets more and more valuable. But if you ever roll a 5 or 6 after pressing the button, you get nothing!) Now go to 2A.

**13C** You are in a wandering monster room. This is room number nineteen. Roll two dice to see what wandering monster you must fight. After you kill it, you may exit the dungeon (go to 2A) or you may leave through the west door (go to 21E), or you may leave through the north door (go to 8D), or you may leave through the east door (go to 5D).

**13D** He sneers at you for being chicken, and throws a spell which cuts your charisma in half permanently. You may leave by the south door (go to 13C) or the east door (go to 21D).

**13E** You are at a bend in the corridor. If you go north, go to 8E. If you go west, go to 12D.

**13F** You are at a 3-way intersection. If you wish to go east, go to 12F. If you wish to go west, go to 24F. If you wish to go south, go to 28F.

**13G** You are at a 3-way intersection. If you go east, go to 26E. If you go south, go to 9E. If you go west, go to 27D.





**14A** Add your charisma and your luck. Roll two dice (doubles add and roll again) and add that to the total. If the combined total is over 36, he gives you a jewel worth 300 g.p. and you may continue. If you wish to leave via the north door, go to 3A. If you wish to leave via the west door, go to 13A. If the total is not over 36, he attacks you immediately. Go to 7A.

**14B** You have walked down a short corridor, and are at a "T" intersection. If you wish to go west, go to 22A. If you wish to go north, go to 3C. If you wish to go south, go to 17B.

**14C** You have stumbled into the falling rocks trap. Dozens of rocks fall on you from the ceiling. Roll one die to see how many hits you take. Your armor may take hits for you in this case. After you climb out from under the rocks, you may go back the way you came (go to 13C) or you may search for secret doors (go to 23D).



**14D** Make your saving roll three times. If you make all three, you are safe but exhausted. Reduce your strength by 4 temporarily (you may rest to gain it back, but don't forget to roll for WM while resting). If you only miss once, you got grazed by one buffalo. Take 1 die roll of hits. If you missed twice, you got trampled. Take 3 dice of hits (roll three dice and take that many hits). If you missed all three, you were smashed to dust. Sorry about that! If you survived, you may leave through the west door (go to 28E) or you may leave through the east door (go to 12D).

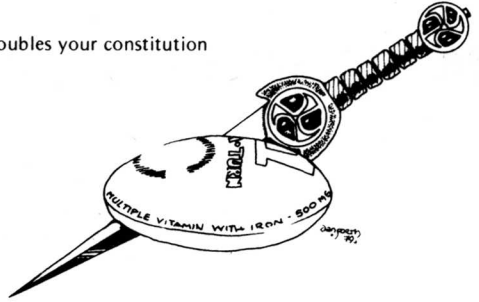
**14E** You are at a 3-way intersection. If you wish to go east, go to 4D. If you wish to go south, go to 20F. If you wish to follow the curve of the corridor to the northwest, go to 12E.

**15A**

You find a magic vitamin pill which doubles your constitution if you eat it. Go to 2A.

**15B**

The tree comes to life and attacks you. It has a rating of 25 (3 dice) and is not affected by poison. If you succeed in killing the tree, go to 20C.

**15C**

You have entered the smoke-filled room. This is room number three. Roll one die. That is the number of turns it takes you to find the way out. For each turn that you are in the room, roll one die for wandering monsters. If a wandering monster appears while you are in the smoke-filled room, you must fight at half-strength (divide your combat rolls by two) because you cannot see. After you have searched for the required number of turns, you may leave by the west door (go to 11C) or the north door (go to 21E).

