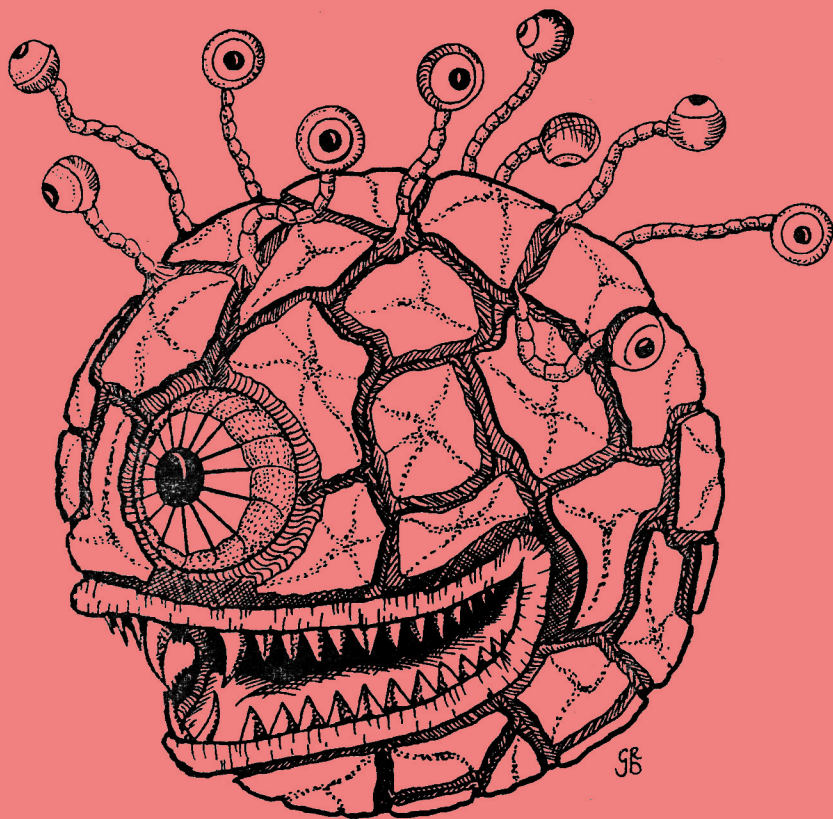


THE BEHOLDER

ISSUE 1



45 p

EDITORIAL

Hello and welcome to "The Beholder", a new 'zine devoted to "Dungeons and Dragons" (D&D) which is published by T.S.R. Hobbies Inc, P.O. Box 156, Lake Geneva, Wisconsin 53147. We will keep this 'zine almost 100% D&D, although a little C&S or Traveller might creep in sometimes.

Before we go any further let us say who "we" is referring to. "We" are Michael.G.Stoner (otherwise known as Mike or MGS) of 29 Parkway, Dorking, Surrey and Guy.R.J.Duke of 7 Highwoods, Leatherhead, Surrey. Together we write most of the articles and do the organisation, Guy does the artwork and Mike takes the mail. If for some reason you want to write to us then write to Mike. If you want speedier communication then you can phone. You can contact Mike on Dorking 87253 on Tuesdays and Wednesdays (after 4pm) and Guy on Leatherhead 72722 other days (after 5pm).

Now that's over it's on to important matters.

Firstly, we intend to bring this 'zine out monthly. We are the only British 'zine to do this (apart from APAs) and we can assure you that we will be able to keep to this because we have a stock of articles ready to slot in to an issue if we are running out of time. You should be able to get "The Beholder" from most D&D shops or you can get it direct from Mike. The latter way is probably quicker but to be certain of getting issues it would be best for you (and us) if you subscribed.

Next, contributions. We would be very pleased to receive material of any sort from you, but please get it typed if at all possible. Anything that we print will get you something (a free issue or one added to your sub) but we will only print what we consider to be good quality stuff, take note: we are not an APA. We reserve the right to alter material as we see fit. If you want a contribution returned you must enclose a SASE with it.

We intend to have a small contacts section in this 'zine, if you would like to be in it write to Mike. Also any postal D&D DMs are welcome to send us details of their campaign and we'll print them free!

This issue we include a large competition dungeon. We intend to print one in every issue so if you are against this write now. A competition dungeon is often more use than a mini-dungeon because they usually don't fit in with your world and you have to make severe changes if you want to use them. This doesn't apply to competition dungeons, and it can be used as a normal mini-dungeon if you want anyway! We also have included a new character class and lots of new monsters and magical items. What do you think of these articles? What would you like to see more of? What don't you like? Please write to us and let us know.

Mike and Guy.

EDITORS: Guy Duke and Michael Stoner

HEAD WRITERS: Guy and Mike

ARTWORK: Guy

THANKS TO: Everyone in our D&D group and our D&D-loving brothers.

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Now we proudly present a new character class. A "multiple subclass" it is neither too weak or (thank the gods) too powerful.

THE TRICKSTER

The trickster is a nasty character who has the abilities of many other classes that aid him in his work: that of fooling, deceiving and stealing. A trickster's prime requisite is dexterity and if a character has over 15 in this he will gain +10% experience.

For a character to be a trickster he must have 12+ dexterity and 9+ intelligence, the latter being essential for successful spell use. He may be of any alignment except Lawful Good or Neutral Good, most tend to be neutral.

Tricksters are not adept at combat. They roll hits on six-sided dice and advance/save as a thief. They may wear upto leather armour (of any type) and may carry a shield (although this will hinder them). They may use any weapon.

Humans, elves, half elves, hobbits and gnomes may be tricksters. Humans may reach any level but elves can only attain 8th, half elves 9th, hobbits 10th and gnomes 12th. Tricksters start proficient in 3 weapons, using others at -3. They can "learn" one new weapon every four levels advanced. They can use burning oil and poison if your DM allows it. They start with 30-120gp (3d4). They may never be part of a "split class".

As well as having several thievish abilities and limited spell use all tricksters have the unique ability to trick/dupe/fool someone. This has many uses, for example distracting someone's attention to aid pick pocketing or to convince someone that you are a friend and shouldn't be attacked, etc.

Tricksters can do the following at the same level of ability as thieves of their level and do gain any possible racial bonuses: pick pockets, hear noise, open locks and climb walls. Climbing walls is impossible with a shield and pick pocketing is at -20% because it gets in the way.

Knowledge of languages is essential for a trickster. At first level he is assumed to know Common, his alignment, thieves cant, druidic and all humanoid languages (e.g. goblin, ogre, troglydyte, kobold, etc). As he advances he learns many new languages and these are detailed in the table below.

Trickster's level

Known languages

First	:	All humanoid
Second	:	All animal and insect (including giant types)
Third	:	All plant (including shambling mound, etc)
Fourth	:	All water creatures (fish, whales, lizard men, etc)
Fifth	:	All close humanoids (owlbears, lycanthropes, etc)
Sixth	:	All close animals (hellhounds, blink dogs, etc)
Seventh	:	Dragon, Wyvern and "Arcane" (i.e. Mindflayer, Man beast)
Eighth	:	All others (Umber Hulk, Beholder, Rust Monster, etc)

A trickster must be able to speak with a creature to be able to trick it. The chance of a successful "trick" is 30% at first level, rising by 5% for each level above first of the trickster, **Adjustments can change this (see table)**. He may attempt to trick any or all creatures within earshot but may only attempt one trick at a time. There are several uses for a trick and if you come up with a new one you can put it in. Basically a trick can do the following:

- 1) Distract. Enables trickster (and any other nearby) to pick pocket at +20%
- 2) Stall. Keeps creature talking for 1 melee round per level of the trickster, enabling others to run away, get round behind it, steal treasure, etc.
- 3) Befriend. Creature will not attack the trickster unless he shows obvious aggression. Trickster must roll separately for each person that he is trying to befriend to the creature.

- 4) Confuse. Enables trickster to bamboozle creatures and allow him (and others) to get a free attack on them.
- 5) Convince. The trickster talks the creature into believing something. If it involves the creature turning on its friends the creature has a save (as against wands) and if it involves the creature risking its life or giving away its possessions it can have a save vs poison to see whether it breaks the trickster's hold over it.

Adjustments to trick probability

Chance is 30% at first level. +5% per level above first of trickster
 +1% per point of charisma of trickster
 +5% if creature is same alignment as trickster
 -4% per hit dice of creature being tricked

Example: a 4th level trickster attempts to confuse a 3rd level druid.
 At fourth level the basic chance of success is 30+3 times 5=45%
 As the trickster has a charisma of 12 this is raised to 57% (45+12)
 The trickster is C/G so he doesn't gain a bonus for alignment.
 The druid is third level and so he has 3 hit dice.57-3 times 4= 45%
 So the trickster has a 45% chance of confusing the druid.

Spell-use

All tricksters have limited spell use. See table below.

