

NAKED DOOM

is NUMBER 4 in

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NAKED DOOM

A
Tunnels & Trolls
Solitaire Dungeon

Fiendishly Designed by
Ken St. Andre!

Unbelievably Illustrated by
Robin Carver!

(A Cosmic Circle Production)

Produced by Flying Buffalo Inc.
Printed in USA

Sample file

FORWARD TO THE SECOND EDITION OF NAKED DOOM

The First Edition of Naked Doom was written under early editions of the T&T rulebook. Some slight changes have been made in the current edition of Naked Doom to bring it into alignment with the most recent Fifth Edition of Tunnels & Trolls. However, these changes are not going to have significant effect to those playing with earlier editions of the rulebook — in other words, don't worry about it.

Please note that earlier editions of Tunnels & Trolls are out of print and no longer available. The new, completely re-written and revised Fifth Edition is currently available at better game and hobby stores, or direct from the publisher Flying Buffalo Inc.

INTERESTED IN DESIGNING A SOLITAIRE DUNGEON?

If you would like to submit it for us to consider publishing, send a stamped self-addressed envelope to Flying Buffalo Inc. PO Box 1467, Scottsdale, AZ 85252 and ask for the Dungeon Design Rules.

NAKED DOOM, Solitaire Dungeon #4

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SECOND EDITION

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NAKED DOOM DUNGEON

Introduction

This is the fourth in a series of programmed dungeons from Flying Buffalo. It was created for the benefit of unfortunate people who don't have friends handy at the moment to play TUNNELS & TROLLS. It consists of several pages with about four paragraphs on each page. Each paragraph presents a situation with one or more alternatives of what to do. You make your choices, and the text refers you to a new location to see what happened.

NAKED DOOM is not meant to be read like a book. For maximum enjoyment you should only read the paragraphs you are instructed to read, and only when you are instructed to read them. If you play by this rule, you should be able to run 10 or more characters through the dungeon without exhausting all the possibilities. After you have played many times in this dungeon, you should know all the possible combinations as well as I do, but it can still remain an interesting way of using 15 minutes or so if you randomly decide which of the choices to take for the characters you send in.

One thing that is very poor sportsmanship is to find out where all the good things in the dungeon are, then run dozens of characters through and collect the best treasures over and over. However, if you do not play fairly in programmed dungeons like these, you will primarily be cheating yourself.

When I first designed the DEATHTRAP EQUALIZER DUNGEON I thought it would be tough, but really it is a pushover. There are too many situations in DED where you can walk in, do nothing, and walk out again better than when you started. This dungeon is not that way at all. I admit it at the beginning: I am honestly trying to kill your first-level characters when they go into this dungeon, and I think I have a good chance of getting them right at the start. This is a very tough dungeon. To compensate for that, I have made it very high-paying in terms of money and magic to take out if you play well and survive. Characters who run this gauntlet of death and survive should be bonafide heroes, and there are some truly nifty items inside that I would dearly love to have for my own characters.

In order to play this game you will need paper, pencil, several ordinary 6-sided dice, the rules to TUNNELS & TROLLS, and maybe the DEATHTRAP EQUALIZER DUNGEON (there is one place where you can exit directly from NAKED DOOM to DED if you have DED). It will also help to have a lot of courage! You can run Dwarves, Elves, Hobbits, or Humans in NAKED DOOM as long as they have *no magical powers*. Funny characters like Centaurs and Trolls wouldn't logically get sent in, so forget them. You should start with first or second level characters who know no magic. Now: if you are ready, turn to the Prologue on the next page.

PROLOGUE

They caught you. I don't know what your crime was, whether you were defacing pictures of the Empress, or spitting on the sidewalk, or running away with old ladies' purses, or defaulting on your tab at the local tavern, or skinning cats on a Holy Day. But whatever it was, you are in trouble now, because the city of Khazan does not believe in coddling criminals. In fact, they of Khazan have a very interesting method of dealing with petty criminals and minor malefactors. If you know any magical spells, they call in the city wizards and mind-blast you into idiocy; then you are sent out to work in the potato fields for the rest of your life. If you do not have magical knowledge or powers, they give you your choice of death by torture, or of going into the NAKED DOOM dungeon.

NAKED DOOM isn't the official name, of course. In the Books of Justice, it is listed as the Royal Khazan Gauntlet of Criminal Retribution and Rehabilitation. You can see why everyone calls it NAKED DOOM. Officially, it was built as a testing maze for potential heroes. But not enough heroes ever came out of it to make it worthwhile, so the city justice department took over. It has been very effective in disposing of unwanted prisoners.

There have been survivors. Twice the relief has arrived at the exit to find the garrison all slain. Five times men have emerged and jumped at the chance to join an elite unit of the Khazan army. No one except the wizard who built the dungeon knows what happened to the several hundred other men and women who have been sent there to die.

Picture this: your character, a person who knows no magic, is taken under heavy guard down into the catacombs beneath the Khazan Courthouse, where you are stripped of your clothing (and of course all jewelery, amulets, and other devices you might have once owned). You are told that if you can make it successfully through the series of tunnels and caves that lie ahead, you will escape with your life, and perhaps treasure. None of your guards has ever been inside past the first turn, so they cannot tell you what dangers to expect — only that less than one man in ten comes out alive.

Two of your guards begin stringing self bows and selecting their best arrows — arrows whose points are darkly stained. An iron gateway is swung open. The archers step through and then you are roughly heaved through the portal. You see a stone corridor about 10 feet wide and 10 feet high, stretching in a straight line for a hundred feet before it abruptly turns. A few torches throw a flickering light along its length.

The captain of the guards points a stern finger and says, "Run, dog!" If you know what is good for you, you take off at top speed. Turn to page one, paragraph 1A. Read, make your choices, and follow the instructions given. Good luck.

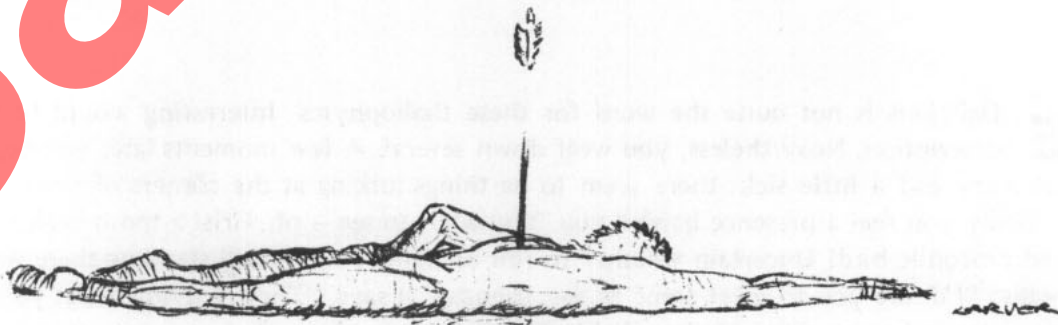
1A The bowmen behind you are both excellent shots. They could easily hit you if you ran in a straight line. You will have to run fast and dodge well to escape. If you already have a SPEED rating, you must make two first-level saving rolls: one on speed and one on luck (20 — rating). If you do not have a speed rating, figure it now by rolling three 6-sided dice and taking the total. Then proceed as stated above.

If you make both saving rolls, go to 2A. If you miss one or both, go to 3A.

1B As you walk in this direction you notice the air gets worse and worse, fouler and fouler. Make a first-level saving roll on IQ (20 — IQ). If you make it, go to 4B. If not, go to 5A.

1C Roll 1 die. If you roll 1 — 5 you find that this fountain tastes sweet, but is deadly poison. Subtract 20 from your constitution. If you rolled a 6, the water was sweet indeed: you can now see in the dark — even total dark. If the water was poison and killed you, close the book. If you are still alive, go to 3B and make another choice.

1D You get 500 experience points for killing the troll. Going on down the tunnel for a long way, you finally come to a secret door (which is no secret on your side of the wall). If you wish to go through, go to 7A. If you want to go back, go to 2A and make another choice.



WELL, HE WAS UGLY ANYWAY.