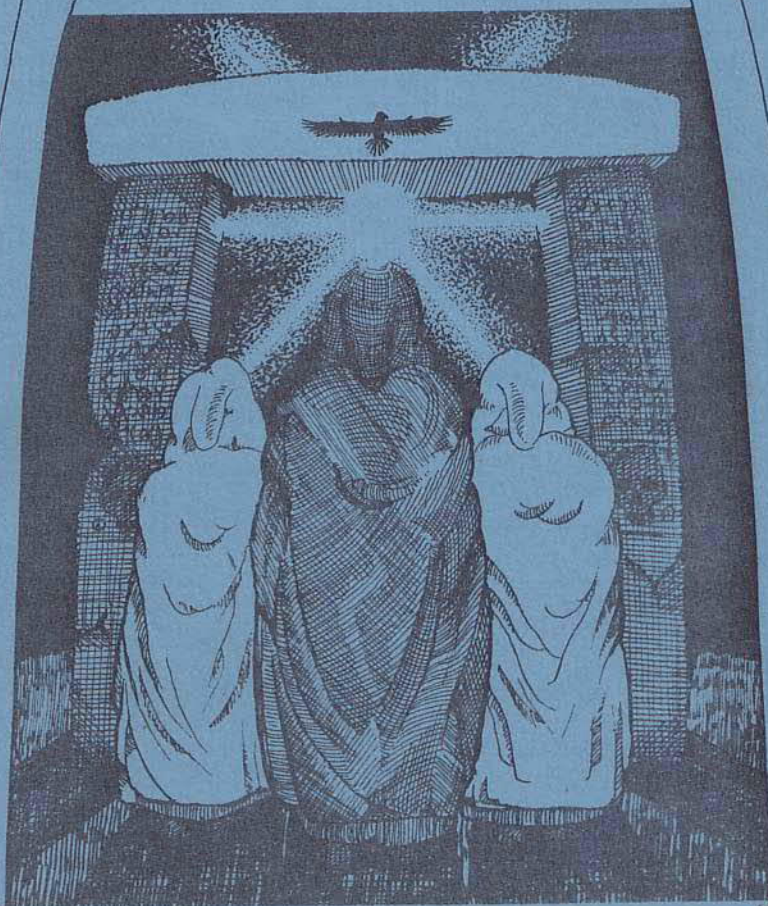


THE BEHOLDER

ISSUE
no 21

45p



EDITORIAL

Welcome to the Christmas issue of "The Beholder", a British D&D fanzine. D&D (Dungeons and Dragons) is produced by TSR Hobbies Inc, P.O. Box 756, Lake Geneva, Wisconsin 53147, AMERICA. Their British subsidiary is TSR(UK) at The Mill, Rathmore Road, Cambridge CB1 4AD. TBH is run by:-

Mike G. Stoner of 29 Parkway, Dorking, Surrey RH4 1EX (Tel: D'king 87253) and

Guy R.J. Duke of 7 Highwoods, Leatherhead, Surrey (Tel: L'head 72722).

If you want to write to us for any reason then write to Mike at the above address. Don't forget that subscriptions must stop at issue 25 or earlier.

We've still had no luck with the reprints so please don't send us money for 'em 'cos we ain't got 'em yet! In fact the only back issue (if you can call it that) is issue 20 (a few copies).

Subbers please note: we have just about run out of sub slips now so it is possible that when your sub runs out this will be shown either by "Your sub has run out" (or words to that effect) written on the envelope holding your last issue or a cross/star in the top left-hand corner of the envelope.

With postal charges going up next year we may well have to raise our cover price to 50p. However any subs received before then will be honoured at 45p per issue, so if you want to sub to TBH do it soon!

We started by saying that this is our Christmas issue and although you'll probably read this several weeks before the "big day" we hope the "Christmas dungeon" we've included will be used and enjoyed in the suitable festive manner. Last year our Christmas ish carried several reviews which turned out to be a popular thing as many people were on the look-out for good games for presents. Therefore we've got a review or two in this time, as well.

All the best!

Mike and Guy.

TBH21: C O N T E N T S

Page 2....Editorial & Contents
Page 3....Role Playing
Page 4....Games Day Awards
Page 5....S.E.T.
Page 6....Silvanus
Page 7....Helmenhale
Page 8....Traveller
Page 10...Reviews

Page 12...Magic Jar
Page 13...Light
Page 14...A Christmas Dungeon (map)
Page 16...A Christmas Dungeon (detail)
Page 23...Chronicle
Page 24...Half-Sylph
Page 25...M.S.
Page 26...DMS Delight

ROLE-PLAYING

By TREVOR MENDHAM

There are a growing number of people in the hobby - including myself - who believe that true role-playing is more important and satisfying than mere treasure hunting or power grabbing - take for example the KGB (see TBH 18). Unfortunately, true role-playing has a couple of undesirable side-effects, and it is my intention to point these out to GMs.

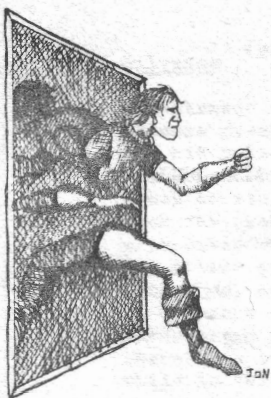
To start with consider which characters are going to prosper if role-played properly. As in the real world, Lawful Good types who go around being nice and helping others are likely to find themselves taken advantage of, whereas selfish characters who are only interested in looking after number one are likely to do well. Similarly, the brave warrior who fearlessly tackles anything is likely to bite off more than he can chew and get stamped on. Consider the KGB again - the only surviving character was Dunc, who hung back from the fighting as much as possible and had no qualms about killing a member of his own party. Whilst things are not normally as extreme as this, the general trend exists.

The other problem concerns the Intelligence and Wisdom of characters. Whilst it is easy to play a thick character, it is quite clearly impossible to successfully role-play a character of higher INT or WIS than yourself. I would estimate that most FRPers have the equivalent of around 13 or 14 in INT and WIS. Thus reasonable role-play of an exceptionally intelligent or wise character is impossible. These characters therefore do not gain the full benefit of these assets, and will also not receive as many bonus experience points for good role play. The result is that an unreasonable number of characters are of low intelligence and lacking in common sense (e.g. Joe) as these are the only characters who can be role played successfully. Whilst a character like Joe is fun occasionally, after a while the players will get bored of an endless string of morons.

So, how to solve these problems and allow for a reasonable spread of characters in a role-playing world? The answers are simple, the only problem being that they require generosity on the part of the GM - which will be quite hard for most GMs to get used to! First, bonus experience points should always be given for good role-play. However, these rewards should be considerably greater for "nice" characters than for others. This is, I feel, a better solution than just penalising "nasty" characters by refusing to have anyone associate with them as the latter course merely switches one bias for the opposite.

To solve the problems of WIS and INT, it is necessary for the GM to remember that the character will have thought of things which the player has not. Thus wise/intelligent characters should be given a few hints during each expedition as to the value of a piece of jewelry, the possible existence and/or nature of a trap, etc. Note that hints should only be things that might be noticed by a genius - there's no way anyone's going to tell the alignment of a sword merely by looking at it, for example.

The introduction of these suggestions should allow the players to concentrate on role-playing without producing a world populated by despicable morons!



S.E.T.

STARSHIP ENCOUNTER TABLES

By

Jake Aseard



CHANCE:-	6+	7+	8+	9+	10+	12+
PORT TYPE:-	A	B	C	D	E	X
ROLL (3D)						
3	P	P	P	P	P	P
4	E	Y	P	P	L	L
5	D	A	B	A	L	J
6	D	S	A	A	K	L
7	Y	B	A	A	A	K
8	T	E	T	R	A	A
9	A	F	F	R	A	S
10	F	Y	D	F	K	S
11	T	E	M	F	P	S
12	Y	F	B	S	S	A
13	C	C	S	K	S	J
14	B	S	K	K	S	J
15	E	A	L	L	K	K
16	E	Y	L	L	L	S
17	P	P	P	P	P	L
18	P	P	P	P	P	P

Definitions of Encounters:-

A	Free Trader	200T	(Book 2)
B	Courier	100T	(Book 2 (cf Scout))
C	Colonial Cruiser	800T	(Book 2)
D	Destroyer	400T	(2G J2 Model/2bis, 4 hard points)
E	Escort	100T	(Book 2 (cf Scout))
F	Armed Merchant	400T	(1G J1 Model/2, 4 hard points)
J	Seeker	100T	(Book 2 (cf Scout))/Splmt 4
K	Safari Ship	200T	(Splmt 4)
L	Lab Ship	400T	(Splmt 4)
M	Long-haul Merchant	600T	(Book 2 (cf Type M))
P	Corsair	400T	(Splmt 4)
R	Liner	400T	(Book 3 (cf Type R))
S	Scout	100T	(Book 2)
T	Transport	400T	(1G J1 Model/1, no hard points)
Y	Yacht	200T	(Book 2)

C&S TIME!:-

SILVANUS

(CELTIC DEMI-GOD OF WOODS AND NATURE) By ALAN BELL

Body Points: 100 Fatigue Points: 20 (Regenerates 5/mr)

Armour Class: 7 (2 natural with armour of leaves +5)

Fights as a 13th level mighty knight, with free dodges.