<u>Trickster's level</u>	<u>Spell</u>	
First	: Ventriliquism	
Second	: Charm Person	
Third	: Friends	These spells are cumulative.
Fourth	: Audible Glamer	In other words a third level
Fifth	: ESP	trickster can use one Friends,
Sixth	: Clairaudience	one Charm Person and one
Seventh	: Clairvoyance	Ventriliquism each day.
Eighth	: Phantasmal Force	
Ninth	: Charm Monster	NB:even though a trickster
Tenth	: Confusion	may progress beyond 20th
Eleventh	: Any 5th level MU spell	level he gains no extra
Twelfth	: Any 5th level MU spell	spells.
Thirteenth	: Any 5th level MU spell	
Fourteenth	: Any 6th level MU spell	These spells have the same
Fifteenth	: Any 6th level MU spell	area of effect,etc as ones cast
Sixteenth	: Any 6th level MU spell	by an MU of level equal to the
Seventeenth	: Any 7th level MU spell	level of the trickster.
Eighteenth	: Any 7th level MU spell	
Nineteenth	: Any 7th level MU spell	
Twentieth	: Any 8th level MU spell	

Magical Items

A trickster may use the following magical items:
 All weapons,shields,potions (except those for fighters only),rings,wands
 and miscellaeneous magical items usable by thieves,magic users or all classes.

Experience points for Tricksters

Experience Points	Experience Level	6-sided dice for hit points	Level Title
0-2250	1	1	Apprentice
2251-4500	2	2	Cheat
4501-9000	3	3	Faker
9001-20,000	4	4	Con-man
20,001-37,500	5	5	Double crosser
37,501-55,000	6	6	Swindler
55,001-80,000	7	7	Deceiver
80,001-130,000	8	8	Pretender
130,001-240,000	9	9	Great Pretender
240,001-370,000	10	10	Trickster
370,001-725,000	11	10+1	Master Trickster
725,001-1,125,000	12	10+2	Master Trickster (12th)
1,125,001-1,500,000	13	10+3	Master Trickster (13th)
1,500,001-1,875,000	14	10+4	Master Trickster (14th)
1,875,001-2,250,000	15	10+5	Master Trickster (15th)
2,250,001-2,625,000	16	10+6	Master Trickster (16th)
2,625,001-3,000,000	17	10+7	Master Trickster (17th)
3,000,001-3,375,000	18	10+8	Master Trickster (18th)
3,375,001-3,750,000	19	10+9	Master Trickster (19th)
3,750,001-4,250,000	20	10+10	Supreme Trickster

350,000 experience points per level for each additional level beyond 20th.

Tricksters gain 1 hit point per level after the 10th.

Notes on the Trickster character class

Well there we are, yet another new character class. It was devised for me by me because I found that, even though I liked to be a thief, they were far too weak at high levels when compared to magic using types. The trickster is a magic using thief with a few extras thrown in for good measure, and is not too different from a bard really.

You might think that the experience point requirements above are a little low, but remember that at low levels a trickster cannot choose his spells and his trick ability is severely limited.

The trick ability and its exact powers have not been defined. This is purposeful, it's up to you (or your DM) to decide the exact effects of confuse, for example. This will enable you to toughen up or tone down the trick ability to what you think is a sensible level.

The trickster is really the character class for the sly and cunning player. If someone running a trickster comes up with some good idea or clever use for a spell you can give experience points for it (assuming that you don't already).

USE AND SPELLS : MISUSE

As a DM I find that watching players come up with clever or unusual uses for spells is very enjoyable, although I often dislike the results and occasionally have to rule against something if the Players Handbook is unclear. In old D&D there were many spells that could be made far too powerful by using a little thought, e.g. Polymorph Others. Luckily the PH clears up most things but there are a few loopholes remaining and some new ones to go with the many new spells. Here then are a few unusual uses for spells (for players) and a few "crocks" and clarifications (for DMs).

One of the worst mistakes in the PH is the reversed Enlarge spell: Reduce. In my experience players never take this spell but during a recent game I thought that it might be useful to take one and on reading its powers I found that as a 5th level MU I could totally destroy anything upto 50 cubic feet in volume for 50 minutes! Naturally a took one along and when I used it everyone was suprised (especially the DM) at how powerful this 1st level spell was. In my opinion Reduce (and Enlarge) and just too strong for first level and I now say that they can only be used on inanimate objects. Some uses that I have discovered are: Reduce the size of a wizard locked door but not the door frame, then you can get through. Reduce the size of a hole so that some nasty monster cannot get out. Enlarge a pile of gold or a gold statue, sell them/it and hide when the spell wears off!

A Darkness spell can be very useful. Apart from the obvious possibilities of hiding your party (of dungeoneers) or of making opponents lost it can be used effectively as cover. If an MU is in an area of darkness he can cast spells and people outside won't know. In this way he could go into the darkness, turn himself invisible and then walk away. If he made himself invisible where everyone could see they would immediately form a line of people at the exits to prevent his escape.

Another good use for darkness is to cast it somewhere and then create something inside it. In this way you can secretly call up an elemental, a phantasmal force or do a monster summoning and no one will know that it/they are there until they are told to come out of the darkness and attack.

The use of spells that last until triggered can be rather a pain for a DM. You will find that MUs will put explosive runes on all of their books, place magic mouths on their possessions which are set to shout "Stop thief!" if touched by someone other than the MU and will put firetraps on the doors of houses, any box and even their pockets! Nasty MUs (and Druids) take note: if you are with a party that finds a treasure chest cast a firetrap on it, then tell the others and if they try to open it they will get rather burnt, while you will be unharmed. To prevent the overuse of these spells I rule that if they are placed on an object that is then carried about the movement gradually reduces the strength of the spell so that after one day it will have completely dissipated. This means that an MU will have to take magic mouths, etc from his day's spells.

In the PH the 1st level MU spell "Magic Missile" has been changed from the "old D&D" definition. In fact it has now been made far too powerful because a 5th level MU can take four magic missiles as his four first level spells and then do 24-60 points of damage with them! There is no save against them and they hit automatically! To reduce the effectiveness of MM I rule that MUs get extra missiles every three levels advanced (i.e. two at 4th level, three at 7th level, etc.) If you like instead of this you can say that for a magic missile to hit the firing MU must roll under his DEX on 3d6.

VIEW POINT

In D&D the unusual becomes the norm. If you were walking along and met a giant beetle in real life you would be rather suprised (to say the least) but in D&D you'd just get out your sword or whatever and hack it to pieces. The first few adventurers made by a group new to D&D are real adventures. This is when they discover that you don't attack Ochre Jellies with swords and that clerics cannot turn such and such a monster. The level of interest at this point is immense, a whole new world lies before the players and they are just beginning to explore it. However all too soon the players learn things and the game loses some of its "mystique". The "Clean up crew" (jellies, slimes, puddings, etc) suffer mostly from this because once the way to destroy them is discovered it will be used from then on and unless the DM devises some fiendish trap which incorporates desposing of this means of attack the poor slimies haven't a hope.

Usually some of the mystery of D&D can be maintained if players don't know anything about magical items or monsters, but this is very hard to do, players want to read the Monster Manual and D&D 'zines just as much as DMs and once they do they will know how to work a wand or staff or what weak spots a monster has, when these should have to be found out by trial and error.

The solution is rather hard on the DM (isn't it always) and relies on him thinking up new monsters, items, tricks, traps, etc and using them on his players in the certain knowledge that they will not know anything of them already. However care must be taken here. Some DMs (the nastier ones) will take a magical item which he knows players have read about and makes a "cursed" version of it that will, say, explode if used. When the players find it they will assume that it is the one they have read about, use it and get blown apart. This is a case of the DM knowing more than he should and taking advantage of this knowledge. If I may digress for a while here, I have found that one of the best ways to ensure that you DM a game fairly is to get your magic-using players to choose their spells secretly. If you don't do this you (and thus all of the monsters and NPCs that you are controlling) will know what spells are coming and in "real life" they wouldn't. If players choose secretly and only tell you when something noticable happens it will be much fairer. For example an MU has been chained up in a room, an orc comes in, puts down some food and walks out. The MU plans to hold portal the door to keep others away and then hold person the orc (both spells with only a V (verbal) component) and get it to unlock the chains. The game would go like this:

DM: The door opens and an orc walks in.

MU: I mutter a few words. (The hold portal).

DM: The orc puts down some food and leaves.

MU: Ah no. The door won't open. I say a few words. (The Hold Person).

Make a saving throw please.

DM: A 5. Failed.

MU: O.K. I've Hold Portaled the door and Hold Personed the orc. I tell him to unchain me and

(NB: the Hold Person was an "old style D&D" one, not Players Handbook).

Back to suprises. The easiest way to suprise a party of hardened dungeoneers is to present them with an entirely new situation, the like of which they have never seen. This is where a DM must use his brain really hard. Most of these "suprises" come in the form of a new and unusual room where the laws of gravity don't apply, for instance. They can also occur when some usually inanimate object comes alive. A talking door? An arguementative paving stone? A half-crazed treasure chest? You can have a feast of fun with magical items, especially usually tame ones that suddenly develop high egos and take over their masters. How about warped monsters? A djinni with hayfever, a cowardly dragon, a short giant, a lost minotaur. There are also the reversed monsters (Withra, Dahdi, Nilbog, etc). All DMs kindly take notes

An unusual encounter is an interesting and enjoyable encounter.

Roll up! Roll up! See the latest thing in monsters in:

MONSTER SUMMONING

A selection of 1st level monsters.