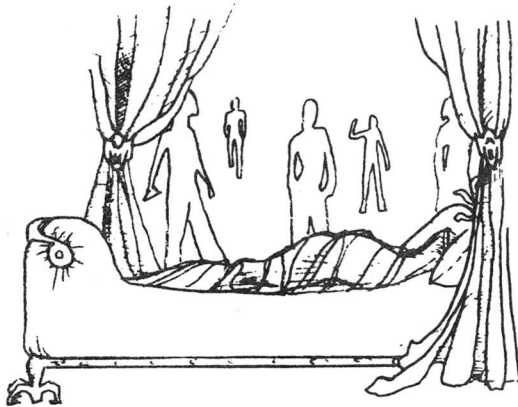
**15D**

You are at a 3-way intersection. If you wish to go west, go to 2E. If you wish to go north, go to 20E. If you wish to go east, go to 8E.

**16A** You are standing in a corridor which runs north and south. There is a door on the east wall. If you wish to go through the door, go to 28C. If you wish to go north, go to 17B. If you wish to go south, go to 3A.

**16B** If you successfully kill him, roll one die and multiply times 100 to see how many gold pieces you find. You may leave through the south door (go to 19A) or the north door (go to 22A).

**16C** You have entered room number nine. You see a lady sleeping on a couch with her back to you. There is a dresser near her with a jeweled bracelet on it. There are several life-sized statues of various heroic characters in several poses in the room. The room is decorated with paintings and fancy drapes. If you wish to wake her up and talk to her, go to 18D. If you wish to try to kill her while she sleeps (shame on you!) go to 26C. If you wish to try to steal the bracelet while she sleeps, go to 21C. If you wish to go back the way you came, go to 5C. If you wish to exit the dungeon, go to 2A.



**16D** You are in a short corridor that runs east and west. Make your saving roll. If you are successful, you may go east (go to 24D) or you may go west (go to 22C). If you miss your saving roll, go to 10C.

**16E** Go to 17C.

**17A** You find a jewel worth 300 g.p. in the treasure chest. Now you may leave the room by the north door, or by the west door. If you wish to go out the north door, go to 3A. If you wish to go out the west door, go to 13A.

**17B** You are standing in a corridor that runs north and south. There is a door on the east wall. If you wish to go through the door, go to 23C. If you wish to go north, go to 14B. If you wish to go south, go to 16A.

**17C** Roll one die. If you roll 1, 2, or 3, double the characteristic you picked. If you roll 4, 5, or 6, reduce that characteristic to 1. You may only try once. Now leave by the south door (go to 13C) or the east door (go to 21D).

**17D** You fight one buffalo at a time, one combat round each. Each combat turn you fight a fresh buffalo. They each get 2 dice and 7 adds. If you get hits on a buffalo, it goes around you. If it gets hits on you, it grazed you as it went by. If you get 5 hits on one buffalo, you killed it. Add 15 experience for each buffalo killed. There are five thousand buffalo, but after you have killed three, the others go around you. (In other words, you keep fighting until you have killed at least three.) You may keep fighting if you wish (buffalo hides are worth 5 g.p. each and weigh 10) but you may kill no more than 10 buffalo. After the buffalo are gone, you may leave through the east door (go to 12D) or the west door (go to 28E).



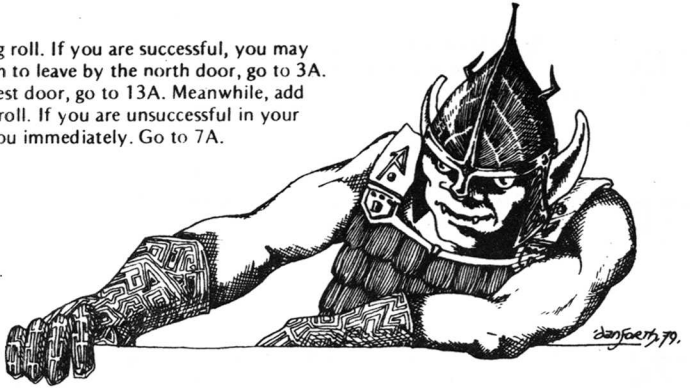
**17E** You are in a short corridor that goes east and west. Make your saving roll. If you succeed, you may go east (go to 5F) or you may go west (go to 4D). If you do not succeed, go to 19F.

**17F** You are at a bend in the corridor. Roll one die to see if a Wandering Monster appears. Then you may go south (go to 24G) or you may go west (go to 12G).