Blows: +7 Attack: +50% Parry: -50% Dodge: -55%

WDM=7 Using a magical mallet +25% LH (Bash possible).

BLOWS	WDF	ARMOUR	1	2	3	4	5	6	7	8	9	10	%
5	3		65	60	55	50	45	40	35	30	25	20	(% prob hit)
			25	20	20	15	15	10	10	10	5	5	(% critical)

He appears as a tall (7'), thin, unkempt man, with a tangled beard wearing clothes and armour of leaves. He is agile and fast moving, always carrying his mallet and a drinking jug.

JUG: In the hands of Silvanus this has a 100% probability (75% for others) of producing 1 potion (1d6+1 doses) when filled with drink (if fine drink, +5%) when so commanded. The potion is to be determined at random, and Silvanus knows what he has produced 80% of the time.

PET: He has a fanatically loyal giant wolfhound which fights at his side. It is so fast all blows aimed at Silvanus will be taken by it, no matter how many strikes. It is semi-intelligent.

Body Points: 50 (Regenerates 5/turn)

Attacks: 4 WDF Medium Fangs, +45% hit, -45% dodge (free dodges) AC5

Both demi-god and dog wear gold torcs (neckbands), worth 40 and 22gp respectively. Silvanus has limited magik powers:-

- 1) He can cause the size of any plant to increase/decrease by 50% in a turn.
- 2) He moves at light warhorse speed, no deduction for moving through woods.
- 3) He has all forester abilities.
- 4) The creatures of the forest will not harm him and he can summon a group of large animals (throw on table) which will fanatically fight for him for 10 turns, every 1-6 hours, (they arrive in 1-10mr).
- 5) Targeting of spells has a 25% penalty against him.

Silvanus wanders through woodland forests, watching over small animals and plants (just wait until those players start hunting those helpless rabbits yet again!). He dislikes huntsmen, tolerates foresters but anyone slaughtering woodland creatures will pay if he is in the area (1% probability) or hears about it (4% prob).

Silvanus (cont)

If Silvanus comes he will either attack the party (01-35%), demand they do some great deed for the forest (36%-75%) or demand payment of 1gp per hit point of creature killed (76%-100%). He dislikes leaving his woods for long. If a character does some great deed for nature (such as stopping a forest fire) there is a 5% chance Silvanus will look favourably upon them. If they are subsequently attacked without provocation by woodland creatures and call his name he will stop the attack and escort them through the forest (if they so wish) for upto a day and a night. The debt is then considered paid.

Silvanus lives in a woodland glade, in a wooden hall which magically moves every night, guarded by an extra group of large animals and there is a truce amongst all woodland creatures (including humans) while in the vicinity of the hall.



ANNOUNCING:

HELMENHALE

HELMENHALE, great city of merchants; trading centre of the world. This city is to be the greatest ever AD&D playing aid to be brought out, far surpassing the City State even. Why? Because you are designing it!!

Graham Staplehurst is planning to edit and compile a city-scenario based on a trading centre, and needs contributors for it. Helmenhale will be printed in conjunction with TBH in a format similar to "Glossary of Magic" (TBH Supp 1). There will be prizes for the best contributions, so get designing now!

For more details and general outlines of Helmenhale please send an SSAE to Graham at:-

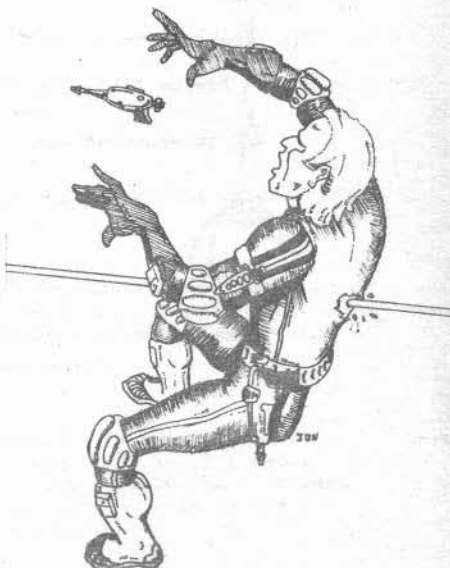
Room C 15 D, Montefiore House,
Wessex Lane,
Swaythling,
Southampton,
SO9 3TD

TRAVELLER

The following table reflects upon a level of civilisation where each has his place, and one can either join one of the services or follow one's heritage and social status. This has the advantage of giving characters some background instead of having them appear from nowhere. It is also very useful for non-player characters.

The procedure is very simple and quick. You throw %age dice and this is the character's status. If the character elects to join a service then he ignores this table, except for noting what his identification papers show him to be. If he uses this he serves 4 years apprenticeship learning his trade and then he receives his skill level shown and 1D100 times skill level times 20 credits and a set of appropriate tools.

01-03	Labourer 1		89	Engineer 2	Engineering 2
04-06	Labourer 2	+1 STR	90	Engineer 3	Engineering 4
07-10	Labourer 3	JoT 1	91-92	Policeman 1	Gun Cmbt 1
11-14	Electrician 1	Electronics 1	93	Policeman 2	See Notes
15-18	Electrician 2	Electronics 2	94-95	Farmer 1	Survival 1
19-21	Electrician 3	Electronics 4	96	Farmer 2	+1 STR
22-25	Mechanic 1	Mechanical 1	97-98	Shopkeeper 1	Barter 1
26-29	Mechanic 2	Mechanical 2	99-00	Shopkeeper 2	Double credits
30-32	Mechanic 3	Mechanical 4			
33-36	Teacher 1	Instruction 1			
37-40	Teacher 2	+2 INT			
41-44	Teacher 3	+2 EDUC			
45-47	Pilot 1	Pilot 1			
48-51	Pilot 2	Pilot 3			
52-53	Pilot 3	Pilot 4			
54	Sailor 1	+1 END			
55	Sailor 2	Navigation 1			
56-57	Sailor 3	Brawling 1			
58	Starman 1	Vac Suit 1			
59	Starman 2	JoT 1			
60	Starman 3	+1 DEX			
61	Starman 4	Ship's Boat 1			
62-63	Doctor 1	Medic 1			
64	Doctor 2	Medic 2			
65	Doctor 3	Medic 3, +1 SOC			
66	Politician	Liason 1D-1			
67-68	Navigator 1	Navigation 1			
69	Navigator 2	Computer 1			
70	Navigator 3	Navigation 3			
71-72	Administrator 1	Administration 1			
73	Administrator 2	Bribery 1			
74	Administrator 3	Forgery 1			
75	Administrator 4	Admin 3			
76	Diplomat	Liason 1B			
77	Forger	Forgery 1D-1			
78	Driver 1	ATV 1			
79	Driver 2	ATV 3			
80-81	Computer 1	Computer 1			
82	Computer 2	Electronic 1			
83	Computer 3	Computer 3			
84	Gravities	Gravities 2			
85	Noble	+3 SOC, double credits			
86	Thief	See Notes			
87-88	Engineer 1	Engineering 1			



NOTES ON USE OF TABLE

Clarification: Each character also gets any skills from less qualified ranks, excluding additional skill levels he already has, e.g. an Administrator level 4 has Bribery 1, Forgery 1 and Admin 3, while a Mechanic 2 just has Mechanical 2.

THIEF:- There are various types of trade available to a thief. Throw 1D, 3+ to get the following at skill level one (DEX 11+ : +1 skill level):- Forgery, Bribery, Lockpicking, Streetwise, Brawling.

POLICEMAN 2:- This policeman has been selected for special duties, extra 4 years, survival 6+ (DMs: INT 8+ gives +1, DEX 7+ gives +2). Throw 1D to show the job he was selected for:-

- 1) Anti-Terrorist Squad:- Demolition 1, Gun Cmbt 2, Blade Cmbt 1, Survival 1.
- 2) Counter-Intelligence:- Interrogation 2, Liason 1, Gun Cmbt 2.
- 3) Officer Training:- Leader 2, Tactics 1, Administration 1.
- 4) Security Guard:- +1 END, Blade Cmbt 1, Brawling 1, JoT 2.
- 5) Bodyguard:- +2 DEX, Gun Cmbt 3, Brawling 2, -1 SOC.
- 6) Gladiator:- To settle disputes which might lead to open war between planets, each planet has a reserve net of trained gladiators who will fight under controlled conditions against the opposition's champions instead of actually fighting a full-scale war. The character gains as skills: Blade Cmbt 2, Gun Cmbt 3, Survival 1, Brawling 2, +1 STR, +1 DEX, +1 END, Demolition 1, Tactics 1, Zero G Cmbt 2, Battle Dress 2, Mechanics 2 and +2 SOC. He is, of course, a reserve gladiator with a sensor implanted in his skull to alert him when he has to report in. Throw 10+ (with appropriate DMs for "troublesome neighbours", etc), every month, for chance of "call up".