CROIS

Summoned by John Stoner

Frequency: **Very Rare**
No Appearing: 1 (2)
Armour Class: 7
Movement: 6"
Hit Dice: 1d4
% in lair: 90%
Treasure Type: None
No of Attacks: 1
Damage/Attack: 1d4
Special Attacks: None
Special Defenses: "Mimic"
Magic Resistance: Standard
Intelligence: Average
Alignment: Cowardly
Size: S (6" high)
Psionic Ability: None

Crois (singular and plural) are very small cowardly creatures. They appear to be 6" diameter balls of red fluff, with little arms and legs and two tiny green eyes. They also have small, but powerful, jaws and can inflict a nasty bite if necessary.

To help them survive Crois have developed very large vocal cords that they use to make the sound of any large, ferocious monster in the hope that this will put dungeoneers off. They will usually reside in a room that has a peephole in its door, when they spot anyone coming toward their room they will start to roar like a dragon, or whatever, in the hope that this will scare the enemy away. Crois can also pick up ESPings and send out thoughts that go with the monster that they are mimicing. If discovered a

Crois will flee if possible or, if not, 30% attack and 70% surrender. If it chooses the latter then it will aid its captors as long as it is well-treated and fed by making noises to frighten monsters in the dungeon.

PIGWIDGEON

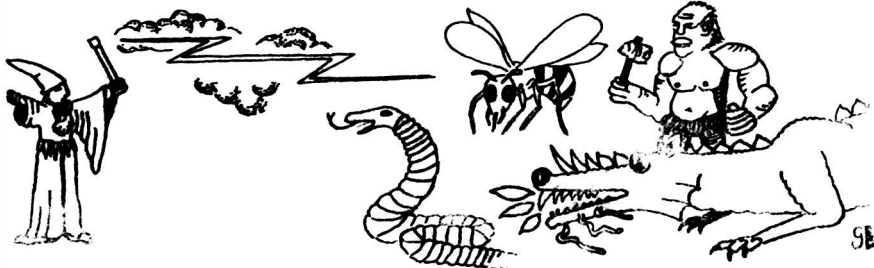
Summoned by John Stoner

Frequency: **Uncommon**
No Appearing: 20-200
Armour Class: 6
Movement: 12"
Hit Dice: 1d8
% in lair: 40%
Treasure Type: M
No of Attacks: 1
Damage/Attack: 1d6
Special Attacks: Bolas
Special Defenses: None
Magic Resistance: Standard
Intelligence: Average
Alignment: Neutral
Size: M
Psionic Ability: None

Pigwidgeons are related to Orcs, being five foot tall, pig-faced humanoids. They wear armour made from leather scales (AC6) but the higher levelers usually have AC3 (or worse if character class forces it).

Pigwidgeons fight with short spears but also carry one bolas each. These can be thrown upto 30' (5") and if they hit they tangle around the targets legs and make him fall. To get untangled takes 3d4 segments and then you've got to stand up (difficult in AC2). The "to hit" roll with a bolas is as against AC10 (plus any DEX bonuses) because it doesn't have to penetrate anything, just hit it.

For every 25 Pigwidgeons there will be one chieftain who fights as an Ogre and for every 100 there will be one tribe leader (fights as a Hill Giant) and 1d6 specialised Pigwidgeons (clerics, MUs, Druids, Thieves, etc who will be of first to fourth level.



GOP

Summoned by John Stoner

Frequency: Rare
No Appearing: 3-60
Armour Class: 4
Movement: 6"
Hit Dice: 1 hit point
% in lair: 100%
Treasure Type: None
No of Attacks: 1
Damage/Attack: None
Special Attack: "Eat"
Special Defenses: None
Magic Resistance: Standard
Intelligence: Animal
Alignment: Neutral
Size: S (5" long)
Psionic Ability: None

Gops are large, wasp-like insects that have adapted exceedingly well to dungeon life. They are able to fly through small gaps and are hard to hit (i.e. have a good AC) because of their size and ~~manoeuvrability~~ manoeuvrability. Gops are parasites and live on many monsters, especially were creatures (when in their animal shape). Although they cannot do actual harm to dungeoneers Gops can be very annoying because of their huge appetites. They will eat almost anything! Their favourite food is wolfsbane followed closely by garlic, belladonna (which doesn't harm them), etc. To get at food Gops simply fly into backpacks, etc and if it is dark they may be able to do this unnoticed.

Understandably were creatures like Gops and Vampires often keep them as pets.

SNARMER

Summoned by Mike

Frequency: Very Rare
No Appearing: 1
Armour Class: 5
Movement: 12"
Hit Dice: 3+3
% in lair: 30%
Treasure Type: Q
No of Attacks: 2
Damage/Attack: 1d4
Special Attack: "Snakes"
Special Defenses: None
Magic Resistance: Standard
Intelligence: Average
Alignment: L/E
Size: M
Psionic Ability: None

Snarmers are humanoids with snakes for arms. These bite for 1d4 damage each and there is a 10% chance that they will have poison.

A Snarmer's most powerful mode of attack is a wierd form of "snake charm". Each melee round a Snarmer can change any one object of roughly snake size into a snake for 1d6 melee rounds. After this time it changes back. The range of this effect is 30' (3") and it can be used to turn staves, swords, 10' poles, ropes, etc into nasty opponents for their carriers. These snakes have 1 hit point per foot of length, AC7, move 30' and a 1d4 bite (05% of it being poisonous) and if they are attacked and killed then when they change back into their original form they will be broken/smashed. Magical items have a save against being changed into a snake.



JB

DEEP

Summoned by Mike

Frequency:Rare
No Appearing:4-16
Armour Class:4
Movement:9"
Hit Dice:2d8
% in lair:30%
Treasure Type:C
No of Attacks:2
Damage/Attack:1d4
Special Attacks:"Slow"
Special Defenses:"Haste"
Magic Resistance:Standard
Intelligence:Low
Alignment:Neutral
Size:S (4' tall)
Psionic Ability:None

Once every ten melee rounds a Deep can haste itself as the spell for just one round. It will usually use this ability to get away from a fight that is not going too well.

Deeps are remotely related to Kobolds and Troglodytes, being small, rather lizard-like humanoids. They roam in large groups and can be very dangerous in melee. Strong monsters often use them as "forward guards" because they can easily weaken an attacking party quite considerably.

The main strength of a Deep is that if it scores a hit with one of its claws not only does it do 1d4 damage but it also slows as the 3rd level MU spell. The effect lasts for 1 turn per point of damage inflicted by the attack and is cumulative i.e. one hit halves speed, two hits quarter it and three "eighth" it. As you can see this can prove to be very nasty because anyone attacking a Deep will find that he is able to hit it less and less often as the melee progresses.



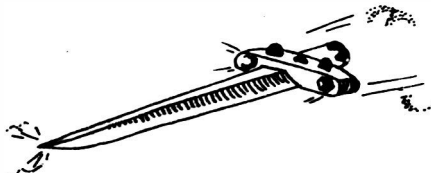
DALAS

Summoned by Mike

Frequency:Rare
No Appearing:1-20
Armour Class:3
Movement:12"
Hit Dice:1d8
% in lair:10%
Treasure Type:Q
No of Attacks:1
Damage/Attack:1d4
Special Attacks:None
Special Defenses:None
Magic Resistance:Standard
Intelligence:Semi
Alignment:Neutral
Size:S (1' long)
Psionic Ability:None

Dalas are simply "living daggers". They can be found swimming about underwater as well as flying around dungeons. At first sight they seem to be gem-encrusted daggers but two of those gems are the Dalas's eyes, the rest are real gems and can be prised out and sold for about 50gp each (this is the Dalas's "treasure").

To attack Dalas "charge" and try to penetrate their opponents armour and do standard dagger damage (1d4). 15% of Dalas have poison but this is used up in the first successful attack and it takes 2 hours (12 turns) to create more.



