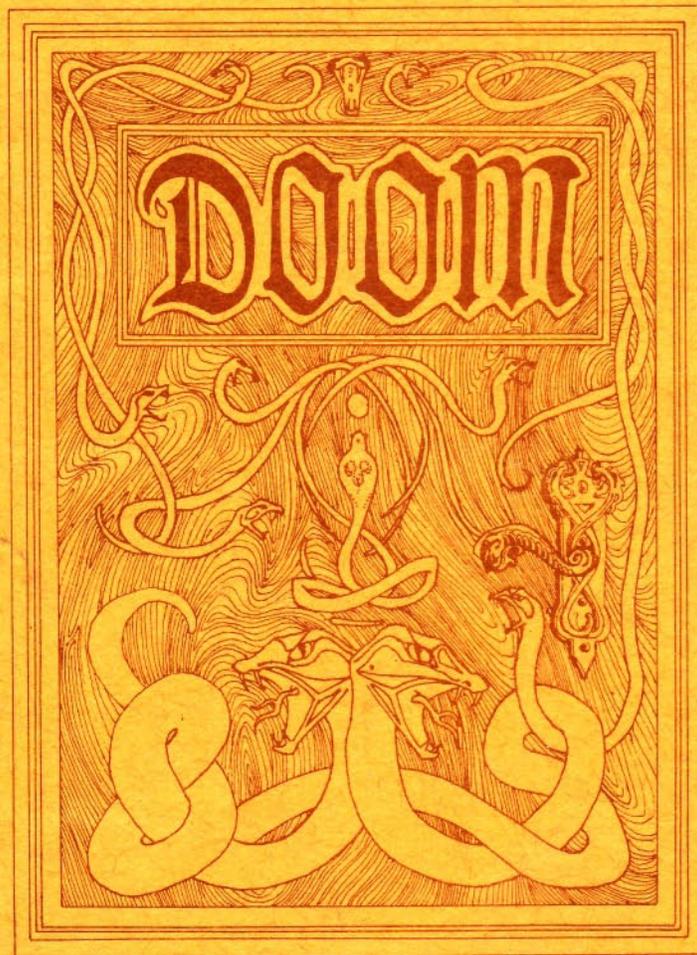


UNCLE UGLY'S

ADVENTURE

LEVEL 1



Danforth 78.

by Ugly John Carver

**A complete Tunnels & Trolls™ Dungeon
with map and key for the Game Master**

illustrated by Ugly John Carver and Liz Danforth

Produced by Flying Buffalo Inc.

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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

UNCLE UGLY'S UNDERGROUND

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