The above 2 examples show how a little expansion on the table's results can create an interesting personality for characters and NPCs.

Barter:- The ability to argue a discount or good price. Per level of skill in this ability add/subtract 10% from standard rate. Therefore a character with Barter 2 would be able to buy a 1000CR computer for only 800CR, and then sell it for 1200CR.

REVIEWS

TIMETRIPPER

S.P.I.

Designer/Developer: James Dunnigan

An American G.I. armed to the teeth and lost in time, desperately trying to get back home (i.e. the Vietnam battlefield) and survive various past, present and future encounters. That is TT's basic premise and although rather weak it does make for a nice game concept. The game starts with the GI finding himself somewhere in the past with all his weapons and a "cooked" radio-set cum time machine of variable efficiency. Until he is able to make another time jump the GI must attempt to stay alive as for some unexplained reason every time jump ends in the midst of some sort of battle. Perhaps the word "battle" is a little inaccurate as some of the encounters can't really be defined as such, although all are dangerous. Appearing in the middle of a Rollerbrawl match, on the Los Angeles Freeway or in front of a Sabertooth Tiger can be just as nasty as ending up at Waterloo, Verdun or Hastings!

Combat is handled in a quick but very acceptable manner on a tactical display. Unfortunately the counters that come with the game to represent opponents are very limited; it always seems wrong for a horse to represent a motorbike or a bowman to be a member of the timepolice, but then it must be admitted that to cover all possibilities would take far to many counters to be practical, it's just a bit annoying.

The rules are all nicely set out and clearly explained where necessary, although the rules for random set-up are slightly ambiguous. Play moves along at a brisk pace and the game is specially designed for solitaire play, which can often be a good thing. However there are multi-player rules included so it is easy to play with more than one, if you want. There must, of course, be a couple of complaints about the game and they are as follows:- 1) There is not enough differentiation between types of soldiers. Spearmen and Waterloo infantry and almost the same in combat. 2) Unless the timemaster option is used (a very basic sort of GM for the game) it is easy to get bored with the same old situations happening each time you play. Meeting Bionic gunslingers is good fun the first few times, but after that they become just another group of people to kill. Your average DM shouldn't have too many problems thinking up new situations (he has to do it all the time when dungeon designing) and there is a lot of inspiration about (how about a swarm of Space Invaders starting at the top of the battle display and moving down each turn, firing missiles as they came?).



IN THE LABYRINTH

Produced as a "cheap alternative to AD&D" ITL comes from Metagaming, the Microgame company. The game basically expands on the systems developed in Melee and Wizard (two earlier micros) and turns them into into a proper RPG. As with all of the "new generation" of RPGs combat is carried out under detailed rules on a hex-sheet, with figures or counters necessary. There are no character classes in the game, rather there are skills which can be learned, if you want to be a thief you'll choose talents on the climbing, pick pocketing, etc line, but this game lets you learn other things as well if you want. Anyone can use spells, but characters predetermined as wizards are far better at it. After D&D and the vast spell list of the PH the spells in ITL leave much to be desired, being almost all straight combat ones, as opposed to the useful type, such as D&D's Unseen Servant, Magic Mouth or Dig. However the game is well explained and could appeal to those put off by AD&D's size and complexity.

DRAGONQUEST

SPI's first real attempt at a proper RPG and a superb piece of work. As with ITL combat is carried out on a hex-grid, a double-sided one of which is included. Counters to represent combatants are also in the box, but leave much to be desired, figures will be used instead by most people. What this game does is bring together the best features of D&D, ITL and C&S to make an excellent game that deserves a lot of attention. Character design is largely up to the player, dividing points between characteristics within certain limits. As characters gain experience points they can use them either to become more proficient in a certain weapon, learn one of several special skills (Astrologer, Alchemist, Trouberdour, etc) or add points to his basic characteristics. Magic is divided into various colleges, each with their own (dis)advantages and spells, plus special rituals. However there has to be something wrong with every game and with DQ it is actually playing. Firstly there are virtually no hints on running the game and a newcomer to RPGs would be totally lost. Secondly the game demands a full campaign, as the games systems are all based around such a set-up. Finally, designing something takes a long time as every monster needs, quite literally, a file card to itself for all its characteristics, etc. Quite a pain sometimes! A game worth trying though if you feel D&D is getting a little stale.

ACE OF SPADES

Not exactly an RPG this but having noted the number of Motorhead tee-shirts and badges at Games Day and Dragonmeet it's not too inappropriate. Simply AoS is Motorhead's best album to date, with at least six tracks besides the "chart busting" Ace of Spades single that are guaranteed to get the neighbours complaining. The other 5 tracks aren't exactly sluggish either, just not quite as over-the-top. If you claim to like heavy metal/hard rock this album is a must, it sets the pace for the others to follow. Buy it.

MAGIC JAR

RING OF INSULTS

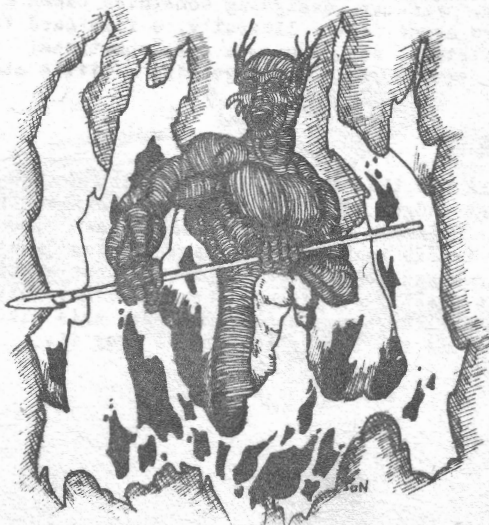
This ring was made by a chaotic-neutral magic-user who had enough tendancies towards good to despise all evil. It looks normal and has an inscription "I will protect my bearer". Indeed it is a ring of protection +2, but it has one side effect. It constantly blaers out telepathic insults, while being worn, to all creatures of evil alignment and detectable intelligence. The range of this effect is 50' and it will penetrate wooden doors and walls of any material not thicker than 1'. The alignments effected are LE, CE, NE.

RING OF SWEET DREAMS

This ring looks normal but will be found with some sort of obvious clue to its use. It is able to generate a "Friends" spell as per MU level 1, once per day. What won't be hinted in any way is that the ring's wearer will never wake from normal or magical sleep. Only a dispel magic or remove curse will wake him and although the ring can be easily removed whilst he is asleep its "victim" will still need magic to wake him.

ULPHER'S RABID SWORD

This is a shortsword with +2 to hit and damage, and magic runes inscribed upon it with the word "Vophi". When this word is read aloud an angry dog will appear in front of the sword's wielder. This dog will attack whoever the sword is pointing at, then the next and so on until there is only the wielder left. The dog will then attack him, unless he shouts "Vophi" again. If he does the dog will disappear into the sword. Once the sword is pointed at someone it need not be kept there, so the wielder can in the meantime use it as a +2 shortsword, (but probably keeping an eye on the dog!). The Dog:- AC3, HD 5, Attack: 2-16 + chance of rabies. Save or die insane after 1d20 days. The sword is -3 against all wolves, dogs and jackals. It does no harm whatsoever to werewolves or jackalweres.



LIGHT

In D&D the rules that are most often ignored by DMs are those relating to light, lighting, torches, etc. The way some people run things you would think that electric light was common place in a D&D world and that dungeons were full of light bulbs. This is obviously not the way D&D is supposed to be run but it does speed things up a lot and maybe even improve the game, but rules for light can change the game and give players a surprise, which is always fun.

What should a dungeon be like? Well, take a look at p108 of the Players Handbook and you'll get a pretty good idea. Dungeons should be cold, wet, slimey, dark and places that normal people will avoid at all costs.

Remember that monsters have 120' range infravision and thus they will see dungeoneers before being seen themselves. This means that the monsters will have time to flee, hide, set up a trap, etc before they are spotted. This makes wandering monsters far more deadly than normal because they will be able to run away from strong parties if that party would be too of an opponent, meaning that only if a monster is relatively certain of defeating a party will it attack. Alternatively a WM might, upon spotting a party, rush off and tell all of the other monsters, maybe even getting some of them together for a surprise attack through a secret door that someone has discovered.