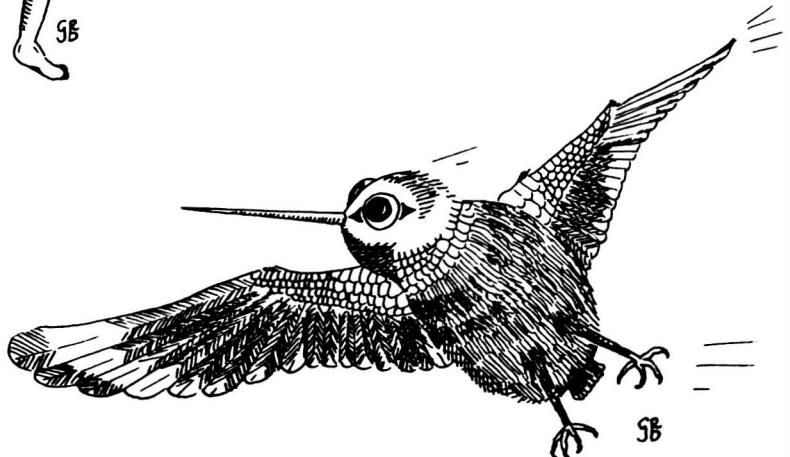
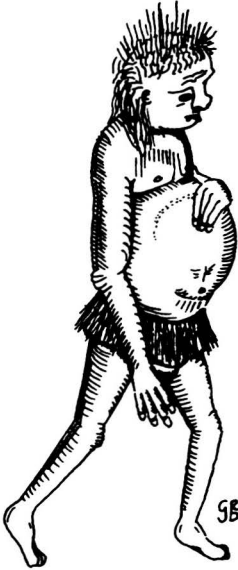
MALNUTRITE

Summoned by Guy

Frequency: Uncommon
No Appearing: 5-40
Armour Class: 10
Movement: 6"
Hit Dice: 1d4
% in lair: 40%
Treasure Type: J
No of Attacks: 2
Damage/Attack: 1/1
Special Attacks: see below
Special Defenses: see below
Magic Resistance: 55%
Intelligence: Low
Alignment: Chaotic Neutral
Size: S (4' tall)
Psionic Ability: None

These are long-haired, pot-bellied, dirty humanoids, often found in large groups. They seek food and on smelling or seeing some they will ask for it. If the request is not granted they will attack with their long-nailed fingers. Anyone who kills a malnutrite brings a curse upon himself and possibly his party. To find the effects of the curse roll 1d20 and consult the following table:

- 1 Gain one allergy
- 2 -1 on strength for 1d6 days
- 3 -1 on intelligence for 1d6 days
- 4 -1 on wisdom for 1d6 days
- 5 -1 on constitution for 1d6 days
- 6 -1 on dexterity for 1d6 days
- 7 -4 on charisma for 1d6 days
- 8 -1 hit probability for 3d4 hours
- 9 -1 damage on all attacks for 5d4 hours
- 10 All carried liquid evaporates and food rots
- 11 Next spell, open lock, open door, etc fails
- 12 Hair drops out. Permanently bald. -3 charisma
- 13 See 3 visual and auditory illusions, dispelled by touch, within next day.
- 14 Boots weigh 50lb each for 3d4 turns
- 15 For next 20 turns 2 in 6 chance of all light going out
- 16 For next three encounters fall to ground helpless for 3 melee rounds
- 17 Become fat and gloated, unable to move for 1d6 turns. All clothing bursts. Killed if wearing plate armour.
- 18 Become blind for 3d8 turns
- 19 Become dumb for 3d8 turns
- 20 Heart attack-take 1d4 damage per level. Then
-25- constitution % chance of death



THOUGHTS ON TREASURE

Several of the basic D&D premises are strange, to say the least, and either you have to accept them or make drastic changes to the D&D game system. One of these that really annoys me is treasure. Why is it there? How does a (limbless) giant snake keep its gold in a locked chest? Where did it get the gold in the first place? There are many similar questions and I'm going to give my thoughts and ideas on the subject.

Monsters live in dungeons because it is much safer there than wandering about on the surface. Stronger monsters live deeper in the dungeon because they want the weaker monsters to act as a means of weakening any attacking parties. If the weak monsters come deep into the dungeon the stronger ones eat them, so they don't often do this!

As monsters treat their room(s) in the dungeon as "home" they will want all of their possessions to be there, but what possessions will they have? Dragons really love treasure so they get it by going out and taking it by force. They can also afford to pay (or threaten) craftsmen into making treasure chests, etc to protect their stuff.

Humanoids can go out to work to earn a few gps but anything more than this will have to come from attacks against other monsters or people on the surface. Being humanoid they can easily make traps and holders for any valuable treasure they capture. Also, and very important it is too, they will be able to use any magical items which they gain. If a monster is able to use a magical item which is a part of its treasure then it is only sensible for that monster to use it. Remember, though, that if an orc had a potion he wouldn't know what it did and neither should the person running the orc i.e. you (if you are a DM). To show this you should roll on the potion table to see which potion it is the moment the orc drinks it and no sooner. In this way the orc might poison itself, which is quite possible.

You might wonder why a C/E monster

can have a L/G sword as part of its treasure when it can't even touch it without being attacked by it. There are two possibilities here:

1) A C/E monster wouldn't have an L/G sword, it would throw it away.

OR

2) It has it because it can be used to trade for other things.

If you go by the first possibility your L/G players will find it very hard to get a magical sword which they can use. If monsters will not have swords which they cannot use in their treasure then the only place you will find a L/G sword is guarded by a L/G monster, and as L/Gs mustn't attack each other how is anyone going to get it?

If you go by the second possibility (as I do) you will have to start letting monsters surrender, bribe and barter with dungeoneers rather than just fight them. This brings in the chance of lying, selling poison potions, etc. All very enjoyable. This is a start to making players get more "into" the game, they have to talk, argue, etc with monsters rather than just roll a few dice to kill them. But why don't the dungeoneers just kill the monsters and take all of their possessions? Simple. The monsters know what the magical items in their treasure are and how to work them so either they will have to be paid to tell this or be tortured (hope there are no paladins about) into giving up their information.

Now to a more thorny problem. How does a hydra, say, get treasure? Well, to start with it wouldn't have any at all! Treasure for a monster like this is really only the money and items carried by people who have been killed by it. When designing a dungeon try to remember this and make it make sense. If a party kill the hydra and find that the body of one of its earlier victims is wearing a Ring of 3 Wishes they will wonder why he didn't wish the hydra away

if it was killing him. As DM you must provide a reason.

Monsters without arms (or the like) will find it hard to hide their treasure. Stupid monsters e.g. Stirges would just leave any possessions in a heap somewhere in their room. They might value gold coins, etc though because they look so pretty (which is usually what stupid monsters like). For the same reason a group of stirges would really love (and maybe even fight over) a nice, glittering crystal ball, but they'd throw out boring old bits of wood (staves, wands, etc).

Intelligent monsters with no arms will usually find some way around this. A Beholder would disintegrate a hole in the floor, telekenise all of its treasure into it and then telekenise something to cover it. A beholder would also go out and Charm Person/Monster a few people/monsters to act as helpers and body guards.

Other intelligent monsters would only be able to hide their treasure by pushing it behind a rock, etc. How do these monster get their treasure into a huge chest? How do they make the poison needle trap on the lock? My explanation (which isn't perfect but does make some sense) is that rather than put money into banks, etc which are robbed every day of the week people on the surface will give their money to monsters who then guard it. In return the people pay for food, water, etc for the monsters (another major arguing point in D&D) and, if they can afford it, will pay for magical protection, warning devices, poisoned locks, etc to make their money even more secure. However this doesn't explain how these monsters are guarding magical items, surely magical items are so valuable that you wouldn't entrust them to anyone.

Now onto what is probably the most argued-over element of D&D:

EXPERIENCE POINTS

If you play "standard" D&D (i.e. not a variant) there are two ways to get experience points (or eps):

- 1) Kill things
- 2) Get money.

The first doesn't really come into this article but the second most certainly does. By giving eps for gold (or the value in gold) of treasure found you will be very unlikely to see people

ever bothering about copper pieces. Under the "Advanced" D&D system one gold piece is worth 200 (!) copper pieces and the average mule can only carry enough coppers to equal a mere 100gp.

As experience requirements are so high DMs are forced to place large amounts of money in dungeons so that players have some chance of going up levels. This results in a total loss of value for money. Once a character in D&D has over 1000gp he has no worries, he can easily buy anything he wants and have lots left over. To get people to start spending their money DMs allow the buying of magical items, and this is fatal for any campaign. I don't do this, instead I allow resurrections to be "bought" for incredibly high prices, usually resulting in a newly resurrected player being flat broke.

As a DM I find that one of the most enjoyable parts of D&D is watching a party spend their starting money just before their first ever dungeon expedition. As they start with (comparatively) small amounts of money they have to make decisions on whether to buy a mirror or some rope, etc and I like to see them choosing. However after one (or maybe two) expeditions into a dungeon they will each have quite a lot of money (several 100 gps) and be able to easily afford anything. By the time a character reaches 5th level he will have 1000s of gps and at this stage things get really silly with huge collections of wagons and carts, hundreds of mules to carry treasure and at least 10 of everything on the equipment lists. I feel that D&D could be improved immeasurably by DMs reducing money treasure by a factor of ten, or a hundred and increasing experience gained for gold by the same factor. In this way players will get enough experience points but won't become absurdly rich.

"Competition Dungeons" are a relatively new concept in D&D, but although invariably designed for use as one-off games, they can, with little difficulty and minimal alterations be converted for inclusion in your own campaign. We (GRJD & MGS) propose to include in each of our magazine productions, a complete competition dungeon, with ideas for converting each to fit your own campaign. Each scenario will include a map of the area, a background history, a complete list of carefully pre-determined characters, a detailed description of the area covered by the map, a competition points scheme and possibly a short account (entitled "Competition Chronicles") of a "guinea-pig" party's exploits.

If you have not yet heard of the general notion of competition dungeons, here follows a brief explanation.

A competition dungeon is normally played with pre-rolled characters. These are issued to the players and constitute the party. These characters are then placed in the area of the scenario and go through the area within a set time limit, cooperating amongst themselves to gain as many points as possible. The total number of "Competition points" scored are recorded and the same characters are re-distributed among a new set of players. This second team then attempts the same scenario trying for as many points within the time limits as possible. The points achieved by each team are compared, and the winning team is determined. At the G/M's discretion there may be some reward for the victors (or booby prize for the losers). "Competition points" are generally awarded for captured treasure, monsters killed, completed tasks and (once more at G/M's discretion) for good character play...

