

The Complete

DUNGEON OF THE BEAR



by Jim "Bear" Peters

LEVEL ONE • TWO • THREE

and CASTLE WARD by Michael Stackpole

A Complete Game Master Dungeon

for Tunnels & Trolls™

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#8300

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OF THE
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LEVEL ONE • TWO • THREE
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Introduction

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

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

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

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

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

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

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

– Jim "Bear" Peters