One of the disadvantages of humans is that they need some light source to be able to see in the dungeon. This gives them away to monsters who can see the torches. The usual tactic to counter this is for the characters with infravision to go ahead and scout out the way, with no torches to show their presence. However, the Players Handbook states this because it says that infravision picks up heat and there is no way that you can cover that up, even hobbits give off heat.

Many people I know used to rule that magical swords give off light (usually a pale, green glow) and now the Players Handbook agrees with them. A problem presents itself: can you "switch off" the light from a sword? Saying no is a good "crock" idea but seems a bit unfair. In my opinion only "clever" (intelligence of 7+) swords should give off light and as they will be able to communicate it should be easy to ask them to turn off (whether they will is another matter).

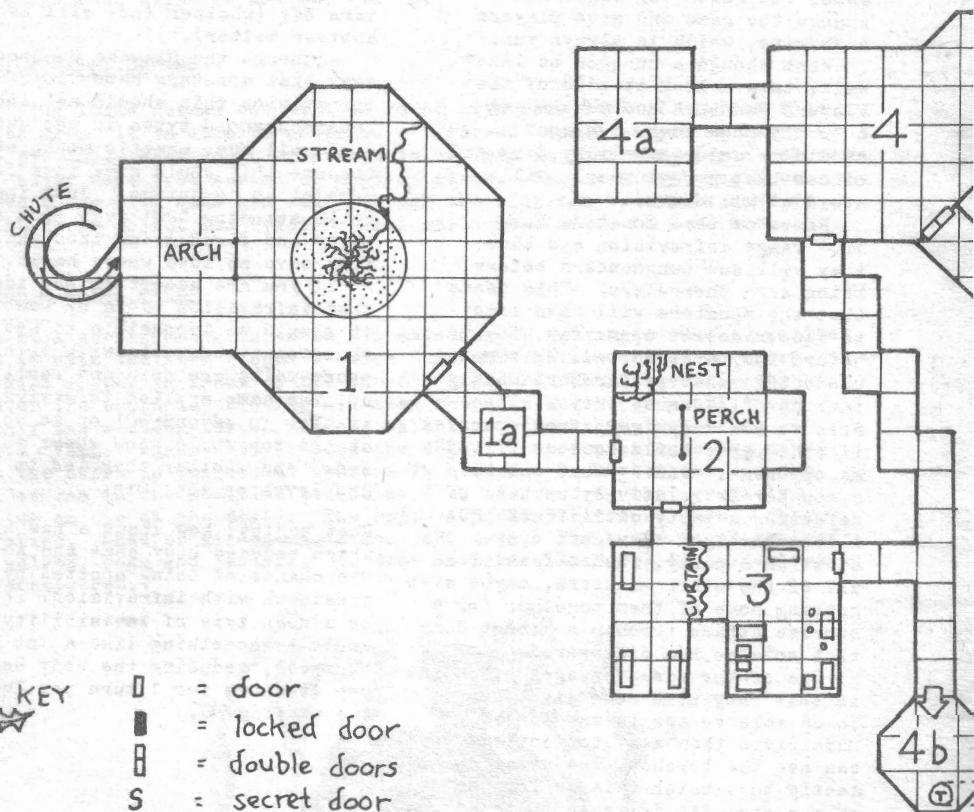
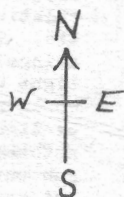
Although the Players Handbook says that monsters have 120' infravision this should not include human/humanoid types in the dungeon e.g. evil MUs, chaotic monks, etc because this would give them far too much of an advantage. Just imagine an MU standing 120' away from a party and fireballing them while they have no idea where he is.










If you are accepting the idea that infravision picks up heat then it should be impossible to see the shape of a room, etc with it because stone walls are cold and won't show up. The same applies to stairs, if they go beyond 30' or so no one at the top would know where they ended and whether they led to the 2nd level or the 10th.

Post script: how about a new spell which reduces body heat and so stops the chance of being spotted by creatures with infravision? It would be a weak type of invisibility and could be something like a 1st level MU spell, reducing the body heat of one creature for 1 turn per level of the casting MU.

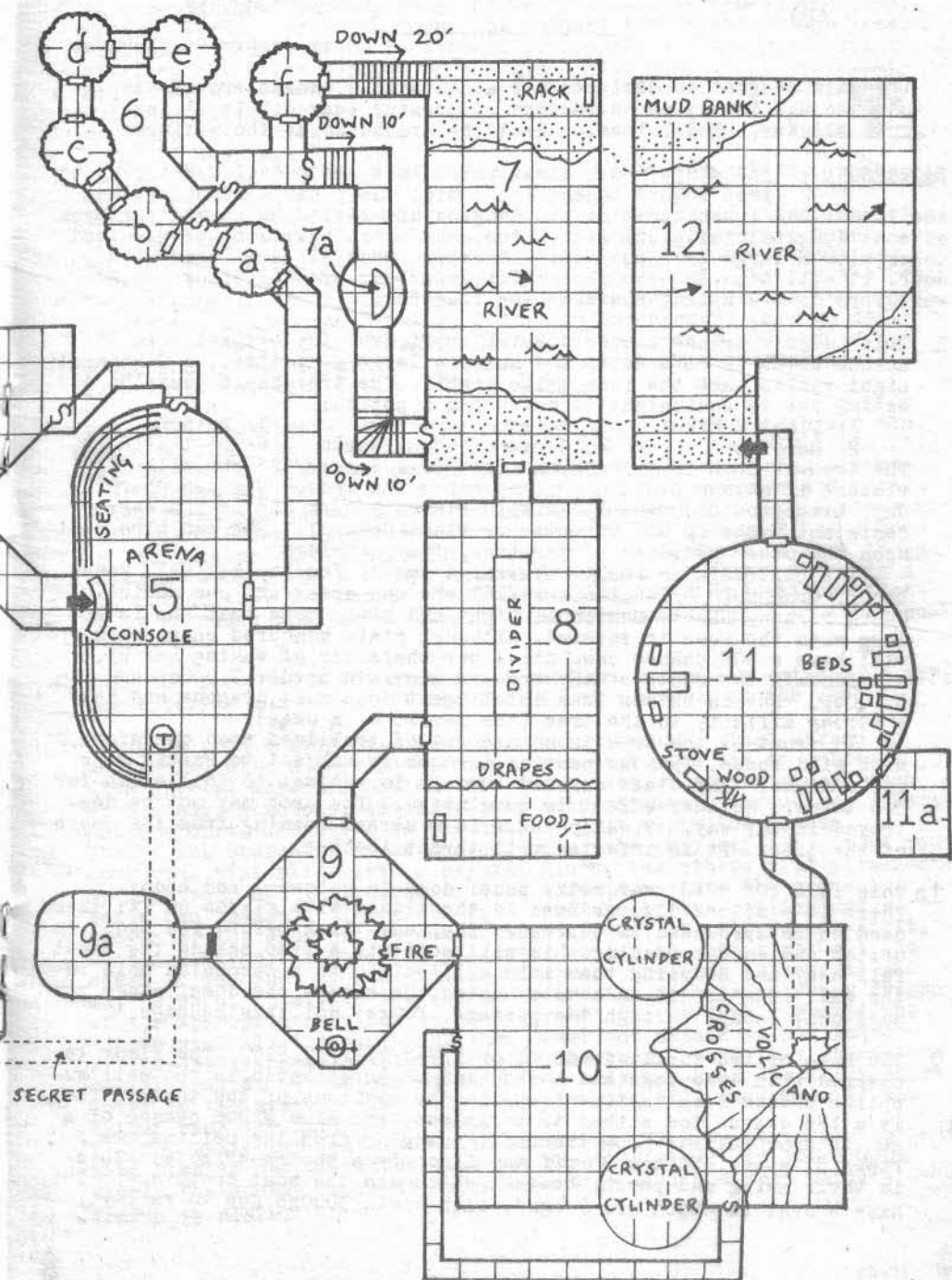
Graham Staplehurst

A CHRISTMAS DUNGEON



-  = door
-  = locked door
-  = double doors
-  = secret door
-  = one-way door
-  = one-way wall
-  = trap-door in roof
-  = stairs
-  = earth/mud/sand

10 0 10 20
scale - feet



A CHRISTMAS DUNGEON

by Graham Staplehurst



This dungeon is designed for about 6 to 8 characters of 5th to 6th level; no characters of greater than 8th level are allowed. Total levels should be around 40 at the maximum.

BACKGROUND : The dungeon was constructed by a nasty evil M/U trying to trap a good opponent and kill him. It is rumoured that the layout and inhabitants of the dungeon are styled on an ancient hymn of some longlost religious sect. The characters have come to a ruined tower with a large iron door still intact. When all are inside the door, it will slam and the floor will disappear precipitating the adventurers down a spiral chute to the dungeon...