WE NOW PROUDLY PRESENT THE FIRST COMPETITION SCENARIO...

This is a competition dungeon for a maximum of 5 pre-determined characters selected BY THE G/M from the following:-

THOG: 3rd Level Fighter Dwarf 25HTK A.C.2 I8(79) I3 I2 IO II IO
Plate-mail+shield, +I battle-axe, short bow, quiver containing 20 arrows, leather backpack, 5 torches, IO iron spikes and rations. 50g.p.

BRAGOL: 4th Level Fighter 30HTK A.C.2 I6 I2 I4 9 9 I3
Plate-mail+shield, sword +I +2 vs. M/U's & enchanted monsters, short composite bow, quiver containing I5 arrows + 5 silver arrows, leather backpack, 5 flasks of oil, IOO' of rope, large sack and rations. 50g.p.

GILGLAS: 4th Level M/U Elf I9HTK A.C.IO 9 I7 I2 I8 IO 8
Cloak, robe and pointy hat, 2 bone cases containing Scroll of E.S.P. & Scroll of Shield, hooded lantern, 2 flasks of oil, tinder box with flint and steel, lodestone (magnetic, not magical), dagger, IO' pole and rations. 50g.p.

ZAGAM: 4th Level Illusionist I8HTK A.C. IO II I8 I3 I7 I6 9
Gown and pointy hat, +I dagger, leather backpack, 5 torches, pet Goldfinch, IO' pole and rations. 50g.p.

ARLAN-MENEL: 3rd Level Cleric 20HTK A.C.3 7 I2 I5 9 I7 IO
Banded-mail+shield, Potion of "Remove Petrification", footman's mace, small silver mirror, silver holy cross, 2 vials of holy water, sprig of wolfsbane and belladonna, small sack and rations. 50g.p.

MELLORN: 4th Level Druid 20HTK A.C.7 9 I2 I4 8 II I5
Leather armour + shield, scimitar, Potion of Levitation, sling, 40
sling bullets, greater mistletoe, vial of holy water and rations. 50gp

LAZARUS STOAT: 4th Level Thief I7HTK A.C.4 II IO I2 IO I6 I4
Bracers of Defence A.C.4, long sword, 50' of rope, thieves picks and
tools, large sack, grappling hook, rations. 50gp

OLOG-HAIG: 4th Level Barbarian 23HTK A.C.6 I4 9 I5 I5 I6 8
Cloak of Protection +2, two-handed sword, sling, 30 sling bullets and
IO silver bullets, large sack and rations. 50gp.

(You are welcome to alter any of the above characters, but remember;
each team that is sent down must consist of the same characters.

THE HISTORY OF "THE PYRUS COMPLEX":

These dungeons began merely as caverns under a mountain, tunnelled by the waters of the River Underhill. the caverns would have remained unknown, had not a lone adventurer, name of Pyrus, one day chanced upon the hidden entrance. Pyrus had amassed a great wealth as an expeditionist and decided to have the caverns extended for his own purposes. He sent for his brother, Kelmar, a renowned and expert miner and constructionist. Together they supervised the extensions of the caverns but kelmar was tragically ripped apart by a disturbed "horror of the deeps" The "horror" was swiftly disposed of by Pyrus but the life of Kelmar was irretrievably lost. His berieved brother had him incarcerated in a great tomb and then hid himself away in a labyrinth having ordered all of his followers away.

Pyrus was never seen again, the whereabouts of the entrance to the caverns was quickly forgotten and only recently has it been rediscovered. Latest expeditionary parties have been repelled from the area by a strong band of Hobgoblins and no successful jounries into the interior have yet been made.

A DESCRIPTION OF "THE PYRUS COMPLEX":

(E): The entrance stairway, 30' long, descending into a large, 20' tall cavernous passageway. The ceiling of this passage is hung with stalactites dripping salty waters on those passing below. Dripping slippery, tree-like formations cover the walls. The passage passes Westward with the ceiling getting higher. As the passage turns Southward it is blocked by a 20' rockfall "R".

R: A 20' rockfall, climable by a Thief (Monk), or with rope and grappling hook.

T₁ & T₂: Both of these are 20' towers. Spiral staircases ascend each on the southern side. On each tower are three Hobgoblins; 6,5,5 HTK ; 7,4,4 HTK. Each Hobgoblin has a short composite bow, a morning star and a belt pouch containing 1d4gp. Hobgoblin no.5 on T₂ also has a set of ivory dice in his belt pouch.

G: The Hobgoblin's guard room. The furniture consists of; a large oaken table, ten wooden chairs, six feather mattresses, a small desk on which are rolls of parchment, quills and a bottle of ink. In this room are 6 more Hobgoblins: 6,5,2,7,8 HTK, the sixth is "Skullbrow", 9HTK, the Hobgoblin leader with a skull and cross-bones branded onto his forehead. Around his neck are a bunch of keys to store-room "S" and the boats on beach "B".

S: A small store-room containing torturing equipment (eg: thumbscrews, branding irons, manacles, balls and chains, iron maiden etc.), and a large, black, iron box (also opened by Skullbrow's keys) containing 500cp, 200gp, 5 sapphires worth 10, 10, 50, 100, 100gp, and a brass, orb-shaped rod with a notch at one end (for use at altar K₃).

B: A sandy beach on which are three boats chained and padlocked to metal stakes driven 10' into the ground (padlocks unlocked by Skullbrow's keys). Each boat is heavily tarred on the underside and is large enough to carry 2 people. Each boat has "4HTK"; this is the amount of damage that it can take before sinking. The rate of sinking is 1' per melee round, per point of damage sustained greater than three hit points.

W₁: A great cavern, 80' high, filled with murky, acidic waters. The ceiling is hanging with stalactites; I hit die Piercers hang above those squares marked "X" on the map. The acidic waters corrode metal in 2m.r. and does 1d6 damage per melee round when in contact with flesh. Most other materials are penetrated in 1 m.r, tar is unaffected by it. Waters flow into this cavern down over steps from cavern W₃ to the south, and in a waterfall from cavern W₂ to the East. The steps to the South are covered in a dead Gelatinous Cube which causes the waters flowing over them to become acidic! A flight of steps are carved into the Eastern wall and lead up from beach "B" through the archway beside the waterfall to cavern W₂. In the South of the cavern, a high, stepped bridge (60' up) arches from the great cliff-like promontory in the East to the arched passageway to the West.

W₂: A slightly smaller cavern, 20' high, with clear waters lit by submarine mosses which cover the bottom of the 20' deep pool. Clearly visible on the bottom of the pool are three gems. The waters of this pool are harmless, diving for the gems takes 3-6 m.r. However diving in the pool alerts the Guardian, a Giant Octopus who dwells in "Oct." Trip wires with poisoned darts are stretched across the two Southern exits; these cause paralysis for 2d4+2 turns.

Oct. ; The Giant Octopus's cavern, airless and weedy. The Octopus is as per "Advanced D&D Monster Manual. The Octopus is 29HTK.

W₃: An immense cavern 100' high, with dripping wet unclimbable walls. A waterfall enters from 60' up in the West wall. Three barges lie on the surface of the water anchored by thick chains to the bottom 40' below. Each barge is 15' long with a coffin lying in the bottom: Barge "a" contains within the coffin a wight (22HTK) and a jade breastplate worth 520gp. Barge "b" contains within its coffin a skeleton of a human (innaminate) under which lies a golden key. Written on the key is "Count the Steps". Barge "c" contains within the coffin a powerful mirror. The mirror is placed face up and anyone looking into the coffin (even with a mirror) instantly goes insane (no saving throw) and attempts to drown himself. The insane character will suddenly dive into the water and take damage (1d6) each melee round due to the will to drown. The mirror is actually part of the barge. It shatters when someone has gazed at it and the barge sinks in one melee round.

A long flight of 101 steps lead up the East wall to a slippery, stepped bridge across to W₄. Chance of falling from the bridge = 30% - dexterity. Anyone falling does so into the acid waters of W₁!

W4: A smaller cavern 30' high in the centre of which is a sandy beach on which is a large red dome. Small 1' stepping stones lead across to the central island. Living in the dark 20' deep waters are shoals of mini-sharks, an aqua-version of "Mobil Diss". They are collectively 50HTK, (10d8), A.C.7 (invulnerable to fire), and have one hit on anyone in the water for 2-12 damage (minus one on damage for every 5 h.p. damage sustained).

The red dome has a side panel on the Eastern side in which is set a lock and three figure dial. The dial is set at 000. If the lock is turned (by thief or golden key from barge "b" in "W₃"), so are the numbers turned. If the numbers are turned to 101 (the number of steps up from W₃), the panel opens:

A Body Sculptor, 26HTK rushes out. (These headless humanoids are A.C.5 (½ damage from silver weapons, normal damage from magical weapons) Touch causes flesh to become immobile but living stone. The hit is located by rolling a d10: 1=Left Fist 2=Right Fist 3=Left Foot 4=Right Foot 5=Left Arm 6=Right Arm 7=Left Leg 8=Right Leg 9=Upper Torso 10=Lower Torso).