**18A** Make your saving roll. If you are successful, you may leave. If you wish to leave by the north door, go to 3A. If you wish to leave by the west door, go to 13A. Meanwhile, add 100 e.p. for getting past the troll. If you are unsuccessful in your saving roll, the troll attacks you immediately. Go to 7A.

**18B** You find 2 gold pieces. Go to 2A.

**18C** His rating is twice what it was, don't forget. If you kill him, go to 21B.



**18D** You have been turned to stone. Sorry about that!

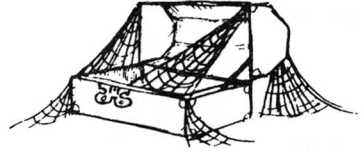
**18E** You have fallen into the pit trap. Take two hits. You may look for secret doors (go to 2D) or try to climb out (go to 28D).



**18F** Make your saving roll. If you miss, the pendulum hits you and you take 10 hits! If you succeed, go on through. If you were headed east, go to 13G. If you were headed west, go to 7D.

- 19A** You have travelled down a short corridor and you are at a "T" intersection. If you wish to go north, go to 26A. If you wish to go south, go to 13A. If you wish to go east, go to 3A.
- 19B** You find stocks and bonds. Roll one die to see how many hundred gold pieces they are worth. Then go to 2A.
- 19C** Roll one die to see what happens. You may only open it once.
- 1 – there is a jewel inside worth 100 g.p.
  - 2 – there are 10 silver pieces inside.
  - 3 – make your saving roll. An arrow has popped out of the chest. If you miss your saving roll, take 2 hits. At any rate, you find 50 g.p. inside.
  - 4 – the chest is full of tear gas. Take one hit. There is nothing else inside.
  - 5 – add three to your luck!
  - 6 – you are teleported to room number three. Go to 15C.
- If you did not roll a 6, then return to 23C.
- 19D** You are in room number two. You are apparently in a very large grassy plain. You see a large herd of buffalo thundering right at you. You may fight or run. If you run, go to 14D. If you fight, go to 17D.
- 19E** It is impossible to get to 19E. You have cheated. You are instantly vaporized by the Dungeon-Master!
- 19F** You have tripped the "stink" trap. You are squirted with essence of skunk oil. Your charisma is reduced by 5 for the rest of this trip, and by 1 permanently. You may now go east (to 5F) or west (to 4D).

**20A** You find a lot of dust. Roll a die to see if your sneezes attract a wandering monster (a 6 means you meet a WM). If not, then go to 2A.



**20B** You find a crystal ball which tells you that if you should ever be in this room again, you should look in box #17. The crystal ball is worth 25 gold pieces. Go to 2A.



**20C** The emeralds are fake – worthless. Go back to 3C.

**20D** If you wish to go back the way you came, go to 13C. If you wish to search for secret doors, go to 23D.

**20E** You are at a 4-way intersection. If you wish to go north, go to 4D. If you wish to go west, go to 20F. If you wish to go south, go to 15D. If you wish to go east, go to 24F.

**20F** You are at a 4-way intersection. Roll a die to see if a wandering monster appears. Then if you wish to go north, go to 14E. If you wish to go west, go to 26D. If you wish to go south, go to 2E. If you wish to go east, go to 20E.

**21A** There are no secret doors here. Roll one die to see if a wandering monster appears while you are wasting time looking for secret doors. Then go to 24A.

**21Ba** A green fog comes out of the box and eats all the gold you are carrying. Now go to 2A.

**21B** There is a flash of light, a clap of thunder, and he has returned to life. His rating is now twice what it was last time. You may fight him again or you may leave. If you leave, go to 6C. If you kill him, go to 9C.



**21C** Roll two dice (doubles add and roll over). Add your dexterity. If the total is over 20, you have stolen a bracelet worth 500 g.p. You may exit the dungeon (go to 2A) or you may go back the way you came (go to 5C). If the total is 20 or less, go to 18D.