- 1 This large room has wooden cobbles apart from the central area 15' across which is bare earth and holds a large pear tree. 6 Continual Light spells make the room quite light. The tree has 6 pears on it; eating one is equivalent to consuming a potion:

1 Plant Control	3 Poison	5 Poison
2 Heroism	4 Stone Giant Strength	6 Levitation

The tree is home to Shinessh, a dryad (9/2/dagger/12) who will get violent if anyone picks a pear or harms the tree. She can Charm 3/day, Dimension Door and Speak With Plants 1/turn and is 50% magic resistant. She is 50% affected by Plant Control. She can also call upon the other guardian of the tree, the partridge.

The partridge is really Slavia, a small, female, neutral, young, bronze dragon (0/8/1-6,1-6,4-24/16) who can speak and use magic: Charm Person, Light, Continual Light and ESP. Note that she is asleep when the room is entered, although plate armoured characters will have a 30% chance cumulative per character of waking her up.

Beneath the roots of the tree is Slavia's horde: 7,000sp and 3,000ep. She is rather less intelligent than most dragons and has a strong affinity to the tree (the result of a Geas).

In front of the tree is an archway of trellised wood overgrown with wild roses. Anyone passing through is subject to Faerie Fire for 6 turns. Any staff carried through is subject to Shillelagh for 3-6 turns. Neither effect is cumulative. The arch may not be destroyed in any way. Finally there is a stream running from the roots of the tree. It is infested with throat leeches.

- 1a This is a 10' x 10' marquetry panel done in goldwood and ebony. There is a silver disc or boss in the middle with glyphs on it; these need to be approached to be read. They say 'Look before you leap' in orcish and anyone reading this will activate a trap making the panel fall away and dropping them into a 15' pit. In a concealed hole in the wall is a scroll in a tube saying, 'To escape the dome, wings you must own; escape through the passage, forget not this message.'

- 2 The home of two turtle-doves (1 or 5/7+3/2-12/37,51). The floor is covered with droppings and bones, and a secret hatch in the wall supplies bodies from various traps in the environs of the tower. There is a 15% chance for either to be asleep, and also a 20% chance of a gentle snow falling from the roof. Hanging from the ceiling are 2 ropes 6' apart, joined 9' off the floor by a wooden 4" pole. This is their swing and perch, beneath which are the most droppings. They have a nest in which are 2 eggs, each worth 3000gp due to rarity.



3 Three artistic werehens live here - these lycanthropes are exactly as wereboars but can assume giant hen form instead (6/5+2/1-4,1-4,1-6/21,21,26). In human form (28% chance) they fight as 6th level fighters. They will be in the eastern portion of the room, split off from the other section by a curtain with many small bells attached to it which will alert the werehens. There they have a bed and chest each. There is a table and three chairs and also a large cupboard which Creates Food & Water twice/day. This cupboard is 6' long, 2' deep and 5' tall.

In the western section is an easel, paintbrush set etc, a few blocks of stone and 4 completed carvings of humans (very good - 1000gp each). On a carpenter's bench are two locked boxes, one of wood carving tools, one of stonemason's tools. There are some blocks of wood and a few toys completed. In their own chests are personal effects etc, but the painter's is locked. He has the key in his pocket but this must be turned twice anticlockwise then once clockwise or a wooden block will fall on the opener; save vs dexterity on 5d6 or 2-12 damage. It contains 3 gems @ 190, 140 and 330gp and a box of paints. It also has 16 blank canvasses and 2 paintings that will fetch 160 and 520gp.

4 Alectora, Tessephona, Euclidia and Marjoria are the 4 'Singing Sisters' or 'Calling Birds', all harpies (7/3/1-3,1-3,1-6/10,11,14,15). Alectora will be asleep in 4a. The other 3 will be flying around the main room. The floor is liberally spread with bones and mouldering flesh and rags. A leather pouch contains 150sp and a piece of jade worth 600gp. A broken mirror in a leather backpack has 2 gems in the handle: carnelian @ 200go and emerald @ 680gp. A sack in 4a contains 4000cp and a finely worked greathelm @ 350sp. There is a 25% chance that the harpies will be singing, when any thieves listening at doors will automatically hear them and succumb to their enchantment.

4b This 30' room has a 20' high domed roof and a one-way entrance. Any-one entering can only exit via the secret trapdoor in the roof.

5 The gate from 4 will only let one person through. That person is confronted with a huge panelled console that also has an unbreakable crystal screen. Behind this can be seen 5 golden rings, each with a huge gemstone: emerald, jet, ruby, diamond, turquoise. There are appropriate buttons on the console just below the screen. Should the character press one of these (the only way out), that colour ring will slide into a crystal globe, the others will permanently disappear and the character will slide down into the arena 10' below (no damage). The globe will levitate to the ceiling and a dragon of the appropriate colour will appear; it will be sub-adult, male and large. Should the character defeat it, the globe will descend to the feet of the victim and open. The ring is magical and may be worn; it allows the wearer to breathe as a large young dragon of the appropriate colour up to 3/day but only 1/hour. Should the dragon win, all the party may then enter and attack it and indeed will probably have to to get through the room. Note that characters coming from 4b or the secret door in 4 only may help the first character in the arena. Also note that the ring will disappear if the dragon wins the initial contest.

The seats are half-full with waxworks; all have magic mouths and will hiss if the character wins but shout 'Hooray!' if the dragon wins! The double doors to rooms 6 onwards will not open until a dragon is slain.

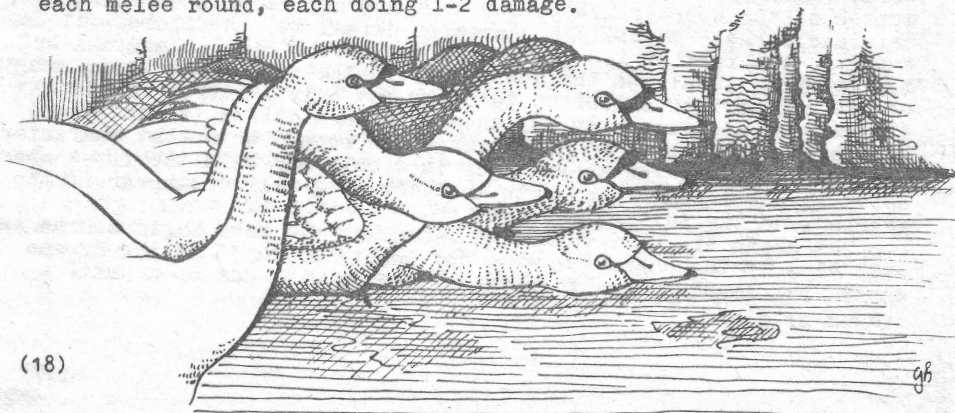


- 6 This is a series of 6 rooms. In each room, an egg will drop from the feathered ceiling once every turn that someone is in there. Attacking the ceiling will cause one egg to fall every melee round. All eggs look the same but contain different things; roll 51d6 dice:
- 01-15 solid gold worth 900-1200gp
 - 16-35 chick (6/4/1-10 peck, 1-6 wing, 1-8 leg/move 9", 18") hatches in 1-3 melee rounds
 - 36-45 stinker; Stinking Cloud emerges when touched. Chicks +4ST.
 - 46-60 fog cloud; appears exactly as stinker when touched
 - 61-65 stoner; baby cockatrice (8/5d6/1-3 + petrif.) hatches in 1-3 melee rounds
 - 66-85 blaster; gold egg worth 90-120gp with Fire Trap when touched.
 - 86-95 water; 50 cu. ft. of water released on touching
 - 96-00 omelette; fills room to 5' depth with Web-equivalent on being touched.
- In each room the following eggs already lie on the floor:
- a) 2 solid gold, 1 blaster, 1 water
 - b) 3 chicks (17, 19, 23 hp), 1 solid gold
 - c) 1 chick (18 hp), 1 stoner (19 hp), 2 solid gold
 - d) 4 water, 1 stinker
 - e) omelette already activated
 - f) 2 solid gold, 2 blasters, 2 stinkers, 1 fog cloud, 1 stoner (18 hp).

7 Against the east wall of the northern beach is a rack with 8 jars in it. One contains poisoned wine, the others contain a potion which will polymorph the drinker into a giant swan (5/-/1-8 + either 1-10, 1-10 or 1-6, 1-6/-) with the same HD and hp as the character had. This will enable them to swim the underground river. In the water dwell 6 barracuda (6/2/2-8/13, 13, 3, 9, 6, 9) who will surprise on a 1-3 (d6) due to speed and 4 giant crayfish (4/4+4/2-12, 2-12/17, 16, 21, 21), who lair about $\frac{1}{2}$ of the way to the southern beach. Also in the room lives a breezebeast (Demonsblood (!!! - GD) no4; 5/7+2/3-12, 3-12/39), using Invisibility, Trip, Push and Gust of Wind 1/day at 5th level and also able to control all items pertaining to flying and levitating. Argonautus is highly intelligent, malicious and mischievous and will seek to frustrate and annoy characters. He appears as the upper torso of an old man with flowing white hair and beard, with a cloudy form below.