Inside the dome is a large lever, resting horizontally. If it is raised, a small compartment opens revealing a large, black sack ("Bag Of Holding") and a small patterned green stone hung on a silver chain (the "Charm of L'Horganol). If the lever is lowered, the stepping stones to the East will sink and a set of stepping stones to the South are raised. (Although the lever can be freely moved up and down, neither of the above processes are reversible).

M1: This is a 10' high, well paved room, lit by 10 wooden candleabras on the central 20' x 5' table. Around the table sit 15 Mites (2' humanoids with large, evil faces; A.C.8, 1d8, 1 attack at 1-3). 7, 6, 5, 5, 8, 2, 4, 4, 6, 5, 8, 8, 1, 6, 3HTK. The Mites are eating dried fish and crystallised ants. If threatened they will send a runner to bring the Mites from M₃. These reserves will arrive in 4d4m.r.

In the North - East corner of the room is a small black bag marked in Mithic; "Food to divert the octopus". It contains scraps of meat and fish.

The Mite's tunnels are 4' high and carved through solid rock. There is a 50% chance per turn of meeting a number of Mites; roll a d10: 1=1 Mite, 2&3=2 Mites, 4=3 Mites, 5-6=4 Mites, 7-8=5 Mites, 9=6 Mites 10=Gelatinous Cube. Each Mite carries a pouch containing 3d4sp.

M2: This is the Mite's treasury. It is a circular, cavernous room, 6' high, guarded by 2 chained Carnivorous Apes, 28 & 33HTK. The chains are 10' long and attached to great steel stakes driven into the floor each side of the doorless entrance.

The treasure of the Mites consists of 3000cp, 570sp, 30gp, a jewelled bracelet worth 80gp, a silver crown worth 200gp, a golden goblet worth 60gp and the "Moonstone of Ar-Kelmar" - a light-blue, egg-shaped gem on a golden chain. This gem is worth 450gp.

M3: The sleeping quarters of the Mites. Unless they have already left to the aid of the Mites in M₁, 10 Mites lie on mattresses against the East wall. 6 of the Mites will be sleeping unless disturbed. The other 4 are dicing in the South-West corner. The room is only 5' tall and anyone of 5'3" or above fights at -2 hit probability. Littered around the room are small, rusting daggers, empty wine-skins, morsels of rotting food, scraps of burnt papyrus and poisoned rats.

The Mites are: 5, 6, 4, 3, 5, 8, 7, 2, 5 & 7HTK. The six sleepers have 5d4sp each, the four gamblers have 5d4gp each.

M₄: A marble paved room with an ornate ceiling at a height of 12'. Torches around the walls at 5' intervals illuminate the room. The great "Pious The Almighty, Lord of the Mites" sits on his oaken throne in the South of the room. Beside the throne and on each side are spread four bodyguards of particularly evil visage. They are each 9HTK, A.C.4 and have 2 attacks at 1-4 each. There are a further 6 Mites in the room (6,4,5,8,2,4HTK) dressed in bright robes, chattering among themselves at the Western door. Each of these Mites has 6d6gp.

Pious himself is dressed in a silvery gown and wears on his wrist a leather strap embossed in silver (Bracers of Defence A.C.2). Pious has a scroll on which are written the following: "Darkness", "Haste", "Mirror Image", "Protection From Normal Missiles" and "Wizard Lock". He is anxious to save his own life and will attempt to leave if in danger, by the secret door to the South. Once in the South-bound corridor he will disappear through one of the Mite's "hyper-secret" doors (not detectable by any other creatures). If his crown is stolen however, Pious will attempt to retrieve it by sending his pet Doppelganger 20HTK after the captors.

Pious is 15HTK, A.C.2, 1 attack at 1d8 with a Morning Star. He is 3'6" tall. His crown is worth 750gp.

Those parts of the Mite's tunnels shown on the map are not the entirety of the domain of Pious; throughout the Eastern boundary of what is shown on the map are placed a series of "Hyper-Secret" doors through which the Mites only may pass. The region beyond the doors is that of 2'6" tunnels inhabited by females and young Mites. However, of the Mites in the mapped region, only Pious may pass into the secret region. To the others it is "Sacred Ground" and "Out of Bounds", except for at certain times of the year when unknown rituals are performed!

K₁: This is a strange ceilingless area lit in a permanent twilight. The sheer, smooth walls deem all non-magical climbing impossible and are eternal in height (sorry folks - no way out here!). The Northern area of this strange cutting is overgrown woodland; oaks gnarled with age rooted among brambles and mosses. A Faerie sits invisible among the trees and plays reed pipes to charm passers by. Any not saving against being "Charmed" irresistibly follows the Faerie through bog and briar sustaining 1d4 damage. The short trip takes just a turn and the charmees are returned to the Northern woods and released. The music of the Faerie is "thrown", thus her position may not be determined. She is 25HTK.

The river between the two areas of woodland is muddy, fast-flowing but only 4' deep. In one or two areas its sandy bed is actually quicksand. The chance of a character stepping into this as he crosses the river is 5%; he will sink at the rate of 1-3' per m.r. depending on his weight.

Surrounding the river is an area of wet, hummocky reed beds. This area is inhabited by a sole surviving Killer Frog, 26HTK(4d8). There is a 25% chance per turn of meeting this swamp dweller.

The Southern area of woodland is also gnarled oaks among brambles and moss. The woodland is very damp and almost Tropical.

Passing the Southern boundary of woodland, the area opens out into grassland up to a line of infinitely high, white, marble pillars.

K₂: This is the great "Temple of Kelmar". From the outside it appears as a huge 60'tall building with smooth, green and white, marble walls. In the Eastern side is a 20' wide gap in which is the statue of an immense tiger. The tiger prevents all passage. Its head faces forwards and one eye can be seen to be missing. Behind the tiger is the only entrance to the temple. The interior of the temple is

K₂ (cont.): lit by "Torches of Continual Light" which line the walls. None of these can be removed from their sockets. A great flight of steps leads up to the "Tomb of Kelmar", a large granite coffin on a pedestal, sealed by a two-ton marble slab. Before the tomb is a 10' x 10' pit of depth of 25', filled with orange vapours. The touch of these vapours drains 2d6 competition points!

If the Moonstone of Ar-Kelmar is placed on the tomb of Kelmar, it (the Moonstone) will vapourize and simultaneously the marble seal to the tomb will vapourize. Revealed within the tomb is the mummified (that'll get 'em scared) corpse of Kelmar (Don't worry - the reason why he couldn't be re-incarnated was that the "Horror" had eaten his heart!). In each of his upturned, bandaged hands is a large, green emerald. Each gem is worth 1000gp. If, however, both gems are removed, an "Orange Vapouroid" appears from the pit of vapour before the tomb (-don't worry, it IS a new monster (summoned by Guy Duke); 4d8+4, A.C.5, only vulnerable to magical weapons, invulnerable to sleep, charm, hold and fire-based attacks, 3 attacks @ 1-4/1-4/1-6 + drain 2-8 competition points, move 12"), 27HTK. It will fight to the death and pursue anyone should they attempt to flee (but it will not leave the tomb).

There is an exit to the South of the tomb.

K₃: This is an enormous marble altar, white marbled with green in colour. On the top the altar, at a height of 4', are two sockets, one of which contains a brass sphere of 3" diameter. The sphere cannot be removed from its socket. Written by the other (cylindrical, notched) socket is; "Replace the sceptre and the tiger's eye and the statue will turn to reveal your way". This is written in common. If the rod from "S" is placed in the empty socket on the altar and the Tiger's Eye gem from "W₂" is placed in the empty eye socket of the tiger's face, 8' high, the statue will slowly turn revealing doorway behind it. Neither scepter nor tiger's eye may be removed once they have been set in their respective sockets.

In the "Labyrinth of Bskavril" there is a wanderer on a 1 in 4 chance each turn. There is a 40% chance that the encountered monster will be the "Walker" of the labyrinth - a Troll! 35HTK.

L₁: A square room of height 15' with a mossy, boulder strewn, rock floor. A somewhat meagre Giant Mantis (it doesn't get fed that often -GD) blends with the green of the room, waiting between the two doors for its next meal. It gains surprise on 1-4(d6). (Giant Mantis' are 4d8HTK, A.C.7, move 6" and have 2 attacks at 1-8 (If both spiked forearms hit, the Mantis bites for automatic 2d4 damage each m.r. until the character escapes or one or the other is dead. Chance of escaping = 2 x strength % per m.r.)), 30HTK.

The room is strewn with indigestible items; 3 long swords, 2 suits of rusty chain-mail, 6 wineskins (all burst), 3 pouches containing (1) 12gp. (2) 35sp. + small nugget of mithril worth 65gp. & (3) 1gp. Also, lying underneath the Mantis, there is a gem-embossed magical longsword, +1, +2 vs. Trolls.