**21D** You are at a bend in the corridor. If you wish to go north, go to 27B. If you wish to go west, go to 8D.

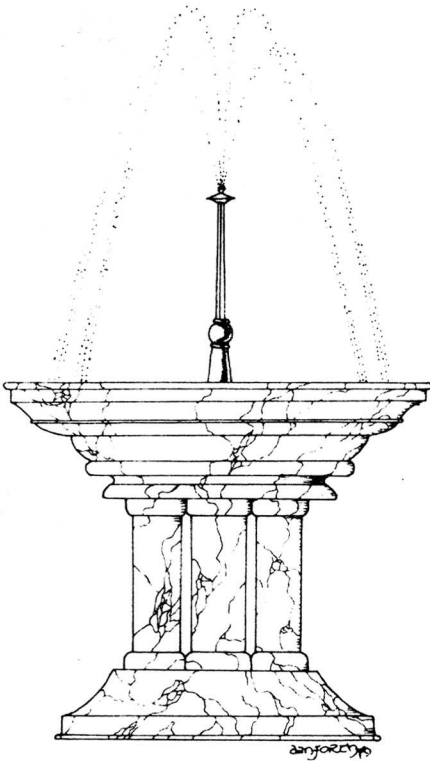
**21E** You are at a bend in the corridor, If you wish to go south, go to 15C. If you wish to go east, go to 13C. If you wish to go through the door on the west side of the corridor, go to 23E.

**21F** The door does not open. You must go back the way you came. Go to 26D.



**22A** You walked down a short corridor, and now you are at a 4-way intersection. Roll a die to see if a wandering monster appears (6 means yes). If you wish to go south, go to 26A. If you wish to go west, go to 9A. If you wish to go north, go to 6A. If you wish to go east, go to 14B.

**22B** You are in a corridor that runs north and south. There is a door in the west wall. If you wish to go through the door, go to 28C. If you wish to go north, go to 7C. If you wish to go south, go to 4C.



**22C** You have entered room number six. There is a large fountain in the middle of the room. You may drink from it if you wish. If you take a drink, go to 8C. If you wish to leave by the north door, go to 4C. If you wish to leave by the east door, go to 16D.

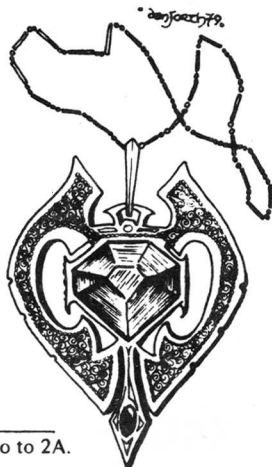
**22D** The wizard instantly throws a spell which paralyzes everything except your left eyelid. He tells you to blink your eye once if you want to flip, or twice if you want to not flip. If you want to flip, he unfreezes you and you go to 16E. If you do not want to flip, he unfreezes you anyway, and you go to 13D.

**22E** You are at a bend in the corridor. If you go west, go to 25C. If you go south, go to 27C. If you go through the door on the east, go to 24G.

**23A**

Roll one die. (You may open this chest only once.)

- 1 – you find a magic wand which will kill **anything**, but will only work once. (It disappears after it kills.)
- 2 – you find a potion and an antidote (2 drinks of each). If you drink the potion, your strength is tripled until you drink the antidote. But you get one hit on your constitution each combat turn until you drink the antidote. Each drink is worth 50 g.p. if you sell it.
- 3 – there is nothing in the chest, and it slams shut on your fingers! Take one hit.
- 4 – there is a ruby in the chest worth 1000 g.p., but it is cursed, and every monster you meet while carrying it will go berserk and fight you at double strength.
- 5 – there is an emerald necklace worth 200 g.p. if you sell it, but while you wear it, each time you meet a new monster, roll 2 dice. If you roll 12, he is charmed by the necklace and gives you all his treasure and lets you pass freely. (However, he will not fight for you.)
- 6 – there is a rattlesnake inside. Make your saving roll. If you are successful, nothing happens and you get no treasure. If you miss, take 4 hits on your constitution, and your strength is halved until you get out of the dungeon.