Remember that system shock rolls must be made on turning into swans, although intelligence and persona are automatically retained. The potion's effect lasts for 21-40 melee rounds.

7a This trap is semi-circular and drops any weight of 30lbs or more down 30' to a pit floor. Around the walls of the pit are 7 spiked 'beaks', thudding up and down; 1-3 will hit each person in there each melee round, each doing 1-2 damage.



- 8 This room is the lair of 8 female heabani (5/4/1-6,1-6,weapon/13,14,14,14,17,19,20,21) armed with iron clubs. Instead of attacking, once every four rounds these females may rear up on their hind legs and spray milk (automatically hitting a character unless he/she saves vs magic - roll to see if it hits anyone else). This condenses immediately into webs which also do 1-3 acid damage per round, corroding armour at 1 factor per round (not magical armour). They last for 3-8 melee rounds.

The heabani are all Chaotic Evil and have a store of flesh, much of it humanoid, from the traps around the castle tower. The first 3 will be racing each other round the central divider, the others will be behind the curtains at the south end, eating. They have a chest against the west wall, locked but not trapped, containing 660gp, 1,100sp and a scroll of Dispel Magic (9th level). In a secret compartment of the chest's lid is a clerical scroll (10th level): Hold Person, Augury, Command, Plane Shift. The largest heabani wears a Brooch of Shielding, although it appears merely as a jewelry necklace worth 360gp.

- 9 When the party enter this room they will see 8 orange-haired savage-looking women dancing round a blazing bonfire ring, in the centre of which is a wildly dancing, slightly ethereal-looking elfin maiden. The women are elenoin (4/2+1/2-12,2-12,1-8/5,8,11,11,13,14,15,15) and any males wanting to attack them do so at -3 unless it is realised what they actually are. The elfin maiden is actually a groaning spirit (0/7/1-8/28). On seeing her dance, all males must save vs intelligence on 4d6 to move away or do anything else (treat as Hypnotic Pattern). If anyone recognises her true nature, the effect of the dancing is nullified, but all in the room must save vs wands or be paralysed with fear for 3-8 rounds or until attacked. If anyone threatens her she will attempt to moan - 2 in 3 chance, cannot if she sustains damage or attacks. - all within 3" must save vs magic or die. The banshee has a silver casket worth 870sp, containing her treasure. It has a Glyph of Warding on it that does 14 points of fire damage on anyone but her opening it. It contains a red jade idol worth 3,000gp, a copper burial mask studied with fire opals worth 1,800gp, a pair of Boots of Levitation and a potion of Fire Giant Strength. The banshee also wears a gold chain worth 135gp and a cloak stitched with real gold that is worth 750gp. Each elenoin wears a gold ring @ 80gp and finally there is a large golden bell suspended from a wooden frame worth 560gp. Ringing this will negate the banshee's wall within 10' of it. Note that though the fire sheds much light, it is not very hot and no damage will be sustained by passing through it.

- 9a The door to this room is both conventionally and Wizard Locked. It will withstand considerable battering, though the giant strength potion may help to destroy it. Inside is a prisoner, Father Nicholas Charismus, a 6th level cleric: S 10/I 9/W 14/D 13/Co 9/Ch 18, age 52, plump and jolly and wearing a fur-lined red cloak. He is Chaotic Good, 32hp and has the following spells: Bless, Bless, Light, Protection From Evil, Remove Fear, Augury, Hold Person, Speak With Animals, Prayer, Remove Curse. He wears +1 chainmail under his cloak and has a Figurine of Wondrous Power - a reindeer with the same power as the ebony fly. His personal holy symbol turns undead at +2 and can perform a Minor Creation once/hour.

- 10 This large room has a chequered floor of black and red flagstones, each 18" square. Also in the room are 2 crystal cylinders, each 30' tall with walls 6" thick. The ceiling is some 120' up but is obscured by smoke from the budding volcano at the east end of the room whose cone is some 100' above the floor. On its solid lava

flows are 17 crosses with names on made from a strange, soft, grey-green metal. Dancing and leaping around these are 8 slender outline human figures - cross bearers (-2 or 2 if Detect Invisible, Faerie Fire etc/4/mace or cross (2-12)/9,12,13,14,15,16,20,20). All have maces and those of 15+ hp will attempt to use crosses (takes 1 full melee round to get one) unless immediately attacked. 2 other cross bearers, armed with crosses (16, 20 hp) will have gone round to the rear of the party, using the secret passageway, and will pick on one back-row victim and attack him/her, surprising on a 1-4. If anyone in the party is killed, the crossbearer will attempt to carry the body into one of the cylinders - only crossbearers or anything touching them can pass the crystal. After 2 turns within the cylinder, the dead person will assume the form of a cross with his/her name on it and can only be brought back to life by a wish or if a near relative casts reincarnation. Only 200 points of damage, Disintegration, Blasting or Shatter will destroy the crystal, though Passwall, Phase Door etc will allow passage. The only exit from the room is down the volcano; if the party investigate they will find that it is only warm, not hot, and rungs protrude from the side. At the bottom is a chest with the cross bearers' treasure: 810gp in a sack, a silver cross @ 1,100sp that is intricately carved and has a secret compartment containing a topaz @ 1,800gp. A passage runs off northwards at normal ground level.

- 11 Anyone listening at the door will hear a haunting pipe melody. In the room are 11 hobgoblin pipers (3/1+1/scimitar/4,4,5,5,6,7,7,7,8,9 (sergeant)), each riding a giant poisonous snake (5/4+2/1-3 + poison/12,18,18,19,20,21,22,22,22,24,29 (sergeant's spitting snake)). The snakes will fight on until all hobgoblins are dead, even if their own rider is dead. They all live on wild boars kept in 11a; all are stunted and cannot fight.

Each hobgoblin has a bed and box of worthless personal items; all also carry a money pouch with 20cp and 6gp. The sergeant has a helmet (large) with 2 large carnellians set into it, each worth 800gp. There is also a stove and woodpile. All the creatures here are alert and ready to attack, but since they are fairly intelligent, will try to parley in a bad situation.

- 12 The drumming sounds from the huge, shaped pile of hardened mud on the opposite bank to the door is made by 12 killer bullfrogs (8/4/1-2,1-2,2-5/5,8,11,12,17,18,18,18,19,19,22,23). The latter is the leader and attacks for 1-3,1-3,2-8. He has an onyx frog carving in his hole (each frog has its own hole in the mudbank) worth 2600gp and a silver scroll tube (200sp) containing a scroll of Teleport 10' radius. The frogs will investigate noises and attack anyone found in the room. In the water are 3 barracuda (6/2/2-8/9,13,14) who'll attack anything injured or making a commotion. The only way out of the room (and indeed the dungeon) is the teleport scroll or something similar.

- NOTES :
- i) Monster stats are given AC/HD/attacks/hp.
 - ii) Thanks to Barney Sloane for the breezebeast (DB4) and Brian Dolton for cross bearers (DB1).
 - iii) Elenoin come from one of the Elric books by Moorcock.
 - iv) Heabani come from an encyclopaedia of mythological beasts - if you need new monsters, try and get one.
 - v) There are no wanderers in the dungeon.
 - vi) Father Charismus comes from a friend in Brussels called Alan, in 1977.

MONSTERS FOR THE CHRISTMAS DUNGEON

TURTLE-DOVES

Freq: Rare
No. A: 2-5
AC : 1(5)
Move: 3"/9"
MD: 7+3
% in 1: 30%
T.T.: None
Attack: 1 peck
Damage: 2-12
S. Attacks: None
S. Defence: None
Magic R: Standard
INT: Semi-
Align: Neutral
Size: L

Turtle-doves are strange turtle/dove crossbreeds. They appear as a turtle with feathery wings instead of fore-flippers and also have a giant dove's head and tail, giving them a vicious peck and an overall length of 8'-9'. They hate Bulettes and will always attack them. They dwell in the lower branches of huge trees, usually pines. They prefer to dwell near the sea as well. They build nests in which they sometimes (30%) have 1-3 eggs worth 1-4000gp. They can be raised as steeds if wished, being very sturdy mounts - they must be ridden kneeling on their shell or sitting cross-legged.

T/Ds are usually peaceful unless hungry (they are carnivores) or their nest is threatened. They may be treated as "animals" with respect to druid spells, etc. They are AC1 except for head, tail and wings (AC5).

