

# INTO THE UNKNOWN

## D•I•Y DUNGEONS FOR FIGHTING FANTASY By Graeme Davis

Some people, it seems, can't get enough of solo adventures. No matter how quickly Puffin pump out the latest *Fighting Fantasy* gamebooks, people are always clamouring for more. For all those adventurers who have been everywhere, done everything, and are now sitting polishing their swords and waiting for the next adventure, here is a simple system for generating *Fighting Fantasy* dungeons as you play them! All you need is a copy of *Out of the Pit*, a blank adventure sheet, the *Fighting Fantasy* rules (you can use the rules at the beginning of this issue's solo adventure, *The Land of Changes*, if necessary), some graph paper for mapping, two dice, a pencil, an eraser and a ruler. Got those? Good.

Now before we get started, there are just a few things I'd like to say. This system generates dungeons, not adventures. That is to say, it can't make up stories for you, so it will never be able to give you as detailed an adventure as a *Fighting Fantasy* gamebook does. Writing a gamebook is an art, and nobody who writes solo adventures for Puffin Books or for *Warlock* uses a system like this – if they tried it, their adventures would be rejected, and the *Warlock* would probably turn them into earwigs for their cheek.

All this system does is to give you a large (endless, in theory) area of dungeon to explore and loot, ready-stocked with monsters, treasure and other things. It isn't meant to be any substitute for a gamebook, but if you've run out of adventures and just fancy a bit of dungeon-bashing, this should fit the bill. Even better, you can play this system on your own, or with a group of friends!

Secondly, **always** remember to keep a map. This system doesn't keep track of where you are in the same way that a gamebook does, so if you don't keep a map, you'll get lost. The titles of the charts should give you some clue as to which one to use when you're not sure what to do next, and if you get completely lost, just go back to the *GENERAL* chart.

Finally, a note about monsters. I haven't included their *SKILL* and *STAMINA* scores here (except in one case), but you can look them up in *Out of the Pit*. Monsters whose pictures in *Out of the Pit* show them carrying weapons will always have weapons when you meet them, and if you kill an armed monster you can always pick up its weapon if you want to. This point is important, as you may find yourself unarmed at some points.

So – roll up your character in the usual way, choose your position, and off we go! Turn to *ENTRANCE*.

### ENTRANCE

The first thing you need to know is what the entrance is like – roll one die and consult the following table:

- 1–2 **Cave Mouth** – to explore the cave, turn to *CAVE/ROOM*.
- 3–4 **Tunnel Entrance** – to explore the tunnel, turn to *PASSAGE*.
- 5 **Door** – turn to *DOOR*
- 6 Roll the die again. If the result is 1–5, consult this table. If the result is 6, turn to *FEATURES*.

For the purposes of mapping, assume that you are heading north when you enter the dungeon.

### CAVE/ROOM

There are several things you will want to know about the cave or room you are exploring:

**Size** – roll one die and multiply the result by 10. This is the width in feet. Do the same for the depth, from front to back. Room ceilings are 10 feet high; if you are in a cave, roll one die and multiply the result by 5 to find the height of the ceiling in feet.

**Exits** – roll one die, halve the result (rounding fractions up), and subtract 1. This gives you the number of ways out, not counting the way you came in by. If you are in a cave which is the entrance to a dungeon, there will always be at least one way out – treat results of 0 as 1.

**Type of Exit** – roll one die for each exit, and consult the following table:

- 1–4 **Door** – if you examine the door, turn to *DOOR*.
- 5–6 **Passage** – if you look down the passage, turn to *PASSAGE*.

**Location of Exit** – roll one die for each exit, and consult the following table:

- 1–2 **Opposite Wall** – straight in front of you.
- 3–4 **Left Wall**
- 5–6 **Right Wall**

**Occupants** – Naturally, you will be quite interested to know whether or not there is a monster about! Roll two dice. If the score is 8 or less, the room is unoccupied. If the score is 9 or more, there is a monster! Roll one die. If the result is 1–3, turn to *Dungeon Table I* in *Out of the Pit* to find out what it is. If the result is 4–6, use *Dungeon Table II*. Once you have found out what's there, you can either go to *ENCOUNTER REACTION* or you can attack. If you attack, conduct combat as normal; if you win, consult the *Treasure Table* in *Out of the Pit* to see what you have won, if anything.