Now go back to 6A.

**23B**

You find nothing, but you may write in this space \_\_\_\_\_ to indicate what the next person who opens this box will find! Now go to 2A.

**23C**

You have entered room number eight. There is nothing in the room but a chest in the middle of the floor. If you wish to open the chest, go to 19C. If you wish to leave by the west door, go to 17B. If you wish to leave by the east door, go to 7C.

**23Ca**

You are caught in the rope trap. A loop of rope has grabbed your foot, and you are now dangling from the ceiling. Take one hit (cannot be stopped by armor). Roll one die to see if a wandering monster comes along while you are cutting yourself down. If one does appear (roll of 6), then your first combat roll is cut in half! After you have cut yourself down, and dispatched any WM that might have appeared, you may go north (go to 16C) or south (go to 7C).

**23D**

There are no secret doors. Roll a die to see if a wandering monster appears. Then go back the way you came (go to 13C).

**23E**

Go to 10D.

**24A** Go back to 9A.

**24B** You find a bottle of magic aspirin; when you eat one your constitution is put back up to maximum without going out of the dungeon. There are three aspirins in the bottle. They are worth 50 gold pieces each if you sell them. Now go to 2A.



**24C** He has a rating of 20 (two dice). If you kill him, go to 9C.

**24D** You are at a "T" intersection. If you wish to go west, go to 16D. If you wish to go north, go to 5E. If you wish to go south, go to 11C.

**24E** You fell into a pit of very hot oil. Take 5 hits. If you are wearing any armor, you have to take it off and leave it behind to climb out of the oil. You may now go east (13E) or west (19D).

**24F** You are at a 3-way intersection. If you wish to go west, go to 20E. If you wish to go east, go to 13F. If you wish to go south, go to 8E.

**24G** The corridor goes north, or you may go through the door on the west. If you go through the door, go to 22E. If you go north, go to 17F.

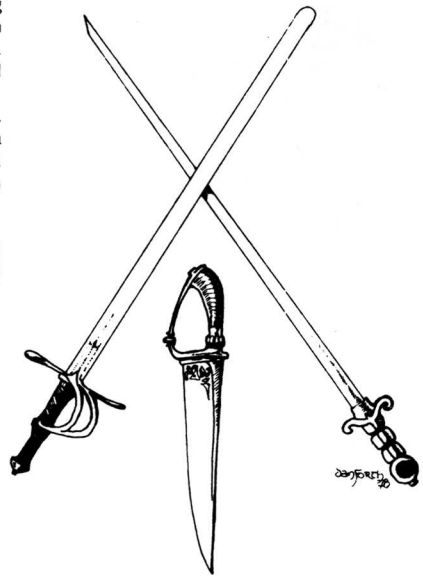
**25A** If your weapon was not a dagger or sword of some kind, nothing happens, Go back to 3A. If your weapon was a dagger or sword, roll two dice to see what happens to it. Each sword or dagger may be inserted once only.

- 2 – Your sword is now a magic flying sword. It will fight any monster for you, the same as if you were carrying it, only it will fight by itself. You may fight with a different weapon at the same time. On the first combat turn, it fights the monster far away so he cannot get any hits on you with his initial bonus.
- 3 – Your sword is now a magic sword. Double the number of dice you get to roll.
- 4 – Your sword melts. It is gone.
- 5 – Your sword is the same as before, but if it touches a vampire or bat, the vampire or bat is instantly destroyed. (If you meet any wandering blood bats in this dungeon, you have automatically defeated them if you are carrying this sword.)
- 6 – Your sword is hexed. Subtract 4 from every combat roll!
- 7 – You get an additional 5 adds for your sword when fighting.
- 8 – Temporary magic: for the very next combat turn only, add 20 adds to your first combat roll.
- 9 – Your sword is now a magic defensive sword. It will take 3 hits for you every combat turn.
- 10 – Your sword is now a glowing sword. Your sword shines so brightly, any monster is partly blinded, and loses one of his combat dice. Also, it lights your path as well as an ordinary torch. (Not needed in this dungeon, but handy in other people's dungeons.)
- 11 – Your sword is now a singing sword. Every combat turn (after combat), roll one die. If you roll a 6, the sound scares away one monster.
- 12 – Magically poisoned sword. After you get any hits on a monster, each subsequent combat turn, he loses 5 from his rating until he is dead.

This is room number seven. After you have rolled once for each sword or dagger (if you wish to) return to 3A.

**25B** You find 20 gold pieces. Now go to 2A.

**25C** You are at a 4-way intersection. Roll one die to see if a Wandering Monster appears. Then, if you go north, go to 11D. If you go west, go to 9E. If you go south, go to 5F. If you go east, go to 22E.

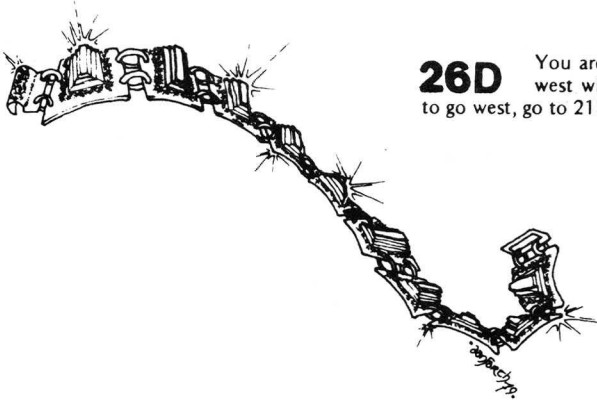


**26A** You have entered room number eleven. You see an evil looking character in leather armor. He says you must either fight him or pay him one gold piece. If you wish to fight him, go to 7B. If you pay him one gold piece, go to 5A.



**26B** You find 100 gold pieces. Go to 2A.

**26C** Make your saving roll. If you are successful, you have killed her. Get 500 e.p., pick up the bracelet (worth 500 g.p.) and either exit the dungeon (go to 2A) or go back out the way you came in (go to 5C). If you miss your saving roll, go to 18D.

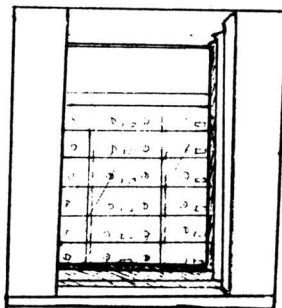


**26D** You are in a short corridor that runs east and west with a door in the west side. If you wish to go west, go to 21F. If you wish to go east, go to 20F.

**26E** The corridor goes east and west. If you go east, go to 11D. If you go west, go to 13G. If you go through the door at the north, go to 12G.

**27A** You have entered room number fourteen. You are in a bank vault. There are 25 safety deposit boxes in this vault. You may pick ONE box and open it. Then you must exit the dungeon. No fair picking the same box in future trips with other characters!

1 – 2B	6 – 18B	11 – 24B	16 – 28B	21 – 26B
2 – 3B	7 – 28A	12 – 8B	17 – 9B	22 – 12C
3 – 10A	8 – 11A	13 – 25B	18 – 2C	23 – 13B
4 – 15A	9 – 6B	14 – 12B	19 – 4B	24 – 21BA
5 – 20A	10 – 19B	15 – 5B	20 – 20B	25 – 23B



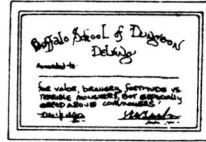
**27B** The corridor ends, but there is a door in the west side. If you wish to go through the door, go to 12F. If you wish to go south, go to 21D.

**27C** You are at a 3-way intersection. If you go north, go to 22E. If you go south, go to 12F. If you go west, go to 5F.

**27D** There is a pendulum swinging across the corridor. If you wish to try to go through between swings (it is a very big pendulum) go to 18F. Otherwise go back the way you came. (If you came from the east, go back to 13G. If you came from the west, go back to 7D.)

**28A** You found nothing at all. Go to 2A.

**28B** You have found a diploma. It is worth nothing at all, but it is very pretty. Now go to 2A.



**28C** You have entered room number twenty. This is a wandering monster room. Roll on the wandering monster table (last page) to see what kind of monster you must fight. After you kill it, you may leave by the west door (go to 16A) or the east door (go to 22B).

**28D** To climb out, add your dexterity and luck, and roll two dice (doubles add and roll over). If the total is over 30, you climbed out. Go to 22C. If the total is not over 30, roll one die to see if a wandering monster appears (a 6 means yes), then try again. Keep trying until you have been killed by a wandering monster or you have successfully climbed out.

**28E** You are in a corridor which goes north and south. If you wish to go north, go to 2E. If you wish to go south, go to 5E. If you wish to go through the door on the east wall, go to 19D.

**28F** You are at a bend in the corridor. If you wish to go north, go to 13F. If you wish to go west, go to 8E.

## WANDERING MONSTER TABLE

Whenever you are told to roll to see whether a wandering monster appears, roll one die. A six means you must fight a wandering monster.

If you successfully kill it, get experience points equal to its monster rating. After each monster is the treasure number. After you kill a wandering monster, roll one die to see if it has any treasure. **Treasure = 1–4** means that if you roll a 1, 2, 3, or 4, that monster was carrying treasure. Now roll on the treasure generation table in the rules (ignoring rolls that call for magical treasures) to see what the treasure is.

**2 GIANT.** Monster rating of 80. Special combat rules. You may try to dodge him. Make your saving roll. Each time you make your saving roll successfully, he misses you and you get to roll your combat dice and get that many hits on him. If you miss your saving roll once, he smashes you flat. Any time you feel that you have reduced his rating to a number low enough to fight, you may switch to regular combat. **Treasure = 1–5.**

**3 BLOOD BATS.** Roll one die to see how many bats. If you roll a 1, add one and roll again. Each bat has a rating of 10. **Treasure = 1–3.**

**4 KILLER BEES.** Roll one die to see how many swarms of bees. Subtract one from the roll. (If you rolled a one, the bees went away without bothering you.) Each swarm has a rating of 10. Killer Bees are not affected by poison. **No treasure.**

**5 OGRE.** Rating of 20. **Treasure = 1–3.**

**6 GIANT SNAKE.** Rating of 16. If he gets any hits on you, roll a die to see if he is poisonous. 4, 5, 6: he is poisonous. If you take any hits from the snake but still survive, your strength is cut in half for the rest of the time you are in the dungeon. Snakes are not affected by poison.

After you kill a snake, roll one die to see if its mate comes looking for you. If you roll a 1, you must fight another snake. **Treasure = 1–2.**



**7 ORC.** Rating of 16. **Treasure = 1–3.**

**8 GIANT JELLYFISH.** Rating of 10. After you kill it, your sword is covered with slime. Take one turn to clean it off. (This cleans off any remaining poison also.) Roll once to see if another wandering monster appears while you are cleaning your weapon. If one does appear, roll a die to see if the slimy weapon slips out of your grasp. (A roll of 1 or 2 means your weapon slips out of your grasp, and you must fight the monster with your bare hands — one die — on the second combat turn. Each subsequent combat turn, make your saving roll to see if you are able to pick up the sword.) **Treasure = 1–2.**

**9 GIANT SPIDER.** Rating of 16. On the first combat turn, make your saving roll. If you fail, you got caught in his web, and must fight at half strength. (After you total up your combat roll, divide it by two.) You cannot get out of the web until you kill the spider. **Treasure = 1–4.**

**10 GIANT RATS.** Roll one die to see how many rats. Each has a rating of 12. **Treasure = 1–3.**

**11 TROLL.** Rating of 24. **Treasure = 1–4.**

**12 RABID DOG.** Rating of 18. If he gets any hits on you, you will die of rabies! **Treasure = 1–3.**



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