GIANT SWAN

Freq: V. Rare
No. A: 3-12
A.C.: 5
Move: 4"/15"//12"
H.D.: 5+5
% in 1: 45%
T.T.: 1/4 of A
Attacks:
above water: 1 bite/2 wings
below water: 1 peck/2 feet
Damage: 1-8/2-9/2-9
1-8/1-6/1-6
Magic R.: Standard
INT: Low
Align: Neutral (good)
Size: L (7' tall)

Giant swans dwell by large lakes in reed clumps, often living and nesting on islands in the lake or an adjacent marsh. They fly at 15" and may be ridden by creatures weighing not more than 70lbs. They stand about as high as an emu and have very powerful wings - if 6+ damage is done when one hits the character must save vs DEX on 4d6 or be knocked over and stunned for 1-3mr. If 9+ damage is done the character must also save vs poison or have a bone broken (roll randomly for location). This is only healed by a cure critical wounds, and the character will probably not be able to fight.

These creatures need a long "runway" in order to take off and thus cannot fly at all underground. If they attack whilst flying their wings strike at -4, but they are AC2 (maneuverability class C).

HEABANI

Freq: Rare
No. A: 4-16
A.C.: 4
Move: 18"
H.D.: 5
% in 1: 10%
T.T.: M, D, I, T, U
(leaders: Q)
Attacks: 2 hooves
+ weapon
Damage: 1-8/1-8/by type
Magic R.: Standard

Heabani are basically bull-bodied centaurs. They travel in groups and are strong, enabling them to carry their home around with them. They fight with hand-forged iron weapons: 70% have broadswords, 30% use heavy crossbow and iron flail. They are always lead by a Carl of 35-40 hits and attacks as a 6th level fighter. If there are 12 or more of them then there will also be a Thane of 41-48 hits and 8th level fighter ability.

Cont...P.T.O.

HEABANI (cont)

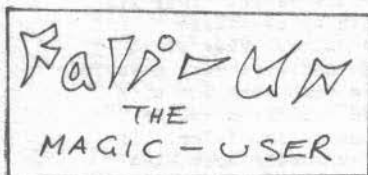
INT: Average (low)
Align: Chaotic (good)
Size: L

In lair there will always be a Carl and a Thane, with double the normal number of males, and additionally females (numbers=80% of the males) and young (70% of number of males). Females have 4HD and are as centaurs. Young have 1-3 HD and are as centaur young. Note that all leaders fight with +1 two-handed swords.

ELENOIN

Freq: Rare
No.A: 2-24
A.C.: 4
Move: 12"
H.D.: 2+1
% in 1: 10%
T.T.: D
Magic R.: Standard
INT: Low
Align: Chaotic Evil
Size: M (5' tall)
Attacks: 2 hands + bite
Damage: 2-12/2-12/1-8
S. Defence: Males -3 to hit

Elenoin are a race of hermaphrodites from some other plane. They appear as women with flaming orange hair and huge nails on their hands with which they rend their victims. They are fearless attackers but at the same time they use all their guile and aura to make men feel so uncomfortable attacking them that they suffer a -3 on the to hit roll. They are dire enemies of the Grahluk, who may be summoned by mixing the elenoin's hair in her blood, holding it aloft and chanting the right words.



"ANYONE FOR TOAST?"



CHRONICLE INTO THE STRONGHOLD

by G. Duke

being the sixth part of the chronicle
featuring: Aresthusa (alias Wily Wilma) elven thief
Tuffnik human fighter
Peebinga human M/U
Stroller human ranger
Malmo human cleric

The three companions drew together in the thick fog and failing daylight. Using a strip of cloth from her pack, Aresthusa was covering the wound on Stroller's back when the magician hissed urgently, "Be quiet!" Unmistakeably, strangers were approaching, speaking in a harsh tongue.

"Yrch," whispered Aresthusa, "Quick, into the pit." Her two companions looked blankly at her. Then, understanding, they jumped hurriedly into the spider's pit beside the marshland path and pulled the hinged trapdoor down over their heads, none too soon. The voices were rapidly approaching and were soon clearly distinguishable.

"...Grimbnak is hungry for fresh meat I'll bet; he's not had any since those foresters we brought in. Those two travellers we caught are being kept for Yrchold's own pleasure it's said..."

"Lord Yrchold to you Bolgruz, and if you don't keep quiet Grimbnak'll be feeding on your own tough hide! Hey stop, look! Bloodstains on the path here beside Gerthna's pit...tastes of man as well. Looks like he's dealt with the intruder. Hold that wolf Vorten! I know well enough he's in there but I'll not disturb Gerthna at his meal. Let's check up to the stones - perhaps he had some friends, curse their vile skins. How did they get past Uggish I'd like to know? Well they'll not escape me..."

The voices faded into the distance moving on the way the adventurers had come. Stroller flung back the trapdoor and the three crawled from their hiding place.

"So, our companions may live yet as I hoped," said Stroller.

"Who is this Grimbnak I wonder," said Peebinga, "I have no wish to meet him, nor 'Lord Yrchold'!"

"Keep quiet, we've been heard once. Let's not give ourselves away again," whispered Wilma, "The stronghold of the orcs cannot be far ahead."

The party crept onwards, Wilma keeping a wary ear out at the back for the return of the search party, but it proved unnecessary. Within a few minutes the path climbed up above the bog onto solid rock. Very dimly, as a shadow, a palisade loomed ahead atop a rampart and straight ahead, barely 20' away stood a large stone gatehouse, the entrance gaping black beneath it. Angry voices could be heard within - a fight was obviously in progress.

"The foul creatures fight among themselves," sneered Wilma, "All the better for us, let's enter while they are unaware." They hurried silently forward, Stroller with sword drawn, under the spikes of a raised portcullis and through the short archway beneath the gatehouse making for the enclosure beyond. The noise of fighting came from behind a door on their right, and they passed it with caution. Beyond the gatehouse they followed a fence on their left, the dark of night closing around them. Animals could be seen in the gloom beyond the fence and to their right several wooden huts. Straight ahead a cliff hung over the stronghold and not far away a tower jutted out from it. Three bright eyes there were in that tower sleeplessly scanning the enclosure and in each eye stood a silhouette of a figure. Stroller stopped, quailing as he looked at the tower for a voice spoke to him from those windows, "You are watched, you can go no further. You are not wanted here. Turn away and do not return, or you shall face the wrath of Yrchold!"

+ + + + +

...AND NOW!

Semi-illegible title time with an article from Jon Crane:

HALF SYLPH

Like Half-Elves, Half-Sylphs do not form a race in their own right but are the offspring of Sylph and a Human Male, or 2 Half-Sylphan parents.

As a character a Half-Sylph may be any class except:- Paladin, Assassin, or Monk with the following limitations:-

Character Class	Max Level
Cleric	5th
Druid	14th
Fighter/Ranger	7th
Magic-User	Unlimited
Illusionist	As Gnomes
Thief	Unlimited

All Half-Sylphs are 20% magic resistant, except against the spells of other Half-Sylphs, Sylphs or Nymphs, although usual saving throws would of course still apply, if appropriate. Female Half-Sylphs are immune to the blinding/killing effects of Nymphs (qv).

Because of their Sylphan stock Half-Sylphs gain 2 special abilities: Firstly their innate ability to use magic at 3rd level ability, ie two 1st level and 1 2nd level spells (or INT times $\frac{1}{2}$ times level spell points, never exceeding 30). However these advantages are offset by the fact that they may never carry large amounts of metal (no more than a sword, dagger and a few coins if they wish to employ their spells). Secondly, they have insect-like wings which enable them to fly (30", Man. Class B), however in order to use their wings they must limit themselves to specially slit leather armour and no more than 500gp encumbrance, nor may they use shields or helms while flying.

Half-Sylphs may furl their wings under a cloak, jerkin or under armour (a good idea if trying to blend in with other demi-humans or humans) but if the wings have been thus furled it takes a full round of flexing before they may be used for flight.

Half-Sylphs may not be of an evil alignment.

A Half-Sylph character must adjust his characteristics as follows:-

Strength: -1 Constitution: -1 Intelligence: +1 Dexterity: +1

Maximum/Minimum Characteristic Values for Half-Sylphs:-

STRENGTH	M / F
Min	6 / 6
Max	17/ 16

DEXTERITY	M / F
Min	9 / 9
Max	19/ 19

INTELLIGENCE	
Min	14/ 14
Max	19/ 19

CONSTITUTION	
Min	6 / 6
Max	19/ 19

WISDOM	
Min	3 / 3
Max	18/ 18

CHARISMA	
Min	12/ 12
Max	18/ 18

Half-Sylph Thieves:- Move Silently +10% Hide in Shadows +15%
Climb Walls +5% All Others: No bonus/penalty

Racial Preferences:- Insert above "Dwarves" line: N T N T T H T P (across)
Insert after "humans" line: P N T N T N H T (down).

M.S.