L₂: Another square room, 15' high. This is the solitary cell of Pyrus himself. The floor is covered in rich rugs of dark colours. There is a "four-poster" bed in the North-West corner, enclosed by heavy tapestry-like curtains. Under the sheets in the bed are the bones of Pyrus. The rug around the bed is rotten and covers a 15' deep pit. Anyone stepping on the rug instantly falls through it. The pit contains a gelatinous cube, 15HTK which covers a 5' square exit to the South. The pit is situated in the square marked "X" in the map and surrounds the bed which is on solid ground. The Southern exit

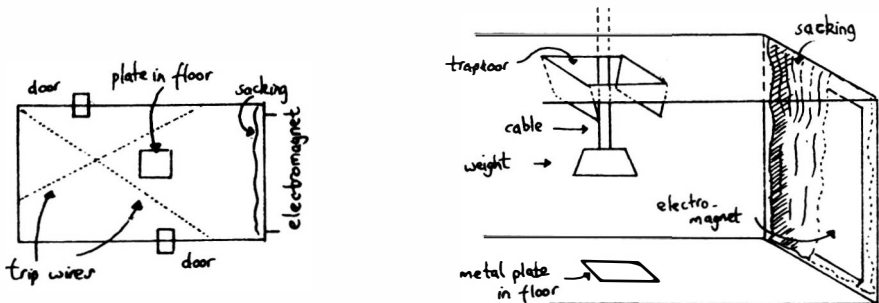
L₂: (cont.) from the pit leads through a 5' x 5' passage, 10' long, to a room, 16' wide, 20' long and 10' high. The room is unlit. Imbedded along each wall are great "fish-tanks" in each of which is a huge electric eel. If a character enters the room, a large current jumps through him. Each successive melee round the character must save against Staves & Spells or sustain 1d8 damage. If damage is sustained the character has a chance of a fatal heart attack as follows: 25% - constitution. Whilst being electricuted a player may not move. Once he has saved, the charge built up by the eels has all been used up and no further electricution will take place. At the far end of this room is a small desk on which lies the Pipe of Pyrus, a highly ornate, golden flute inset with rubies. The pipe is worth 4000gp.

L₃: Before entering the characters will notice written on either door: "Room of the Field". This 20' high room is very dusty, and a thick layer of dust covers the floor. A large sacking cloth covers the South wall. Any player entering the room will eventually hit a trip-wire which causes the following series of events. A secret trapdoor in the ceiling opens and a 1000 lb. weight crashes to the floor in the centre of the room. This causes a large cloud of dust to be flung up and obscure all vision for 1m.r. The weight is metal and falls onto a metal plate inlaid in the floor. A huge current passes through the cable to which the rope is attached and activates an electromagnet behind the sacking on the South wall. All metal objects or players in metal armour are pinned to the magnet.

Characters pinned to the magnet cannot move, and whilst helpless they are attacked by the "Sacking" which is 15HTK(3d8), A.C.9, 1 automatic smother for 1d4 damage per melee round.

The current automatically switches off after 3d4 m.r. and the weight rewinds into the trap-door in the ceiling.

(If you do not understand my explanation of this room I include below a diagram to help to clarify this "Frick" room:)



L₄: Written on the door to this room is "Mark! Mind the floor! Charm the death with L'Horganol's aid". Against the East wall is the statue of an armoured man, standing on a plinth. The name L'Horganol is engraved in the plinth. Just inside the door, inlaid in the floor are the barely visible Symbols of Death (as 8th. Level M/U spell)

If the Charm of L'Horganol is placed around the statue's neck, a Magic Mouth informs the party that it may either (1) be teleported to the surface or (2) receive 5000gp, and that they have 1 minute to decide. If the party run out of time, neither wish is granted. The wish chosen, if within the time limit, is immediately granted. The Charm may not be removed from the statue. The symbol is negated by passing the Charm of L'Horganol over it.

L₅: In the South-East corner of this dark, 15' high room is the statue of Orientalis, a one-armed statue pointing at the only entrance.

Written on the floor of the corridor before the turning into the room is: "Do not provoke the dog". The aforementioned dog is sitting in a state of magical paralysis beside the statue, encased in an invisible, thin glass case. An attack or approach within 10' will cause the dog to come out of paralysis and leap up, smashing the glass case. The dog is instantaneously killed by the glass, whilst simultaneously a 3d8 Fireball is fired from the pointing finger of the idol.

Set in the idol's forehead is a black diamond worth 500gp.

NOTES AND AIDS TO CONVERSION:

If you are going to set this dungeon in your own campaign, you can change Competition Points to Experience Points by a suggested ratio of 1:10. Experience can be awarded just as naturally as Competition points for completing tasks. Your campaign players will have to be of roughly the same average levels as those given here. The treasure and magical items available for the finding in this dungeon are geared towards the competition and if they are over or under generous for your own campaign standards, then you are welcome to make alterations. The "Orange Vapouroid" could drain 4d100 experience points!-perhaps you would like to give a save against this.

IMPORTANT: The gems in **W₂** are; a bloodstone - 10gp, a pearl - 50gp and a TIGER'S EYE GEM worth just 5gp.

COMPETITION POINT TABLE

For every 100gp returned to the surface (includes cp, sp, gems etc.): 1pt.

For any magical item found : 8pt.

For every dead character (if any): -25pts.

For not returning to the surface within the set time limit:

-2pts. per turn too late. Total of ZERO pts. if over 20 turns late.

TASKS:

Kill Skullbrow, the guard chieftan: 10pts.

Collect ink from the Guardian of the Pool (ie; ink from the Octopus in **W₂**): 15pts.

Survive the Death Barge (barge "c" in **W₃**): 15pts.

Open the Red Dome (room **W₄**): 15pts.

Replace the Sceptre in the Altar of Kelmar (sceptre is rod from S. Altar is **K₃**): 10pts.

Replace the Tiger's Eye (gem from **W₂** replaced in statue at **K₂**): 5pts.

Negate the Death Mark (symbol of Death, room **L₄**): 15pts.

Place the Charm of L'Horganol on his statue (room **L₄**): 15pts.

Remove an emerald from the hand of Kelmar (room **K₂**): 5pts.

Remove both emeralds from the hands of Kelmar: 25pts.

Return to the surface with the Crown of Pious (room **M₄**): 50pts.

Place the Moonstone of Ar-Kelmar on his tomb (moonstone is from **M₂**, tomb is in **K₂**): 5pts.

Kill the Walker of the labyrinth with the Mantoblade (The Walker is the Troll, the Mantoblade is guarded by the Mantis in room **L₁**): 35pts.

Gamble with an elephant in the Mite's treasury (ie; with the ivory dice from **T₂**, in **M₂**): 15pts.

Return to the surface the Pipe of Pyrus (found in room under **L₂**): 25pts.

Cross the Room of the Field (**L₃**): 20pts.

Remove the diamond from Orientalis, the one-armed idol(**L₅**): 15pts.

The above are placed in no special order. Time allowance = 60 turns. **GOOD LUCK!**

MAGIC JAR

GAUNTLETS OF ALIGNMENT

These highly prized items give off a very strong aura of evil, good, neutrality, etc and when worn they will fool magical weapons. They are made in varying colours for each of the alignments and allow their wearer to pick up and use items that only function for the alignment of the gauntlet. Magical items with an intelligence, e.g. swords, are permitted a save against being fooled i.e. they must roll under their intelligence on 1d12. If they do save they may then attack their holder. In extreme cases, e.g. a C/E thief with a Gauntlet of L/G trying to pick up and use a Holy Sword, a save should be made every week rather than only once to see if the sword "twigs".

MONK GLOVES

These leather gloves have a strip of metal along their edges that cause extra damage if used by a monk doing an "open hand" attack. They come in two types: with a strip of Mithril and with a strip of Adamantite. The former gives a monk +1 hit probability and does 1d4 extra damage and the latter gives +2 and 1d6 extra damage. These make monks able to hit Gargoyles, etc that are only harmed by magical attacks.

ROPE OF TRICKS

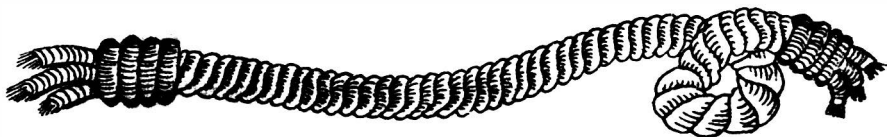
This is a 20' long piece of rope that can be used like a "Rope Trick" spell. By throwing one end up into the air the rope will hang vertically and up to 6 people can climb it. On reaching the top they enter an extra-dimensional space where they cannot be found and can stay for up to 1 hour (6 turns). After this time (and earlier if they wish) they reappear at the top of the rope and climb down. However if someone has taken the rope away they will fall to the ground taking 2d6 damage.

ROPE OF TRICKERY

This appears to be a Rope of Tricks but is, in some ways, more powerful. It can be thrown into the air and will stand there but anyone who climbs to the top and vanishes doesn't go to an extra-dimensional space but instead is turned invisible. He can then climb down and stay invisible, but he will lose this when he attacks. Each person may only use this rope once a day. One of the best uses for this item is to fool people into believing that you have gone when you are really still there, and can hear what they are plotting, etc.

ROPE OF RESIDING

This is a Rope of Tricks with no limit on how long you may stay in its extra-dimensional space. However this space moves about with the rope so if someone throws it into a pit then when you come out that is where you will be. Monsters often live in the space at the top of these ropes so it is advisable to be very careful the first time you use one as there might be a dragon at the top!



MAGICAL TINDERBOX

Taken from a Hans Christian Andersen story this apparently normal tinderbox is highly magical. If it is struck once a large dog will appear and serve the owner of the tinderbox faithfully. This dog can "dimension door" (36" range) once a day and can be sent back to its own magical land on command. Its characteristics are: 4 hit dice, armour class 5, move 9", intelligence: high, attack: two 1d6 front paws and a 1d10 bite, alignment: Lawful/Good. There is a 10% chance that the dog will not obey a neutral master and a 2% chance that it will attack him. These rise to 25% and 5% for an evil master.

If the tinderbox is struck twice in quick succession rather than the dog detailed above a larger one appears. This one is nearly 10' long and is the same as the above, except for the following: may dimension door twice a day (45" range), 6 hit dice, armour class 3, move 12", intelligence: exceptional, attack: two 1d8 front paws and a 1d12 bite.

Similarly if the tinderbox is struck three times in quick succession an even larger dog appears. This is the same as the above two except for: it can dimension door three times a day with 60" range, 8 hit dice, move 18", armour class 1, intelligence: genius, attack: two 1d10 front paws, and a 2d8 bite.

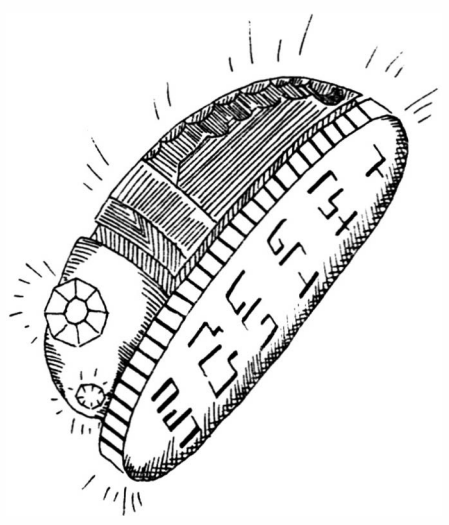
If killed a dog vanishes and can never be summoned again. It is possible to bring all three dogs (or just two) to serve simultaneously. This is done by striking the tinderbox enough times to summon one dog, then leaving it for one segment and then striking it enough times to summon another dog.

CURSED TINDERBOX

This appears to be a desirable magical tinderbox but if it is struck a Demon type I will appear and attack. There is a 05% chance that the demon will serve the owner of this tinderbox (if he is C/E, N/E or L/E aligned) but the moment he stops touching it the demon is freed and will take the tinderbox (and its unfortunate owner) to Hell or some other Outer Plane.

EYES OF VIEWING

When these cusps are placed over the eyes they make their user able to see out-of-phase and invisible creatures and objects. However, whilst they are being worn their user cannot see anything but out-of-phase and invisible things so he is very open to a surprise attack or pick pocketing attempts.



SANCTUARY SCARAB

This scarab is made from solid gold and has several gems encrusted in it, making it worth 5000gp for this alone. However its value is far higher because it has been endowed with powerful magic. If held aloft all creatures that view the scarab must save vs spells or be unable to attack the scarab's possessor. They must act as if hit by a "Sanctuary" spell.

The possessor of the scarab may fight and cast spells but if he attacks a creature that failed to save against the scarab that creature is given another attempt at saving. This happens each time the creature is attacked. All character classes may use this scarab and it has 50 charges. It may be fully recharged by a "Wish" spell, a Limited Wish will renew 15 charges.

SPELL SWORDS

These magical weapons come in a great variety of power. Apart from a normal magical bonus to hit (from +1 to +4) these swords also have a spell inside them and each time they hit an opponent the appropriate spell is cast upon him. Due to the extreme power of these items the duration, etc of spells caused by them is the same as it would be if a 20th level MU had cast the spell. These swords have intelligence scores of 6+1d6 and ego scores of 8+1d4. They come in all alignments. The vast majority of spell swords are long swords, but there are a few short spell swords. The higher the to hit bonus of a sword the more powerful the spell inside it. For details of exactly what spells are carried see table.

- Weapon
- +1 sword : Reduce (reversed Enlarge), Shocking Grasp, Sleep
 - +2 sword : Enfeeblement (as Ray spell), Scare, Slow, Confusion, Fear
 - +3 sword : Feeblemind, Death, Disintegrate, Flesh to Stone
 - +4 sword : Power Word: Stun, Power Word: Blind, Power Word: Kill



CURSED WAR HAMMER

This appears to be a standard magical war hammer but it is in fact cursed. In melee it acts as a normal war hammer but if it is thrown it will fly through the air in a loop and come back and hit its thrower, doing 3d6 damage. It hates dwarves and if thrown by one will loop back and hit him for 4d8 damage (look out dwarves!).

SLIME POTIONS

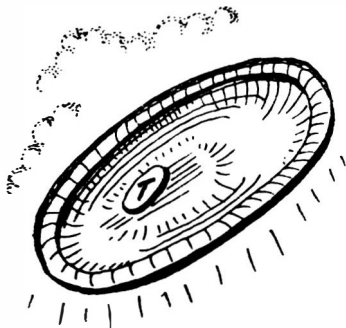
These appear to be normal potions, full of green, ochre or colourless liquid. Yes, you guessed it (the ochre gave it away) they're full of green slime, ochre jelly or gelatinous cube under high pressure and if someone is stupid enough to remove the stopper from one of them out will come the nasties (covering everything within 15') and people will start getting paralyzed, dissolved and other horrible things. Great fun!

BOOTS OF FLOATING

Anyone wearing a pair of these boots will be able to walk quite safely over any liquid or semi-liquid surface. They will enable him to cross lakes, rivers, bogs, marshes, etc and will stop him sinking into deep snow. They can do this because they are able to reduce weight placed upon them to an incredible degree. For the same reason anyone wearing these boots will leave no tracks as he walks.

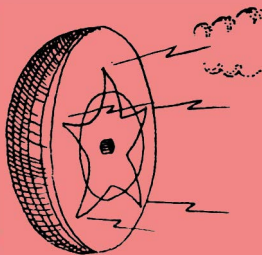
TENSER'S DISC

This is a Tenser's Floating Disc with a Permanency spell cast upon it. When found it will have a Platinum piece at its centre with the letter "T" (for Tenser) on it. Whoever holds this coin is able to control the disc. It must stay within 100' (10^m) of its controller but otherwise can carry weight and move about just as a standard floating disc.



GEM OF BEAUTY

This is a large, glittering diamond (worth 5000gp) that is so lovely that every living creature that views it must save vs spells or be compelled to own it, taking it by force if necessary. This is a good item to play on a normally peaceful L/G party of adventurers.

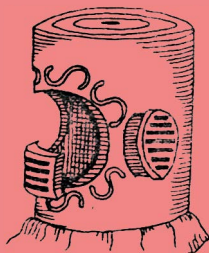


ANTI SPELL SHIELD

This is an extremely powerful defensive aid for Fighters and subclasses of Fighters. It is a large, circular shield and is able to block spells. If a missile-type spell (magic missile, lightning bolt, disintegrate, etc) is fired at the bearer of this shield he can try to block it. To do this he must roll under his DEX on 3d6. If he is successful he has been able to move the shield into the path of the spell and the shield has absorbed the spell. It can absorb up to 30 levels of spells (10 3rd level, 5 sixth level, etc) and the moment it takes more than this it will break (NB: the spells are not then released). Once broken the shield is useless.

HELM OF COMMUNICATION

These helms are very useful and exist in quite large numbers. They are used for long distance communication because a wearer of one can speak and everyone else within 100 miles also wearing one will be able to hear what he says. A few helms can translate the speech to aid understanding.



DEMON POTION

This is a small bottle full of some vile-coloured liquid which is the essence of a demon. The bottle has a label on which is the demon's name and each time this is spoken aloud there is a 05% chance that the demon will be enraged and come out of his bottle, forming in 1 melee round. If the top of the bottle is removed the demon will come out and form (and then attack). An easy way to kill the demon is to pour a vial of Holy Water into the bottle before the demon can get out. If someone attempts this they must roll under their DEX on 1d20 to be successful. If they fail the demon is out of the bottle and will have to be slain in the normal way.



GEM OF HEAT/COLD

These very small (1/2" across) gems are useable by druids only. They are slightly magnetic and will stick to any metal surface. Once attached they will start to heat/cool the metal as per Heat/Chill Metal spell. If spotted and removed the effect ends and the gem can be used again but otherwise the gem is destroyed when it reaches the most extreme heat/cold possible.

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TRADE ENQUIRIES

The best way to find something out is to phone (see Editorial).

NOW: A COMPETITION

This issue we haven't included a "Competition Chronicles" i.e. a recount of an adventure in the Pyrus Complex. We want you to do one. Send us a story of a game in the Pyrus Complex, typed if possible but this is not essential, and we will choose the best, type it out and print it in a future issue of "The Beholder". The writer of this story will receive one (or maybe even two or more) free issues or have his subscription extended. Come on, get writing! Send your entry to Mike as soon as possible.