**Special Features** – roll two dice. If the result is 9 or less, the cave or room has no special features – there is nothing interesting about it at all. If the score is 10 or more, turn to *FEATURES*.

### GENERAL

You have just entered a new area; roll one die and consult the following table:

- 1 **Cave**; turn to *CAVE/ROOM*.
- 2–3 **Room**; turn to *CAVE/ROOM*.
- 4–5 **Passage**; turn to *PASSAGE*.
- 6 Roll one die. If the result is 1–5, roll on this table again. If the result is 6, you have found a way out of the dungeon – turn to *ENTRANCE* for more details. You can leave the dungeon at this point if you wish, or you can go back to any unexplored areas.

## TRAPS

You have triggered a trap! Roll one die to find out what happens to you:

- 1 A **portcullis** crashes down – roll two dice. If the result is equal to your **SKILL** or less, you have managed to dodge it. If the result is more than your **SKILL**, the portcullis hits you and you lose 3 **STAMINA**. If you are still alive, roll one die:
  - 1–3: The portcullis is **behind** you, and you can't go back.
  - 4–6: The portcullis is in **front** of you, and you can't go on.

*Test your Luck.* If you are lucky, you find the mechanism to raise the portcullis again. If you are unlucky, you can't move it.
- 2–3 The trap is a **thrower**; to find out what it throws at you, turn to **THROWER**.
- 4 You fall down a **pit**. Roll one die:
  - 1–4: The pit is **empty**. Lose 2 **STAMINA** in the fall. To climb out of the pit, roll your **SKILL** or less on two dice. Each time you fail, you fall back and lose 1 **STAMINA**.
  - 5: There are **spikes** at the bottom of the pit. Lose 4 **STAMINA** in the fall. To climb out of the pit, roll your **SKILL** or less on two dice. Each time you fail, you fall back and lose 1 **STAMINA**.
  - 6: There is a **monster** in the pit. Lose 2 **STAMINA** in the fall, then roll on Dungeon Table I in *Out of the Pit* to see what the monster is. It attacks you immediately. If you defeat the monster, roll on the appropriate Treasure Table in *Out of the Pit* to see whether it has any treasure. To climb out of the pit, roll your **SKILL** or less on two dice. Each time you fail, you fall back and lose 1 **STAMINA**.
- 5 A **block of stone** comes crashing down from the ceiling – roll two dice. If the result is equal to your **SKILL** or less, you have managed to dodge it. If the result is more than your **SKILL**, the block hits you and you lose 4 **STAMINA**. If you are still alive, roll one die:
  - 1–3: The block is **behind** you, and you can't go back.
  - 4–6: The block is in **front** of you, and you can't go on.
- 6 The trap is **magical**; turn to **MAGIC**.



## CONSTRUCTION FEATURE

Roll one die:

- 1 **Statue**; roll one die:
  - 1–5: There is nothing unusual about the statue.
  - 6: The statue is **special**; roll one die:
    - 1–3 – The statue's eyes are **gems**, worth 20 GP each. *Test your Luck.* If you are lucky, you prize the eyes free with no trouble. If you are unlucky, you trigger a trap. Turn to **TRAP** to see what happens.
    - 4 – The statue is **magical**, and causes a magical effect when you touch it. Turn to **MAGIC** to see what happens.
    - 5 – The statue is a **Gargoyle**, and attacks you immediately.
    - 6 – The statue is a **Stone Golem**, and attacks you immediately.
- 2 **Well**; roll one die:
  - 1–5: There is nothing unusual about the well.
  - 6: The well is **Special**; roll one die:
    - 1–2 – There is **treasure** down the well! Roll *twice* on the Humanoid column of the Treasure Table in *Out of the Pit* to find out what the treasure is.
    - 3–4 – The well generates a **magical effect** when you examine it. Turn to **MAGIC** to find out what happens.
    - 5–6 – The well is the lair of a **monster**, which leaps out and attacks you immediately. Roll one die to discover what it is:

1 Marsh Wraith	4 Giant Slug
2 Mucalytic	5 Tentacled Thing
3 Slime Eater	6 Giant Toad
- 3 **Chasm**; a deep chasm cuts across the cave or room. Roll one die:
  - 1–4: There is a rickety-looking **rope bridge** across the chasm. If you decide to cross the bridge, *Test your Luck.* If you are lucky, the bridge holds and you get to the other side safely. If you are unlucky, the bridge gives way and you fall to your death. If you prefer to ignore the bridge and try to jump across the chasm, roll two dice. If the result is equal to your **SKILL** score or less, you have succeeded. If not, you fail to reach the other side and fall to your death.
  - 5–6: There is **no way across** the chasm except by jumping. If you try to jump across the chasm, roll two dice. If the result is equal to your **SKILL** score or less, you have succeeded. If not, you fail to reach the other side and fall to your death.
- 4–5 **Stalactites**; the ceiling is dotted with stalactites; roll one die:
  - 1–5: There is nothing unusual about the stalactites.
  - 6: As you walk across the room, a stalactite drops from the ceiling on you. Roll your **SKILL** or less on two dice to dodge it; if you fail, you lose 2 **STAMINA**. Once it has dropped, the stalactite monster has **SKILL** 1, **STAMINA** 3.
- 6 **Chimney**; there is a fireplace in the room. If you examine it, roll one die:
  - 1–5: There is nothing out of the ordinary about the chimney, and you can climb up it easily. Turn to **GENERAL** to find out where it leads you.
  - 6: The chimney is **special**; *Test your Luck.* If you are lucky, you find some treasure – roll on the Humanoid column of the Treasure Table in *Out of the Pit* to find out what the treasure is. If you are unlucky, you discover that the chimney is the home of a Giant Snake. It attacks you immediately. If you kill the snake, you can climb up the chimney easily. Turn to **GENERAL** to find out where it leads you.

## THROWER

The trap throws something at you. Roll one die:

- 1 **Darts.** The trap hurls a shower of darts at you. If you can roll your SKILL or less on two dice, the darts miss you. If not, roll one die and halve the result. This is the number of darts that hit you. *Test your Luck.* If you are lucky, each dart that hits you causes 1 STAMINA point of damage. If you are unlucky, the darts are poisoned, and each dart that hits you causes 2 STAMINA points of damage.
- 2 **Spear.** The trap hurls a spear at you. Roll two dice. If the result is equal to your SKILL or less, the spear misses you. If not, the spear hits you for 2 STAMINA points of damage.
- 3 **Acid.** The trap sprays acid at you. Roll two dice. If the result is equal to your SKILL or less, the spray misses you. If not, *Test your Luck.* If you are lucky, the spray has not hit your eyes, but you still lose 1 STAMINA point. If you are unlucky, the spray hits your eyes – you lose 1 point of SKILL and 2 points of STAMINA.
- 4 **Oil.** The trap sprays oil at you. Roll two dice. If the result is equal to your SKILL or less, the spray misses you. If not, *Test your Luck.* If you are lucky, nothing else happens – but you'd better be careful with your torch from now on! If you are unlucky your torch ignites the oil; roll one die to see how many STAMINA points you lose.
- 5 **Gas.** The trap fires a cloud of gas at you. *Test your Luck.* If you are lucky, you manage to hold your breath and get clear of the cloud. If you are unlucky, you breathe in some gas. Roll one die:
  - 1–3: **Knockout Gas.** You fall unconscious. Turn to **KNOCKOUT** to see what is happening when you wake up.
  - 4–5: **Tear Gas.** The gas irritates your lungs and eyes – subtract 1 point from your SKILL for the next combat only.
  - 6: **Poison Gas.** Your adventure ends here . . .
- 6 **Magic.** The trap throws a spell at you. Turn to **MAGIC** to see what happens.

## DOOR

You are standing in front of a door.

**Locked?** – roll one die:

- 1–3 The door is locked; if you want to go through, you will have to break it down. Go to **Strength** below.
- 4–6 The door is unlocked; to see what is beyond it, turn to **GENERAL**.

**Strength** – roll one die, and consult the following table:

- 1–2 **Flimsy.** To break the door down, roll your SKILL +1 or less on two dice. If you succeed, the door is broken down. To find out what is beyond it, turn to **GENERAL**. If you fail, the door does not open and you lose 1 STAMINA point. You may try again, or ignore the door and continue on your way. If you roll 12, the door opens but it is trapped; turn to **TRAPS** to find out what has happened.
- 3–4 **Average.** To break the door down, roll your SKILL or less on two dice. If you succeed, the door is broken down. To find out what is beyond it, turn to **GENERAL**. If you fail, the door does not open and you lose 1 STAMINA point. You may try again, or ignore the door and continue on your way. If you roll 12, the door opens but it is trapped; turn to **TRAPS** to find out what has happened.
- 5–6 **Strong.** To break the door down, roll SKILL –1 or less on two dice. If you succeed, the door is broken down. To find out what is beyond it, turn to **GENERAL**. If you fail, the door does not open and you lose 1 STAMINA point. You may try again, or ignore the door and continue on your way. If you roll 12, the door opens but it is *trapped*; turn to **TRAPS** to find out what has happened.

## SECRET DOOR

You have found a secret door! You can open it with no trouble. To find out what's behind it, roll one die and consult the following table:

- 1–5 The door leads to another place; turn to **GENERAL** to find out what it is.
- 6 Roll one die:
  - 1–4: You have found a **safe!** Roll *twice* on the Humanoid column of the Treasure Table in *Out of the Pit* to see what it contains.
  - 5–6: The door is a **trap!** Turn to **TRAPS** to find out what happens.

## ENCOUNTER REACTION

You wait to see if whatever you have encountered is friendly or not. Look up the creature's Reaction entry in *Out of the Pit*; roll one die and consult the appropriate column of this table:

Friendly	Neutral	Unfriendly	Hostile	Result
1–2	–	–	–	Helps
3–4	1–2	–	–	May Help
5–6	3–4	1–2	–	No Help
–	5–6	3–4	1–3	May Attack
–	–	5–6	4–6	Attacks

**Helps** – roll one die:

- 1–3 The creature gives you something. Roll on the Humanoid column of the Treasure Table in *Out of the Pit* to see what it is.
- 4–6 The creature gives you information which may be useful. Add 1 LUCK point. This can temporarily raise your LUCK above its *Initial* level, but once used it cannot be regained.

**May Help** – *Test your Luck.* If you are lucky, treat the result as **Helps**. If you are unlucky, treat the result as **No Help**.

**No Help** – The creature wants nothing to do with you, and will leave the area immediately. It will defend itself if you attack, but otherwise it will do nothing except leave.

**May Attack** – *Test your Luck.* If you are lucky, treat the result as **No Help**. If you are unlucky, treat the result as **Attacks**.

**Attacks** – The creature attacks you. Because you have hesitated, it get the first blow. Generate Attack Strengths as usual. If your Attack Strength is higher, you have evaded its blow, but not hit it. If the creature's Attack Strength is higher, it has wounded you – lose 2 STAMINA. Now carry on with the combat in the usual way. If you win, consult the Treasure Table in *Out of the Pit* to see what the creature is carrying, if anything.

## FEATURES

There is something interesting about where you are! Roll one die and consult the following table:

- 1 **Secret Door;** roll two dice. If the result is more than your SKILL, you have failed to spot the door (no cheating now!), and can see nothing interesting. If you spot the secret door, you can open it with no trouble – turn to **SECRET DOOR**.
- 2 **Trap;** roll two dice. If the result is more than your SKILL, you fail to spot it and it triggers. Turn to **TRAPS**. If the result is equal to your SKILL or less, you spot the trap and manage to disarm it successfully. There is nothing of further interest, so you can go on your way.
- 3 **Treasure;** you have found some treasure! There are 2–12 Gold Pieces. *Test your Luck.* If you are lucky, there is also a *special item* – roll on the *Special Items* table in *Out of the Pit* to discover what it is.
- 4–6 **Construction Feature;** turn to **CONSTRUCTION FEATURE**.



## KNOCKOUT

Your head aches when you wake up – subtract 1 point from your SKILL for the next combat only. Roll one die:

- 1–2 You have been **robbed**. All your possessions are gone – even your weapon (subtract 2 points from your SKILL until you find another one. The only consolation is that you're still alive – the thief must have thought you were dead.
- 3–4 Something is **attacking** you! Roll one die to see what it is:
  - 1 Giant Rat
  - 2 Rock Grub
  - 3 Giant Spider
  - 4 Giant Centipede
  - 5 2 Grannits; fight them both at the same time, using the normal procedure.
  - 6 Iron Eater; *Test your Luck*. If you are unlucky, it has already eaten your weapon – subtract 3 points from your SKILL until you find another one.
- 5 You are **lost**. You don't know how you got here, but you don't recognise your surroundings at all. Start on a new part of your map, and turn to *GENERAL* to see where you are.
- 6 You have been **captured**. You wake up in a cell. All your possessions are gone, including your weapon. There is a single guard outside; roll one die to see what it is:
 

1 Orc	4 Ogre
2 Hobgoblin	5 Gark
3 Goblin	6 Doragar

There is a stool in the cell. You pick it up and stand behind the door, waiting for the guard to come in. Eventually it does, and you hit it as hard as you can. *Test your Luck*. If you are lucky, the guard is knocked out – you can take its weapon and leave. Turn to *GENERAL* to see where you are once you leave the cell. If you are unlucky, the guard loses 2 STAMINA points, but is not knocked out. You must fight it to the death. The stool is not much of a weapon – subtract 1 point from your SKILL. If you win, you can take its weapon and leave. Turn to *GENERAL* to see where you are once you leave the cell.

## MAGIC

You have triggered a magical effect; roll one die:

- 1 **Fireball**. Roll one die to see how many STAMINA points you lose. You can halve this amount if you successfully *Test your Luck*.
- 2 **Weakness**. A sickly green light engulfs you, and you can feel it sucking your strength away. Lose 2 SKILL points. You can halve this amount if you successfully *Test your Luck*.
- 3 **Curse**. Letters of fire appear on the wall, pronouncing your doom. Lose 2 LUCK points. You can halve this amount if you successfully *Test your Luck*.
- 4 **Teleport**. The area around you suddenly changes – you have been magically transported to another area. Turn to *GENERAL* to see where you are.
- 5 **Theft**. Your pack vanishes, with everything that was in it. Cross these items off your *Adventure Sheet*.
- 6 **Wilt**. The blade of your sword suddenly goes limp, like a piece of string. It's no use as a weapon now – subtract 3 points from your SKILL until you find another weapon.

## PASSAGE

You are in a passage.

**Dimensions** – roll two dice and add 3. This is the **width** of the passage in feet. Now roll two dice and add 1. This is the **height** of the passage in feet.

*If the passage is 3 feet high, you must crawl* – subtract 3 points from your SKILL while in the passage, because of the cramped conditions. Any monsters you meet in the passage will suffer a similar penalty unless they are under 3 feet tall.

*If the passage is 4–5 feet high, you must stoop* to move along it – subtract 2 points from your SKILL while in the passage. Any monsters you meet will have a similar penalty unless they are under 4 feet tall.

*If the passage is 6–7 feet high, you can walk upright*, but the ceiling is still too low for you to fight effectively – subtract 1 point from your SKILL while fighting in the passage. Any monsters you meet will suffer from a similar penalty unless they are under 5 feet tall.

*If the passage is more than 7 feet high, there are no penalties.*

**Length** – roll one die and multiply the result by 10. This is how far the passage continues, in feet.

**Route** – roll one die and consult the following table:

- 1 **Continues straight** without any special features; roll for *length* again, then come back to this table.
- 2 **Turns**; roll one die:
 

1–3: Left	4–6: Right
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 If you go round the corner, start again from the top of this section.
- 3 **Side Passage**; roll one die:
 

1–3: Left	4–6: Right
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 If you look down the side passage, use this section to discover what it is like.
- 4 **Junction**; roll one die:
 

1–2: T-junction	5–6: Fork
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 3–4: Crossroads  
 Use this section to discover what each of the new passages is like.
- 5 **Door**; roll one die:
 

1–2: In left wall	5–6: Ahead
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 3–4: In right wall  
 If you examine the door, turn to *DOOR*.
- 6 Roll one die. If the result is 1–5, roll on this table again. If the result is 6, turn to *FEATURES*.