Frequency:Very Rare
No Appearing:1
Armour Class:10
Movement:6"
Hit Dice:see text
% in lair:0%
Treasure Type:None
No of Attacks:variable
Damage/Attack:1d6
Special Attack:None
Special Defenses:"Multiply"
Magic Resistance:Standard
Intelligence:Low
Alignment:Neutral(or none)
Size:Variable
Psionic Ability:None

it is killed.

Because Blobs "attack" with the weak acid which covers their bodies the damage inflicted by a Blob's attack is not effected by how large or small the attacking Blob is. Blobs are effected normally by spells with the following exceptions: ESP,sleep,charm,hold,fear,paralisation and forget do not work against Blobs.

Frequency:Very Rare
No Appearing:1
Armour Class:3
Movement:6"
Hit Dice:2d8+2
% in lair:25%
Treasure Type:F
No of Attacks:1
Damage/Attack:1d10
Special Attack:"Drain"
Special Defenses:"Drain"
Magic Resistance:50%
Intelligence:Average
Alignment:Neutral
Size:M
Psionic Ability:None

that to kill one you need a LOT of magical weapons or a VERY high level MU who will be able to overcome the Drall's magic resistance. DMs note: if you are feeling nasty you can say that a Drall will drain magical powers from all of its treasure and,in this way,you force players to kill the thing in order to regain these powers.

The Blob is a new "clean-up crew" type of monster,related to slimes,oozes and cubes. However,the Blob is one of the most powerful of these creatures and can prove a very formidable opponent.

When first encountered a Blob will seem to be an amorphous,writhing mass of sticky, black rubber. At this point the Blob will have 16,32,64 or even 128 hit points.

A Blob is a "mass entity" and as such weapon hits have little effect on it,they merely split it up so,if a Blob were hit once, it would split into two Blobs of half the size and hit points of the original. A Blob with over 20 hits is size L, if it has 8 to 19 hits it is size M and any smaller it is size S. If a Blob with only one hit point is hit

Dralls resemble giant tortoises with necks which are longer than normal and a shell that shimmers and reflects many colours. They attack with a nasty bite for 1d10 damage.

The one thing that makes a Drall unusual is its hatred for magic. To aid it in its lifetime task of destroying magic the Drall is able to negate magic by merely touching it. In this way it can try to bite armour,swords, staves,etc with a hit showing that all magical powers held by that item are lost. The same happens to magical items which touch or hit a Drall. However,items only stay non-magical whilst the Drall that drained them is still alive,when it dies (or is killed) the powers are restored. Oh yes,one last thing,Dralls are only effected by magical weapons which means

DMS DELIGHT

Three monsters and two spells (for use by NPC's) with such a player-annoyment value as to delight any mischievous D/M.

Frequency: Very rare

No Appearing: 1

Armour Class: 5

Movement: 5"/16"/26"

Hit Dice: 2

% in Lair: 30%

Treasure Type: A

No of Attacks: 2

Damage/Attack: 1-4/2-8

Special Attack: Dive

Special Defenses: Feign Death,
Sense Danger

Magic Resistance: Standard

Intelligence: Very

Alignment: Lawful Good

Size: S (2')

Woffle
BIRD



A woffle bird looks like an over-fed magpie but with wings and tail all the colours of the rainbow. It is always ready to help any good adventurer

but will stay with one person for no longer than a day unless he is in dire trouble. The 'bird attacks with its beak (d4 damage) or talons (2d4 damage); in a dive it attacks with talons only but does double damage. The 'bird can feign death for one hour twice per day. It can sense danger at 100' and will warn its companions but if none of the party speaks 'Woffle' the 'bird can only speak a few words of common. This means the woffle bird will sometimes seem rude eg. 'Shut your mouth!' instead of 'Be quiet, someone's coming!' A woffle bird is very slow on the ground but at the first sign of danger will shoot up into the air at a very high speed (26"). It can fly fast but is not very aerodynamic (maneuverability class D).

There are rumours that there is a relative of this bird that is chaotic evil and gives false information. It has duller markings.

by P. J. Fereday

Magic User Spells 4th level

Rot (Alteration)

Range: 12"

Duration: Permanent

Area of Effect: One small item

Components: V, S

Casting Time: 2 segments

Saving Throw: Neg.

Explanation/Description: This spell enables the magic user to make any small object he wishes rot. The 'rot' is in the most obvious form pertaining to the item eg. metal; rust; wood; dry rot. The rot affects one small object only, a staff or sword for example (NOT a treant!)

Animate Dung (Alteration)

Range: 9"

Duration: 1 turn

Area of Effect: 56lbs

Components: V, S, M

Casting Time: 1 segment

Saving Throw: Neg.

A funfunfun spell! Just think how pleased your victim is going to be as your magic user shoves 56 lbs of manure into his face. Think of the disease and parasites which the stuff carries. Think of entire manure monsters which engulf your victim. For further information, see the 6th level clerical spell, Animate Object.

both spells by Brian H.

Frequency: Uncommon
 No Appearing: 2-7
 Armour Class: 9
 Movement: 15"
 Hit Dice: 2
 % in Lair: 0%
 Treasure Type: Y
 No of Attacks: 2
 Damage/Attack: 1-6/1-6
 Special Attack: Nil
 Special Defense: Nil
 Magic Resistance: Standard
 Intelligence: Average
 Alignment: Neutral
 Size: S (3')

TYUOPRE



This small robust creature was once employed to mine gold, but when the mines went bust the poor things couldn't take it and have been on the look out for more

gold ever since. They have the ability to sense gold within 2". When they sense gold on a party they will approach and

- try to bargain for the gold with what they have; roll under the treasure table (type Y) or
- if bargaining is unsuccessful they will attempt to steal what gold they can; pickpocket 45% or
- try to back-stab the person with the gold when he is asleep and take the gold.

A tyuopre will never join a party. If he loses any of his gold he is likely (97%) to commit suicide. When he has too much gold to carry he buries it. This gold is undetectable by all, even if the searchers saw where it was buried. The creature will tell nobody about his gold, even under spells or torture.

by Brian H.

Frequency: Rare
 No Appearing: 1
 Armour Class: 4
 Movement: 12"
 Hit Dice: 6 +1
 % in Lair: 0%
 Treasure Type: C
 No of Attacks: 2
 Damage/Attack: 6-13/6-13
 Special Attack: Nil
 Special Defense: See below
 Magic Resistance: 35%
 Intelligence: Low
 Alignment: Chaotic Neutral
 Size: L (10' tall)

CANTALO



A very solitary creature, the Cantalo wanders aimlessly around observing life, never wanting to get involved. However if a person says something good about the cantalo, the weather or their adventure, the cantalo will attack hysterically for 1-4 rounds. He attacks with two long swords (d8 damage) being ambidextrous, and has 18 (97) strength (+5 damage, +2 hit prob.). Having done this it will wander off again.

The cantalo is very tall and has 17/18 charisma. It has an extra magic resistance giving it two saving throws. It is immune to sleep, charm and burning hands and takes $\frac{1}{2}$ damage from magical weapons. There is a 10% chance of it drawing the magical power from a weapon that hits it. The cantalo will never join a party.

TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH

ADVERTISEMENTS

There are two types of ad. in "The Beholder", full page and half page. Full page ads are £5 and half page are £3. If you want an ad. send Mike a cheque for the appropriate amount together with the ad. It must be on A4 paper (on the bottom half for a half page ad.) and will be printed just as we receive it. Please state which issue you would like to have your ad. appear in.

COPYRIGHT

"The Beholder" is Copyrighted (1980) by M.G.Stoner and G.R.J.Duke.

CONTRIBUTIONS

Have you got any opinions on D&D or FRP in general? Devised any fiendishly clever traps recently, or created a new monster or magic item? If you have why not send them into us. If they are printed you'll get free issues of this 'zine. Please type out anything you send in, if possible, and put your name on every sheet. If you want it back enclose an SAE.

SUBSCRIPTIONS

If you want to subscribe to "The Beholder" send a cheque made payable to M.G.Stoner for a multiple of 45p, and that is how many issues you will get (e.g. (£1.35 for 3 issues). Don't forget your name and address and also state which issue your sub is to start with. If you live outside the UK and want a sub send £1 per issue, this will enable us to send airmail. NB: We can only accept Sterling.

IF YOU WANT TO SUPPORT US THEN PLEASE GET A SUB. IF YOU DO YOU WILL BE CERTAIN OF GETTING ISSUES AND YOU WILL ALSO RECEIVE THEM BEFORE THEY ARE IN THE SHOPS.

CONTACT

If you would like to get onto our "contact" list then send in your name, address, telephone number, list of games you play, etc to Mike. We'll then print it all when we have a chance. If you want to buy/sell anything the cost of a "classified" ad. is 2p a word, maximum of 75 words.

TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH