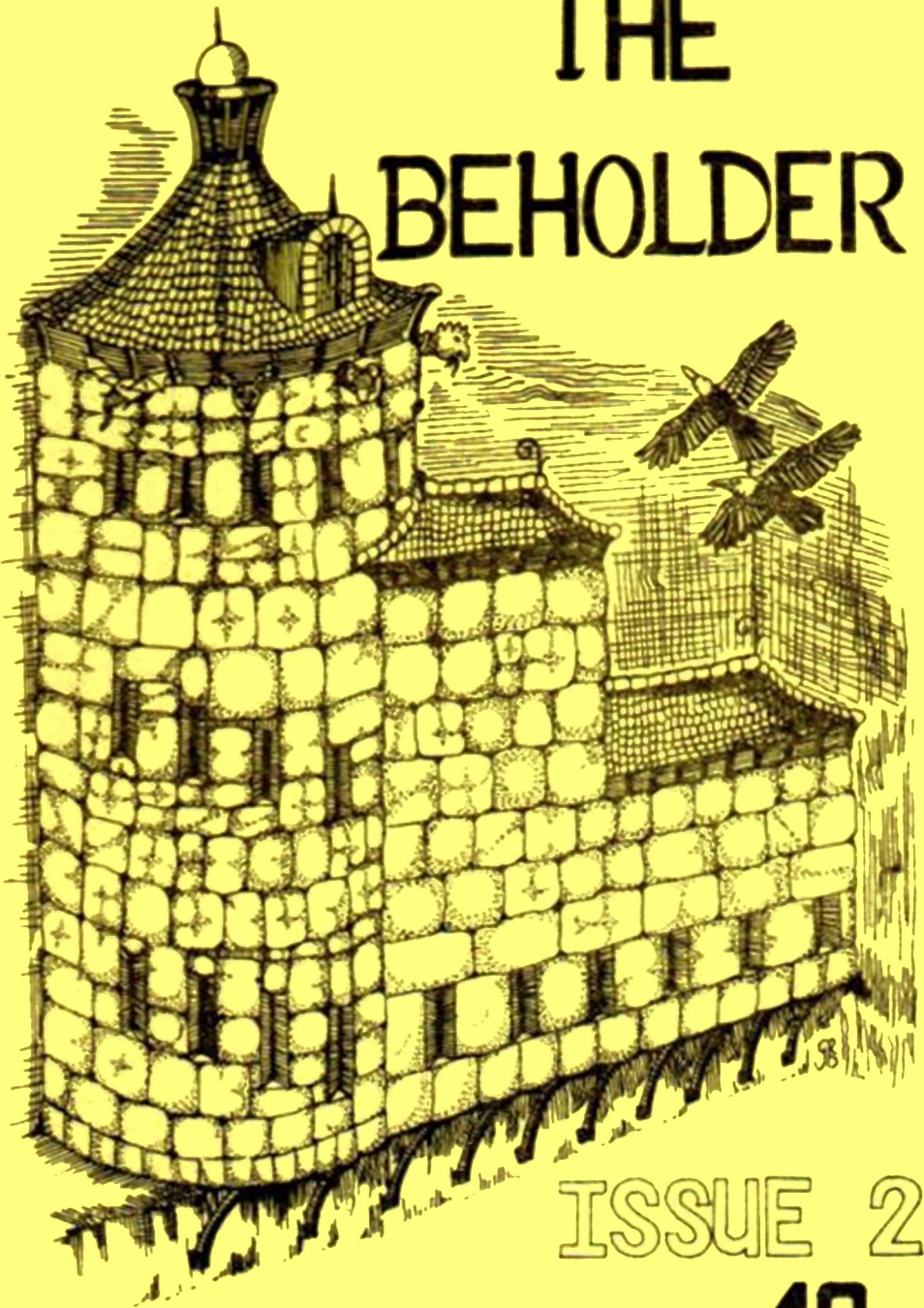


THE BEHOLDER



ISSUE 2

40p

EDITORIAL

Well here we are again with issue two of "The Beholder", a 'zine devoted to "Dungeons and Dragons" (D&D), the role-playing game from T.S.R. Hobbies Inc, P.O. Box 156, Lake Geneva, Wisconsin 53147. This issue we also include one article on the SF (Science Fiction) role playing game "Traveller" which is put out by GDW, 203 North St, Normal, Illinois 61761. The U.K. agent for both the above companies is Games Workshop of 1 Dalling Rd., Hammersmith, London W6.

This 'zine is put together by mainly two people:

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and

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If you want to write to us for any reason whatsoever then write to Mike. If you want to phone try Guy first and if you can't get through then try Mike.

We feel that this issue is better all round than issue one and we hope that you will agree. There is another character class(although we don't intend to have one in each issue or anything like, it just turned out like this) and another competition dungeon. If you are a dungeon freak then we think that it is safe to say that you will like our 'zine, our dungeons are without doubt the most detailed and complete to be put into a D&D 'zine. However, some people dislike the competition side. Would you prefer standard mini-dungeons or no dungeon at all? Please write and let us know.

We still want contributions from you, it's your chance to get in print and get free issues! You'll get one free issue for every article or each group of magical items/monsters. If you come up with a complete competition dungeon then you'll get several free issues. Please get your articles typed if you can and enclose an SSAE if you want them returned.

Don't forget our contact page. Send in details of your D&D club, postal D&D campaign, plea for new players, etc and we'll print them.

One of the main complaints about issue one was that it was too "heavy" and that there was no light reading. So far The Beholder has been full of "useful" stuff but if you would like to see stories of D&D games, reviews, etc then write and tell us, or write one!

Finally, issue 4 or 5 of The Beholder is going to be a "monster, monster issue" so send us your one favourite monster of your own design (which hasn't been printed before) and the designer of the monster which is most popular with us will get one years free subscription to this 'zine. Good luck!

Mike and Guy.

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Continuing from the Trickster we present

THE LONER

The Loner has some of the abilities of Thieves, Rangers and Monks plus his own unique abilities. To become a Loner a character must have good scores in all abilities, for the Loner is a skilled all-rounder. His strength score must be 9 or greater, his intelligence 9 or greater, wisdom 10+, constitution and dexterity 13+ and charisma 9+. Most of the Loner's abilities necessitate a good constitution and thus this personal characteristic is the prime requisite of the Loner. If a Loner has a score of 15 or greater in his constitution, he gains an extra 10% to earned experience.

The purpose of this character class is to form an independent character for individual or small group play while maintaining many of the diverse abilities of a larger group. Loners generally shun company and never join groups of greater than 5 in number.

Loners are "Freedom-Fighters" and for this reason are restricted to the following alignments; Chaotic Good, Chaotic Evil, Chaotic Neutral and True Neutral.

The abilities of the Loner are outlined in tables I and II.

Loners may be both male and female and of the following races (class level limit for race given in brackets); Human (unlimited), Elven (10th), Half-Elf (9th), Halfling (8th).

Loners may wear no armour and may not employ a shield. However it will be seen that the natural armour class of the Loner rapidly increases with advancement in levels. Thus the Loner becomes more adapted to fighting as his experience increases. The Loner is also restricted in his choice of weapons. He may choose from the following list; Club, Dagger, Scimitar, Spear, Sword (Short or Long only), Blow Pipe, Bow (Short or Long). Proficiency and advancement in fighting is identical to that of Rangers.

Loners dislike restriction in movement and for this reason they never encumber themselves by more than 40%. Also due to the Loner's carefree way of life, the character may never carry more about than he cares to carry on his person (thus he could not use donkeys or the like). A Loner may set up a stronghold at any time after attaining 10th level. He may never move around with bands of followers and may spend no longer than one month at his stronghold at a time. He must ALWAYS spend at least half of his time wandering alone.

Loners have a "Starting Allowance" of 20-120gp (2d6). As well as restrictions in armour and weaponry, the Loner is restricted to the use of only the following magical items; magical weaponry of the above type, Cloaks of Protection (no other armour), Rings of Control, Invisibility and Protection, Miscellaneous as for Thief. NB NO Potions, Rods, Wands, Staves, Rings (other than above) or Scrolls.

A Loner may never be part to a multi-classed character or character with two classes.

TABLE I

Level	Level Title	Special Ability
1	Drop-Out	Stalk and Hear Noise
2	Man O' The Wilds	Track
3	Graduate O' The Wilds	Swim and Water-Breathe
4	Lord O' The Wilds	Resist Cold
5	Son O' The Earth	Resist Disease
6	Brother O' The Earth	Resist Fire
7	Lord O' The Earth	Resist Poison
8	Son O' The World	Infravision 120'
9	Man O' The World	Wilful Healing
10	Lord O' The World	Fly

Levels beyond 10th. are; 11 Loner, 12 Loner Adept, 13 Loner Magnate 13th. level, 14 Loner Magnate 14th. level etc. 20 Free Spirit 20th. level etc.

Explanation of Table I

Stalk is the combined ability of Hide in Shadows and Move Silently. The chance of success is equal to Moving Silently for a Thief of the same level with adjustments made for race and dexterity. A successful Stalk allows the character to camouflage himself and move without making any sound for a number of turns equal to his level.

Hear Noise is exactly as the thievish ability with an equal chance of success as a Thief of the same level after adjustments due to race and dexterity.

Track is identical to the Ranger's ability (as per AD&DPH).

Swim allows the Loner to swim at a speed of 3"+1" per level above 3rd. to a maximum speed of 24".

Water-Breathe allows the Loner to actually respire in water, but only for a limited length of time. The Loner can Water-Breathe for 1 turn + 5m.r. per level of experience above 3rd.

Resist Cold protects the Loner against extreme, low temperatures as would the 1st. level Clerical spell made permanent.

Resist Disease protects the Loner from all forms of disease and the adverse affects created by such afflictions.

Resist Fire protects the Loner against extreme, high temperatures as would the 2nd. level Clerical spell (of the same name) made permanent.

Resist Poison protects the Loner against any dangerous foreign bodies in the blood stream.

Infravision 120' enables the Loner to see into the infrared spectrum up to a distance of 120' away and thus to detect any heat source within range.

Wilful Healing enables the Loner through the will of his mind to heal damage on his or her body. The amount of points healed is similar to the amount healed by a Monk of 2 levels below that of the Loner. This can be done once only each day.

Fly enables the Loner to move horizontally and vertically through the air. Speed is 3" per turn + 1" per level of experience beyond 10th. This horizontal distance is halved if the Loner is moving up or down. The Loner can fly for 6turns at 10th level, the duration increasing by 2turns each level thereafter. The Loner must rest for a like number of turns before he may fly again.

The Loner gains the following ability at 20th level;

Ultravision, the ability to see radiation in the ultraviolet spectrum, thus allowing the character to see well in nighttime darkness. The range is roughly equivalent to the normal sight of a human at dusk.

Table II is on the opposite page.

Explanation of Table II

The Hit Die of the Loner is a d6. At first level only, the Loner gains a die modifier of +2. The maximum number of hit die for the Loner is 10, attained at 10th level. Beyond this level the Loner gains 2½ hit points per level (ie 2 at 11th level, 3 at 12th, 2 at 13th, 3 at 14th etc.).

Natural Armour Class is the armour class attained by the Loner at each specific level. This is subject to dexterity adjustments.

Table II

Level	Experience Points	Dice (d6) for Accumulated Hit Points	Days Without Food / Water		Natural Armour Class
1	0-2500	1+2	7	2	10
2	2501-5000	2+2	7	2	8
3	5001-10000	3+2	7	2	7
4	10001-20000	4+2	8	3	6
5	20001-40000	5+2	8	3	6
6	40001-65000	6+2	8	3	5
7	65001-100000	7+2	9	4	5
8	100001-150000	8+2	9	4	4
9	150001-250000	9+2	9	4	4
10	250001-400000	10+2	10	5	4
11	400001-750000	10+4	10	5	3
12	750001-1250000	10+7	11	5	3
13	1250001-1750000	10+9	11	6	3
14	1750001-2250000	10+12	12	6	3
15	2250001-2750000	10+14	12	6	2
16	2750001-3250000	10+17	13	7	2
17	3250001-3750000	10+19	13	7	2
18	3750001-4250000	10+22	14	7	2
19	4250001-4750000	10+24	14	7	2
20	4750001-5250000	10+27	14	7	2
	+500000 per level	+2 H.P. per level	max.	max.	max.

Days without food; the Loner can survive the given length of time totally without sustenance. During this time he will suffer no adverse affects.

Days without water; the Loner can survive the given length of time totally without taking in liquids and will suffer no adverse affects during this period.

NB The maximum period without food or water is 14 and 7 days respectively. The best natural armour class (without dexterity adjustments) obtainable by the Loner is A.C.2

Example

Wayfarer 6th level Loner Male Elf Chaotic Good Brother O' The Earth.

S 10, I 09, W 13, Con 17, D 14, Cha 14.

30HTK (6d6+2). Natural A.C.5.

Abilities; Stalk 52% (47 + 5 (Elven)). Duration; 6 turns (1hr.).

Hear Noise 25% (20 + 5 (Elven)).

Track as Ranger, Swim 6" per turn + Water Breathe for 2½ turns.

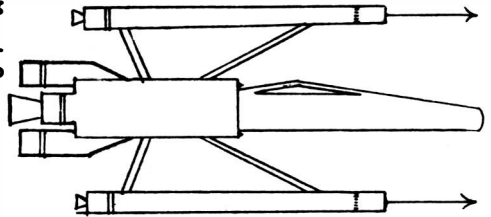
Resist Cold, Disease and Fire.

Survive 8 days without food, 3 without water before suffering adverse affects.

At high levels the Loner is obviously a powerful character with abilities of Infravision 120', Wilful Healing, Flight and ultimately Ultravision on top of all the lesser abilities. (The Loner flies by will power, but once having learnt the secret is able to fly with minimal concentration.) Due to these abilities, the Loner is weak at 1st level and advancement in experience levels is slow. Having attained a high level however, the Loner must vie with the M/U for power.

TRAVELLER

Recently I bought GDW's SF role-playing game "Traveller", looking for a change from D&D. At first I was bitterly disappointed, as many of you may have been, to find a mere set of guidelines, rather than the completeness offered by TSR's "Advanced D&D". However I didn't want to think that I had wasted my money so I set about building up GDW's guidelines. Here are some of the results.



PROGRAMMABLE SMG

Until you or one of your pals gets a spaceship computer skill isn't too useful, so here's a use for it. This weapon is like a large SMG with a removable tripod stand, but it has a slit at the back to take computer programmes. The programmable SMG is the same as a standard SMG but it costs CR 5000. This price includes the tripod which weighs 1000 g and is 400mm long. When removed from the tripod this weapon can be used in combat as a normal SMG is but when fixed to it the computer feature can be used. At the moment there are four pre-programmed cassettes which can be bought: 1) Continuous fire, 2) Fire at anything that moves within a 60° arc, 3) Fire at any human or humanoid in front arc and 4) Fire at any human/humanoid in police uniform. Costs for these are CR 100 for 1, CR 250 for 2, CR 400 for 3 and CR 650 for 4. Needless to say cassette 4 is highly illegal on ALL worlds. When one of the above cassettes is put into the SMG it will carry out the programme until ammo runs out or the cassette is removed. If the SMG has multiple possible targets it will fire at the one which it has most chance of hitting, if there are two or more targets which the SMG has equal chances of hitting it will fire at one at random.

Blank cassettes can be bought for CR 25 each and can be programmed by anyone with computer skill. The basic chance of success is 6+ with a +1 DM for each computer skill level of the programmer. However, if the programme is highly detailed or complex the SM may reduce the chance of success. Programmable SMGs are available on planets with technology level 8 or higher.

GRENADES

There are no rules for the use of grenades and high explosives in Traveller which is annoying because players always want them. So far I've devised three types of grenade which are the following:

1) H.E. Grenades: These are the standard type of grenade, consisting of a large egg-shaped metal canister packed full of high explosive. They have a pin which, when released, starts a seven second delay and then sets off the explosive. Normally these weapons are thrown. This has a range of 20' plus an extra 3' per point of strength of the thrower. When they explode everyone within 10' takes 5D damage, people between 10' and 20' away take 3D and people between 20' and 30' away take 1D. If they explode in a confined space e.g. a small room everyone takes one extra die of damage. Worlds with a technology level of 6+ have H.E. grenades.

2) Smoke Grenades: Similar to the above these release clouds of white smoke when they "explode". One grenade will make enough smoke to fill a 25' cube and the smoke will stay for several minutes unless a strong wind is blowing in which case it will disperse in 1 minute. Smoke grenades are

found on worlds with a technology level of 6+.

3) Vapourisation Grenades: Slightly larger than the above two types these grenades are deadly and only found on worlds with a technology level of 14+. They can be thrown, etc as can H.E. grenades but when they explode all matter within 3' of the grenade is instantly vapourized i.e. totally destroyed. These weapons are very useful for making holes in walls.

All grenades weigh 500g ($\frac{1}{2}$ kg) and are roughly 130mm spheres. H.E. grenades cost CR 70 each, smoke grenades cost CR 60 and vapourisation grenades cost CR 750 each.

Nota bene: armour reduces the damage done by a H.E. grenade. When you have rolled damage done subtract the number following the armour type worn by the person in the grenade's blast area to get actual inflicted damage.

Jack 1, Mesh 3, Cloth 5, Battle 15. Other armour types give no protection against H.E. grenades.

Grenades are deadly weapons in vacuum because the splinters of metal that come from the exploding grenade will carry on moving through space for, almost, eternity!

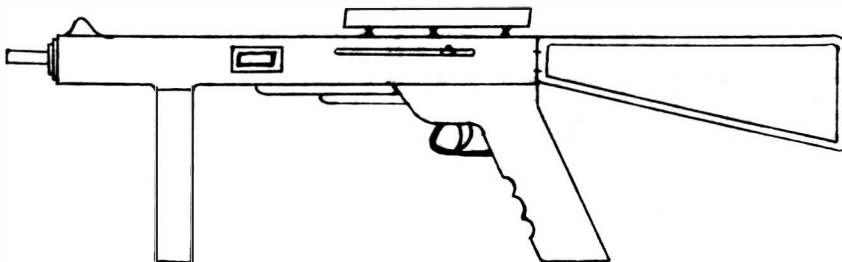
If someone in a vaccsuit is within the blast area of an H.E. grenade their suit will be punctured unless they can roll 12 on 2d6. DM:+1 per skill level in vacc suit. In vacuum a punctured vaccsuit means death in under a minute, so watch out for grenades!

LASERS

Do you get annoyed with lasers? If they are used against someone in reflex armour it is impossible to hit, if they are used against someone in about anything else they hit automatically. I find this absurd, so I try to "crock" lasers. FACT: lasers don't work in the rain. As lasers are beams of concentrated light the drops of rain deflect the beam and ruin it. So if you are taking on a laser equipped force do it on a rainy day or (if indoors) try to switch on the sprinkler system.

If you are VERY imaginative (or have a degree in physics) it is worth getting Traveller, especially as the cheaper U.K. edition is now out at "only" £5.95.

Watch out for more on Traveller in future issues of The Beholder.



Some rather more powerful monsters this time in:

MONSTER SUMMONING

CATILAE

Summoned by Mike

Frequency: Common
No Appearing: 10-100
Armour Class: 6
Movement: 9"
Hit Dice: 2d8+2
% in lair: 20%
Treasure Type: K (Groups:C)
No of Attacks: 1
Damage/Attack: By weapon
Special Attack:"Stampede"
Special Defense:"Climb"
Magic Resistance: Standard
Intelligence: Average
Alignment: Neutral (good)
Size: M
Psionic Ability: See Text

Catilae are peaceful and basically friendly creatures of the wilderness. They can be found anywhere, but tend to shun humankind and most other humanoids. In appearance a Catila resembles a Centaur except that instead of a horse's body it has that of a giant (4' long) caterpillar. It's many legs with small suckers on their ends give a Catila the power to climb sheer walls, etc and to even hang upside down from ceilings.

Catilae specialise in caring for animals and when met in the wilderness there is a 40% chance that they will be looking after a group of 4-24 Herd Animals. The reason that Catilae are so good with animals is that they all have a form of the psionic discipline "Animal Telepathy" which can be used constantly

(but it only works on mammals) with a 60' (6") range. If attacked this telepathy will be used to start a stampede of animals which will, hopefully, give the Catilae a chance to flee or scare off the attackers. Catilae normally make their living by acting as shepherds if close to human(oid) settlements.

ALBATROSS

Summoned by Mike

Frequency: Uncommon
No Appearing: 1
Armour Class: 7
Movement: 18"
Hit Dice: 1d8
% in lair: 02%
Treasure Type: None
No of Attacks: None
Damage/Attack: None
Special Attack: None
Special Defenses:"Curse"
Magic Resistance: Standard
Intelligence: Animal
Alignment: Neutral
Size: M
Psionic Ability: None

The albatross is a large sea bird with a very wide wing span. It is perfectly harmless but, if someone kills it, he comes under a severe curse (c.f. The Ancient Mariner). This curse reduces all of the victim's characteristics (strength, dexterity, charisma, etc) by 1 point every hour until they all reach a value of 1. At this point the victim must save vs poison or die. If he survives the curse goes and he may regain points at the rate of 1 every week until they reach their original level.

Note that some giant birds look similar to albatrosses and when a DM uses one of them his players will be scared stiff of killing it for fear of being cursed.

VAMPIRE BAT

Summoned by Mike

Frequency: Uncommon
No Appearing: 2-20
Armour Class: 5
Movement: 12"
Hit Dice: 2d8+2
% in lair: 35%
Treasure Type: D
No of Attacks: 1
Damage/Attack: 1d4+1
Special Attack: Level drain
Special Defenses: only hit
by magical weapons
Magic Resistance: Standard
Intelligence: Semi
Alignment: L/E
Size: S
Psionic Ability: None

These obnoxious creatures are related to both vampires and bats. They are able to fly very well and have a type of "radar" system of night vision which lets them see 360' (36") in the dark. They hate light and will never enter an area of full daylight (or area of effect of a spell which creates such light).

Vampire bats are undead creatures and can be turned as a ghoul can. They benefit, as do all undead, from never sleeping, being immune to ESP, etc. They can only be harmed by magical weapons.

When a vampire bat attacks it will try to bite the neck of the opponent. This attack is the same as any other except for the fact that if the victim is wearing a helm the bat attacks at -1.

The first time a vampire bat hits it does 2-5 damage and drains one level. From then on the bat is attached and does an automatic 2-5 damage each round until it or the victim dies. Note that the level drain only occurs once.

OHM

Summoned by Mike

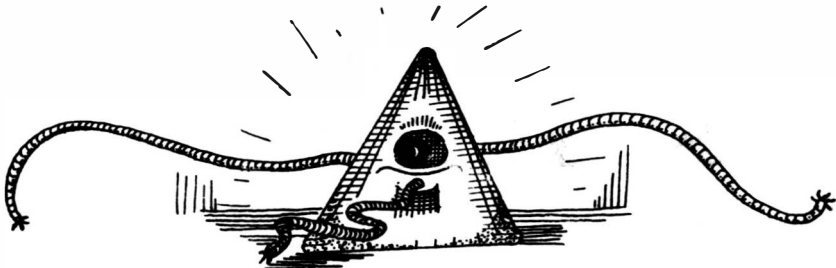
Frequency: Rare
No Appearing: 1-6
Armour Class: 10
Movement: 3"
Hit Dice: 8d8
% in lair: 0%
Treasure Type: None
No of Attacks: 3
Damage/Attack: 2d4
Special Attack: None
Special Defenses: "Shock"
Magic Resistance: Standard
Intelligence: Low
Alignment: Neutral
Size: M
Psionic Ability: None

The Ohm is a strange sub-terranean creature. Its shape is that of a 3-sided pyramid (i.e. a tetrahedron) with one eye and one tentacle coming from each of these sides. The unusual thing about the Ohm is that a very strong electric current runs through its body at all times. This makes an Ohm glow, creating a circle of light with radius 15' which has the Ohm at the centre. Because of its electrical base water is very harmful to Ohms, harming them as oil does other creatures.

When attacking an Ohm lashes its 10' long tentacles which, on hitting, do 2d4 damage.

If someone hits an Ohm with a metal weapon he takes 1d6 electrical damage.

Electrical attacks (e.g. Volt's tails and Lightning Bolts) have no effect on Ohms and heat/cold attacks do only half damage.



JUVAH

Summoned by Mike

Frequency: Rare
No Appearing: 1-4
Armour Class: 5
Movement: 6" (9" swimming)
Hit Dice: 5d8
% in lair: 10%
Treasure Type: G
No of Attacks: 2
Damage/Attack: 2d6
Special Attack: "Delude"
Special Defenses: None
Magic Resistance: Standard
Intelligence: Low
Alignment: Neutral
Size: L (8' tall)
Psionic Ability: None

The Juvah is a large and slimy creature which resembles an Umber Hulk in shape and size. It usually resides close to swamps or rivers which are prone to flooding.

If attacked, threatened or provoked a Juvah will attack with its two arm-like tendrils which do 2d6 damage if they hit. However the whole body of the Juvah is covered with a liquid similar to a delusion potion and when damage is inflicted the victims body takes in some of this liquid which makes him believe that he has taken no damage. To simulate this when a Juvah hits the DM rolls damage secretly and tells the victim that, although he was hit, he was not wounded. This can be nasty because a player, after fighting a Juvah, will go

and fight something else thinking that he has plenty of hit points left and will actually only have a few.



SNAPDRAGON

Summoned by Mike

Frequency: Rare
No Appearing: 1-4
Armour Class: 7
Movement: 0"
Hit Dice: see text
% in lair: 0%
Treasure Type: None
No of Attacks: 4-20
Damage/Attack: 1d6
Special Attack: "Fire" (?)
Special Defenses: None
Magic Resistance: Standard
Intelligence: Low
Alignment: Neutral
Size: L
Psionic Ability: None

The Snapdragon is a large version of the normal plant, except for the fact that its flowers not only look like dragon's heads, they ARE dragon's heads. These can bite for 1d6 damage. A Snapdragon will have from 4 to 20 of these heads and each one has 1d4 hit points. When attacking a Snapdragon a player says which head he will attack and, when the head reaches zero hit points, it has been cut off.

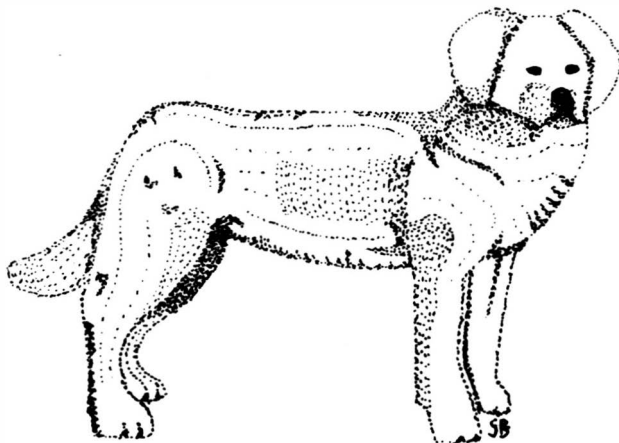
Very rarely Snapdragons are able to breathe fire. This has a range of 6' and does 2d4 damage unless a save is made. Each head may breathe only once a day.

Every time a head is cut off there is a 02% chance of the Snapdragon dying. It dies automatically when all heads have been cut off.

MOFE

Summoned by Guy

Frequency:	Human	Dog	The Mofe is a humanoid formed of white, magical foam. Fire does +3 damage per die to it but goes out after one melee round. Normal weapons do $\frac{1}{2}$ damage and are (50%) turned to foam. Cold and lightning have no effect. The Mofe attacks with two hands which cause 1d8 damage and (unless save vs staves is made) cause loss of intelligence points (1d4). This is due to a hyper-powerful impulse emitted from the Mofe which affects the brain. If seven or more points of INT are lost in one melee round the victim goes unconscious for 2d6 turns. If reduced to 3 INT the victim goes insane for 1d6 turns, having unpredictable actions and masochistic tendencies. If reduced to 2 INT the victim becomes zombie-like, cannot fight, has no will, loses speech, etc. If reduced to 1 INT or less the victim dies. Intelligence is gained at the rate of 1 pt per 6 turns up to half the amount lost, the rest can only be regained by a Cure Disease or Wish, etc. NB: MUs cannot cast spells if they have their INT reduced below 9.
No Appearing:	Rare	Rare	
Armour Class:	2-12	2-12	
Movement:	7	8	
Hit Dice:	12"	12"	
% in lair:	3d8	2d8	
Treasure Type:	20%	40%	
No of Attacks:	B	Q	
Damage/Attack:	2	1	
Special Attack:	see text	see text	
Special Defenses:	see text	see text	
Magic Resistance:	see text	see text	
Intelligence:	Very/Highly	Average	
Alignment:	Neutral (Law)	Neutral (Law)	
Size:	M	S	
Psionic Ability:	None	None	



THOUGHTS ON COMBAT

In all FRP (Fantasy Role Playing) games the system for combat is most important. D&D combat is very basic and rather an abstraction and this is where games such as C&S or Runequest have an advantage over it. However, few D&D groups use the D&D combat system without some form of "house rule" additions. These take the form of more complicated melee, bringing player skill into things, critical hits, instant kills, fumbles, etc.

Straight D&D combat brings in a small degree of realism with the bonuses for weapons vs armour types and weapon proficiency rules but it is still lacking in "feel". Several groups use adjusted C&S systems for combat but this tends to lengthen melee considerably and here non-fighting types, e.g. MUs.

Bringing player skill into combat is often desirable although quite hard to bring about. One of the simplest ideas here is to get all of the participants in a melee to write down what they intend to do in the next melee round and then get them to do it. This doesn't work, however, if you take a melee round to be longer than about 20 seconds.

The use of Critical Hits (or "crits") is commonplace in D&D circles. They are normally some special damage done or wound inflicted and come about whenever someone (including a monster) rolls a '20' on the "to hit" die. Normal results are double, triple or even quadruple damage done, a limb sliced off, opponent knocked out or opponent killed (an "instant kill"). An excellent example of a critical hit system by Lew Pulsipher appeared in WD (White Dwarf) number 8, but it only can be used against human(oid)s which is a pity.

The opposite of a critical hit is a Fumble. This is the chance of a weapon breaking, being dropped or hitting the wrong person. Surprisingly few people use a fumble system which seems rather strange. A fumble occurs when someone rolls a '1' on the "to hit" die. Another die is then rolled to determine the exact type of fumble.

If it is found that someone other than the intended is hit then randomly determine who by referring to people's positions and the length of the weapon used by the one who has "fumbled". When this person has been found see whether the blow actually hits them and if it does roll for inflicted damage as normal. Note that it should be hard to break magical weapons and that if you include weapon breakage then MUs will start taking more "Mending" spells, something that they rarely do otherwise.

Some people seem to misunderstand what a "hit" in the D&D system really is. When you roll the required number or above on the "to hit" die you have hit your opponent and also penetrated his armour. The latter point is important to remember because some attack-forms do not need to penetrate e.g. an electric shock because, in this case, the armour will (if metallic) conduct. If a "to hit" roll has been enough to hit AC 10 (or AC9 if you use "old style" D&D) then the attacker has touched the armour and any effects resulting from this should be applied even if the roll was insufficient to actually get through the armour.

In the Players Handbook you will find that a high DEX can increase your AC. This is perfectly sensible, an agile person would find it easier to dodge blows, etc. but when you come to consider your standard D&D fighter or cleric done up in plate and shield it is hard to see how they could jump out of the way of a blow, even with a DEX of 18. To show this I suggest that the AC bonus for high DEX be halved (round up) if the person with it is wearing chain or plate armour.

From the Barad-Dur spell-book here are some:

NEW SPELLS

FUSE (Alteration)

Level:1
Range:0
Duration:1 round/level
Area of Effect:One item

Components:V
Casting Time:3 segments
Saving Throw:None

Explanation/Description: This spell is used as a delayed fuse for any appropriate object. When cast upon an object the MU states when, before the end of the spell duration, he wants the fuse to operate. The fuse creates an explosive device of tiny area of effect but extreme heat which will set off acid/fire bombs or set alight any inflammable material within two inches of the fuse. The most common use for this spell is to create a "delayed action firebomb" by placing a fuse inside an oil flask.

BLOCK TRANSFORMATION (Enchantment)

Level:4
Range:6" + 1"/level
Duration:1 round/level
Area of Effect:One Creature

Components:V,S
Casting Time:2 segments
Saving Throw:Mag

Explanation/Description: This spell can be cast on any one creature (or person) within range. They are allowed a save vs spells but if they fail this then whatever form they are in when the spell hits they must remain in for the duration of the spell. This will prevent use of a polymorph ability and stop creatures such as phase spiders moving "out of phase". This is an MU and Illusionist spell.

WATER WALKING (Alteration)

Level:2
Range:0
Duration:1 turn/level
Area of Effect:One Creature

Components:V,M
Casting Time:6 segments
Saving Throw:None

Explanation/Description: This druidical spell enables a druid to endow one creature (or the druid himself) with the power to work on the surface of liquids with no ill effects. The material component of this spell is a vial of spring water which must be drunk by the creature being given the water walking ability.

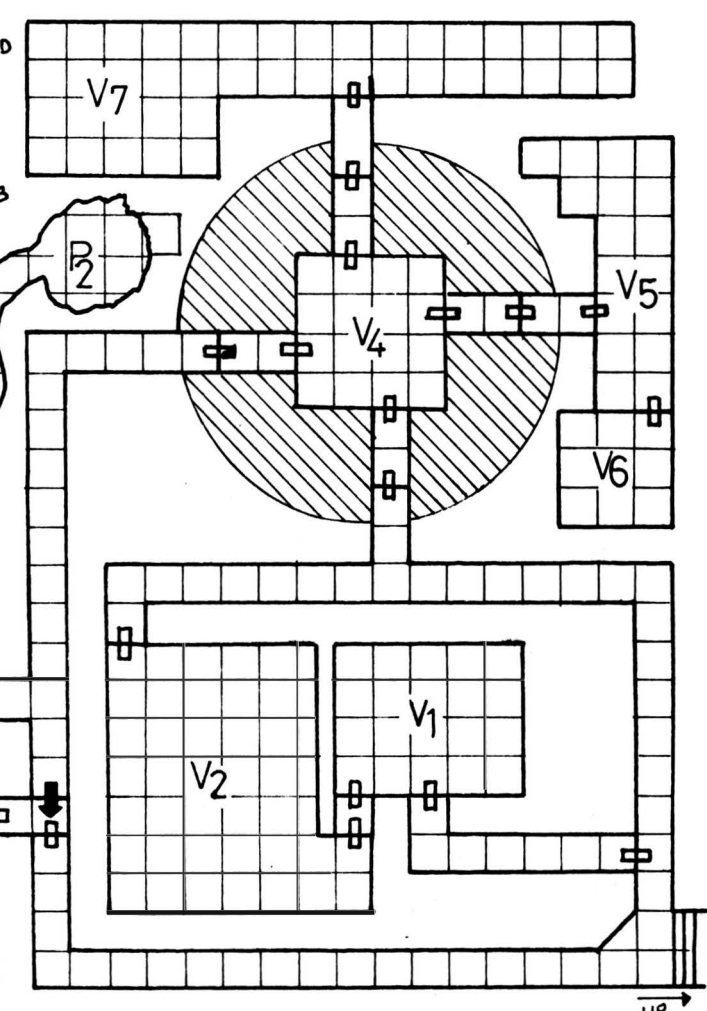
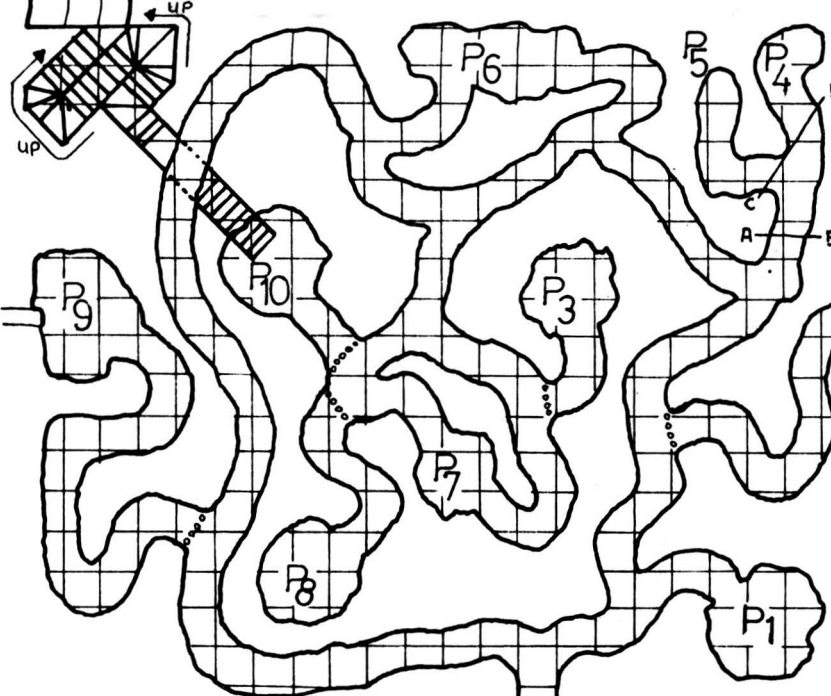
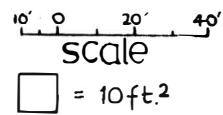
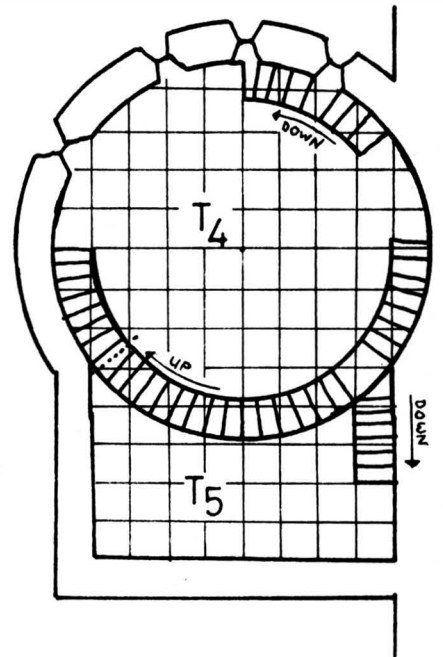
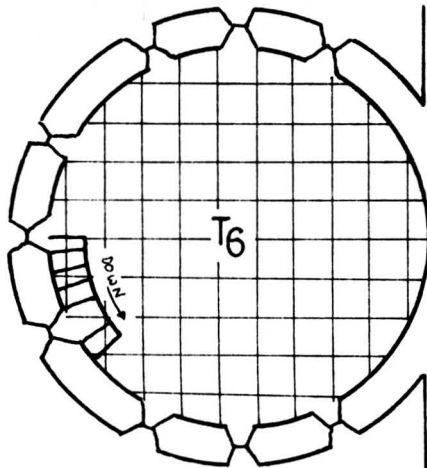
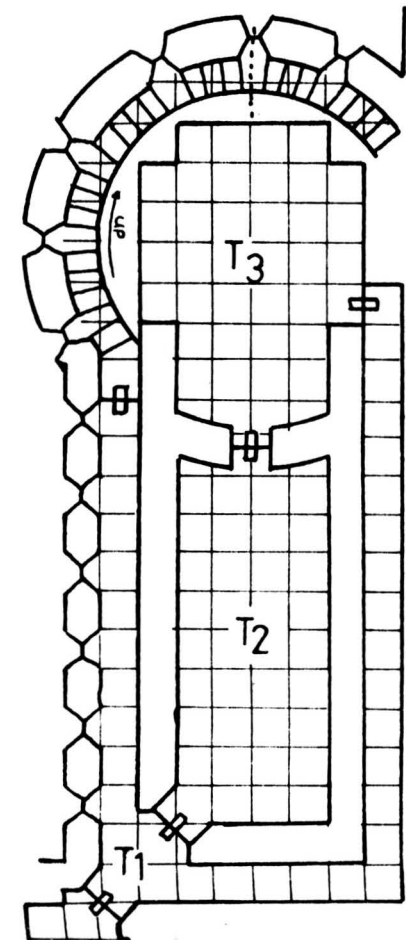
LOCATOR (Alteration)

Level:2
Range:10"/level
Duration:1 turn/level
Area of Effect:Special

Components:V,S,M
Casting Time:1 turn
Saving Throw:None

Explanation/Description: This is an MU spell used to aid determination of location. It is cast upon a rock or small stone (which is the material component) and, for the duration of the spell, the casting MU will know where that stone is i.e. which direction it is in and how far in that direction. If the stone is placed somewhere in the dungeon the MU will (as long as he stays within spell range of the stone) be able to tell where he is in relation to it and this will help mapping and finding where the party is after "hitting that damn teleporter". Note, however, that the stone may be moved by monsters to cause some annoyance to the MU and make him lose himself.

petrarch's tower and the vaults of experimentation.



KEY

- = barred gate
- = stairs
- = door (reinforced oak)
- = one-way door
- = window

We now present you with our second Competition Scenario...

PATRIARCH'S TOWER AND THE VAULTS OF EXPERIMENTATION

Firstly for those who missed our first issue, a short explanation. In each issue of "The Beholder we are presenting a complete and ready to use Competition Scenario. Each such presentation will include the following; a map or plan of the area, a background history, detailed description of the area covered by the map, complete list of pre-determined characters, a "Competition Points" scheme and possibly a short account of a playtest entitled "Competition Chronicles".

The pre-rolled characters are distributed to a set of players who attempt with these characters to gain as many competition points as possible. The characters are then re-distributed to another set of players who attempt the same. Each set has a set time limit in which to gain points, and points are gained for completing given tasks, finding treasure and killing monsters. According to the G/M points can also be awarded for good character play. The following scenario can be set into your own campaign with minimal alterations.

With apologies to those in possession of issue 1, we now commence Competition Scenario no. 2.

This is a competition for a maximum of 5 pre-determined characters to be chosen from the following:-

OG (Son of Thog): 3rd. level Fighter Dwarf 22HTK A.C.2 10gp.
18(42) 10 10 15 12 10

Plate-Mail + Shield, Battle Axe, Light Crossbow, 20 +1 bolts, 10 Iron Spikes, Case (40 bolt capacity), 20 bolts, Large Sack, Rations.

ATLOS: 3rd level Human Fighter 28HTK A.C.1 10gp.
16 09 12 10 12 14

+1 Plate-Mail + Shield, Two-Handed Sword, Long Sword, Long Bow, 15 Arrows, 5 Silver Arrows, Quiver (20 arrow capacity), 100' of Rope, 5 Flasks of Oil, 5 torches, Tinder Box, Rations.

WESTPHALIA: 3rd. level Female Human M/U 14HTK A.C.10 10gp.
08 17 13 16 10 17

Gown, Potion of "Polymorph (Self)", Bone case containing Scroll of "Rope Trick", "Magic Missile" and "Haste", Hooded Lantern, 2 Flasks of Oil, Tinder Box with Flint and Steel, Dagger, 10' Pole, Rations.

NORTHERN: 3rd. level Half-Elven M/U 12HTK A.C.4 10gp.
11 18 07 15 10 13

Robe and Pointy Hat, Bracers of Defence A.C.4, Potion of Levitation and Scroll of "Charm Person", Leather Backpack, 2 daggers, Rations.

MANDEOS (Main D'Bos): 2nd. level Human Cleric 14HTK A.C.2 10gp.
12 12 16 09 08 09

Plate-Mail + Shield, Ring of Regeneration (You may like to rule that this ring is extremely old and will only regenerate a certain amount of hit points eg. 20-30), Footman's Mace, Steel mirror, Silver Holy Cross, Vial of Holy Water, Sprigs of Wolfesbane, Garlic and Belladonna, Small Sack, Rations, Lantern, 3 Flasks of Oil.

WILLYUM POLECAT (Son of Lazarus Stoa): 4th. level Thief 16HTK
A.C.6 10gp.
12 09 12 09 17 15

Cloak, Bracers of Defence A.C.6, Thieves Picks and Tools, 50' of Rope, Large Sack, Long Sword, Rod of Beguiling (1 charge), Rations.

STROLLER: 3rd. level Ranger 25HTK A.C.2 10gp.

14 13 15 15 10 13

Plate-Mail + Shield, Long Sword, 10 Spears (Short), Quiver (containing spears), 5 Torches, Large Sack, Elven Boots, Rations.

HEIRONYMOUS: 4th. level Monk 14HTK A.C.7 10gp.

15 09 16 15 16 12

Gown, Monk Gloves (Mithril; +1 hit prob. +1d4 damage), Hand Axe, Large Sack, Thieves' Picks and Tools, Rations, Lodestone (directional).

A balance of the above should be maintained; it is suggested that you don't use both Thief and Monk and that only one of the M/U's is used.

THE HISTORY OF PETRARCH'S TOWER AND THE VAULTS OF EXPERIMENTATION:

The Tower of Petrarch is situated on a precipitous ledge watching over the Pass of Petrarch. The Tower has only one entrance and exit other than by flight; via the Vaults of Experimentation. The Tower is impossible to climb to even by magical means, due to the extreme height and glass-like smoothness of the cliffs above and below it and the countless overhangs.

The Wizard Petrarch first discovered the prehistoric "Three Thousand Steps of the Abyss" that led into what are now the Vaults of Experimentation over 500 years ago. On the ledge beyond the Vaults he built his stronghold and bred an evil species of Eagle to help him towards his evil intent. The guarded pass became the terrible "Pass of Petrarch" nicknamed "The Neck of Doom".

In the Vaults, Petrarch placed his experimental failures and successes as guards to his stronghold. Nothing has been seen of Petrarch for 300 years but whisperings rumour his death and naming of an heir.

The entrance to the Three Thousand Steps are greatly feared in the neighbourhood and funds have been raised to hire mercenaries to oust the inhabitants of the Vaults and capture the Tower. These mercenaries are the parties that you, the G/M are supervising.

Obviously the Vaults must be in the same state for each party sent down them. For this case, the scenario can be assumed to be enacted in identical worlds with the same Vaults and Tower and the same time and life systems (ie. "Mirror Worlds").

A DESCRIPTION OF PETRARCH'S TOWER AND THE VAULTS OF EXPERIMENTATION:

The Vaults

NB The "Vaults of Experimentation" have nothing whatsoever to do with the Halls of Testing (of U.O.). Only the name bears any resemblance.

The vaults are entered by the 3,000 Steps which descend from the surface 1,500' to the level of the ledge of the Tower of Petrarch.

The steps enter the map at the South-East corner.

The passages are smooth-walled and carved through solid rock. They are 10' high and unlit, the floors are smoothly paved. Doors are 5' wide and 8' tall and made of reinforced oak. They are not locked unless it is specifically stated otherwise. Roll wanderers normally as if the vaults were on the 3rd. dungeon level. Preferably use the following; roll 1d12:-

1=1d4 Gnolls 2=Gremlin 3=Threep 4=Ghoul 5=Gelatinous Cube 6=Eagle Ape 7=Volt 8=Goldeater 9=Whirler 10=Black Urchin 11=droll 12=Nilbog Goblin.

NB none of the above should be met more than once (unless they survived the first encounter).

V₁: Written on both doors to this room in the common language is the following rhyme; "Fire is Our life and fire your grave,
Red is Our hue, Myself and My Slave."

The Western door is locked. The room is lit by jumping flames in the North-East corner. These leap from a crack rent through the paved floor. The fissure is 20' long and 5' wide, the depth is immeasurable. The inhabitant of the crack is a Red Slime Monster (R.S.M.), his slave, a Soul Sucker hovers nearby. (The former is 19HTK, (4d8), A.C.6, Move 6", 2 Attacks at 1-6/1-6 + "Ignite"-S.T. vs. Staves or 1d8 damage + 1d4 next m.r, MM=59 (=2A)). It appears as a hobbit-sized humanoid of fiery-red, translucent slime. The Sucker is A.C.4, Move 6", 9HTK (2d8), 1 Attack drains Intelligence a.r.o. 1-3pts. per hit, MM=40 (for game purposes). It appears as a 3' ball of red light).

The flames are extinguished by holy water. The R.S.M. can only survive for 3m.r. out of the flames. From the flames it has a striking distance of 5'. The flames automatically extinguish if the R.S.M. is killed.

V₂: The North-West door is Wizard Locked, the Eastern door is normally locked. Written on the Northernmost door on the outside is the following; "My tenant shall render thee fossilized".

The room is 15' high, cold, dark and dusty (a 3" layer covers the floor). A small grey-backed, brown-bellied dragon-like beast is hibernating in the South-West corner but wakes on detecting the slightest temperature change in the room. This is Petrarch's favourite development, a Petrifying Worm (24HTK (4d8+2), A.C.5, Move 6", 3 Attacks at 1-4/1-4/1-6 or (50%) breathe 30'x30' cloud of petrifying vapour (encases victim for 1d10 turns (S.T. vs. D.B.)). Conforms to other dragon characteristics. MM=117 (=2A)).

The Worm sleeps on the M/U's gifts; 500sp, 500gp, Goblet inset with glass gems worth 50gp, Mithril bracelet worth 250gp.

Scattered around the North-East corner of the room are 3 dusty old arm-chairs on each of which is a colony of Brown Mold (as per AD&DM).

V₃: This is the outer guard room of the Vaults. 8 Gnolls dwell here 9, 6, 12, 15, 13, 10, 7 and 14HTK. 4 are armed with battle axes, 3 with morning stars and no.8 with a two-handed sword. The Gnolls cannot be surprised because a trip-wire 10' before the door rings a warning bell. Each Gnoll has 2-12ep and 2-8gp. No.8 has 20gp and a Golden Lion (Figurine of Wondrous Power) in his belt pouch. (He does not know its use). No.8 also has a bunch of keys around his neck which open the locked (not Wizard Locked) doors of V₁ and V₂, and the chest "C".

The room contains 5 ~~benches~~ against the Western wall, a central 10' diameter table surrounded by 10 chairs, an ornate desk with writing materials (no.8 is literate), a reinforced oak chest ("G") against the East wall containing 750gp. and the Clasp of Maethros, a golden clasp worth 250gp. Skins of bitter wine lie on the table.

MM=7.7 each (average). no.8=12.2

V₄: This area revolves when all of the party are in the room or in one of the radiating passages (20'). The square shape of the room helps to hide this action, the only clues to its true nature being the hairline cracks each side of the passage, 10' before the outer door to each fanning corridor. The room rotates according to the die (d4) throw; 1 = $\frac{1}{4}$ turn 2 = $\frac{1}{2}$ turn 3 = $\frac{3}{4}$ turn 4 = no movement. (all rotations clockwise).

The room is 15' high and lit by an iridescent fire-glow, emitted from capillary vessels lining the walls. The vessels contain a diluted solution from the glands of a Fire-Beetle.

V₅: Written on the Eastern door to this room in the common language is the following rhyme; "Chill is Our life, glaciation your end,
Blue is Our colour, Myself and My Friend"
The Southern door is locked. The room is lit by an electric blue light originating from the Northern alcove. In this alcove is a pool of shimmering, freezing cold liquid. The inhabitants of this pool are two Blue Slime Monsters (15 and 14HTK, (3d8+2), A.C.6, Move 18", 2 attacks at 1-4/1-4 + freeze 1 limb; throw 1d4; 1=left leg, 2=right leg, 3=left arm, 4=right arm. Remains frozen for 1d10 turns. MM=33 & 31). The B.S.M.'s can survive for 5m.r. out of the pool and will attempt to prevent the characters from entering room V₆. B.S.M.'s appear as mannikin-sized, translucent blue, jelly-like humanoids. The pool can be drained by depressing a lever on the wall just South of the Northernmost alcove. The pool is 10' deep and a large golden key, the Skeletal Key of Maethros lies on the bottom.

V₆: The only door to this room is locked but can be opened by the Key of Maethros. Opening the door the party are faced with an illusory dead-end. The room is lit in artificial sunlight from an indeterminate source. Lush, green grasses and mosses cover the floor. In the centre of the room is a pool of 10' diameter, of clear 2' deep waters. The pool is surrounded by flat stone slabs. To the South of the pool, lying on the stones is a small (2"), bright yellow frog. To merely touch this frog causes death within 1d4m.r. (s.t. vs. Poison at -2). The pool which appears to be 2' deep has an illusory bottom and is in fact 20' deep. On the base of the pool are 750gp. and a ceramic flask of concentrated weedkiller marked "Plant Poison" (though it is also deadly to humans).

V₇: The door to this room is not locked but slightly ajar. From inside the room emit rumblings followed by cries of excitement. Through the doorway the characters can only see a wall just in front of them. This is a small 5' partition screening the rest of the room from the eyes of unwanted visitors. Balanced above the door is a bucket of paralyzing lotion which souses everyone within 5'. The paralysis can only be removed by use of the anti-paralysis lotion in the bucket in the South of the room. The room is inhabited by two Ogres who are playing 10-pin bowling, using paralysed victims as pins. Ten stiff human fighter types stand at the Southern end of the room while the two Ogres bowl from the Northern end. The Ogres are 17 and 20HTK. The Fighters appear as they were when they were first paralysed; it is therefore apparent that they are still all alive but if they are all de-paralysed it will be found that only two have survived the ordeal. These are the brothers Elgror and Elcror, 2nd level fighters (Elgror; 15HTK, A.C.2, 16 09 08 10 11 15 Long Sword, Elcror; 14HTK, A.C.2, 15 10 07 10 12 16, Long Sword), both keen to prove their skill at fighting.

In the North of the room are two stone benches and an unlocked chest containing the Ogres' loot; 250cp, 30sp, 130gp, 5pp, a jewelled necklace worth 300gp and a flask (containing Potion of Healing).
Ogres' MM=37 & 44.

The Winding Passages

These passages are an intermediate area between the Vaults and the Tower. The walls and ceiling are roughly hewn but the floors are smooth from wear. The passages are not lit. Barred gates close some of the passages. These gates are locked and reach from floor to ceiling. The bars are 6" apart. Wanderers are the same as for the Vaults.

P₁: At the far side of this room a full-looking pouch lies on the floor.

Passing 10' into the room activates by means of a trip-wire a reverse gravity. All within the room take 1d6 damage as they fall 10' onto what was the ceiling. The pouch also falls, disappearing into a crack. The crack is 2' wide and 5' deep and guarded by 2 warrior ants. (14 & 13HTK. MM=28 & 26 (-1.5A)).

The pouch contains 3 rubies worth 500gp each. At the bottom of the crack is a lever which retains the original gravity if depressed.

P₂: The barred gate blocking the entrance to this room can be unlocked using the Skeletal Key of Maethros. In the centre of the room is a well 30' deep cast in Continual Darkness. There is no water in the well; it is prison to a Roper. On the East wall of the room are painted stone-age-like depictions of buffalo and deer. If this wall is touched a Magic Mouth will cry "Guardian arise!", from the wall around the top of the well. This will cause the Roper to extend his tentacles into the room. The tentacles will grope around for victims in the room and drag them into the well to be devoured. (Roper is 55HTK. MM=450 (= about 1/4A due to vulnerability to burning oil from above)). The Eastern wall to the room is actually heavy canvass and covers an alcove 10'x10'. The alcove contains 1230gp, a mithril statuette worth 500gp and a red enameled tile 3"square.

P₃: In the centre of this room is a bed of rich earth in which a tree is growing. The tree is but 6' high and appears to be a young oak. At the top of the tree is a shining ball of mistletoe. The mistletoe has silver leaves which emit a light that illuminates the whole room, and it bears a single golden berry.

Clinging to the leaves around the berry is a solitary Rot Grub. The Grub will jump onto any hand that picks the berry. When thrown to the ground the berry causes a lightning bolt of 5d8 damage.

P₄ & P₅: Across the line A-B the passage drops 5' in level and runs for 20' before rising up 5' in level again at the line C-D. This trough contains 4 invisible, young, 5' cubed Gelatinous Cubes. (They are 17, 12, 22 and 20HTK with total MM of 126).

In the dead-end of P₄ a jackdaw sleeps on the top of a steel post, to which he is chained by a silver shackle. The bird awakes on the party's approach and demands in the common tongue to be released. If released it will reward the party by materialising an orange enameled tile 3"square. It will then fly off to return and catch up with the party 3d4 turns later with a patrol of 4 Gnolls and a Sniffer Dog. (The Gnolls are 9, 12, 10, 8HTK, the dog does not fight. Total MM=31). The Jackdaw does not stay to watch the fight but hurries away to freedom.

In the dead-end to P₅ there lies a small black bag containing a 3" square yellow enameled tile.

P₆: Written at the junctions of the entrance passages to this room, on the ground, is the following; "Grey grass is where green grass

was,
But green grass breeds more men-
ace."

The floor of the room is covered with petrified grass which turns green and animates 1m.r. after someone walks on it. The animated grass wraps around the legs of the party and secretes enzymes which dissolve metal in 1m.r. and do an automatic 1d6 damage per m.r. on exposed flesh. lying in the centre of the room is a green enameled tile, 3"square, and a small sack containing 550gp. (each 10' square of grass is 20HTK, A.C.6 1' attack on anyone in area for 1d6 damage. MM=39 per 10'square).

P7: On a bench in the East of this room sits a little old man, the "Dungeon Epitomist" (more about him some other time). He's invulnerable to all forms of attack but cannot himself harm anyone. He can give as much or as little information to the party as he pleases, and for a suitable price, for he is the being that goes around inscribing warnings for innocent adventurers. He knows nothing of the Tower but can direct the party in the right direction. He has a blue enameled tile which he will sell to or give to the party as he wishes.

P8: In the centre of this room is a glass pillar filled with a clear liquid in which is suspended a large brain. The pillar emits a pulsing beat in time to a pulsing green glow. When the party enters, the brain gives them the following riddle to solve;

"My first is in Dragon,
My second in Shadow,
My third is in Golem,
My fourth in Wight's Barrow,
My fifth more than once in Slithering Tracker,
My sixth and seventh in Sabre-Toothed-Tiger,
My all is as follows for glee or for sorrow,
A creative mistake, a beast of tomorrow."

The answer is Owlbear. (I suggest that you mark up the actual time spent in solving this riddle as the amount of game time spent at it). The brain gives the party a time limit of 10 minutes and if this is exceeded no reward will be materialised. The reward is a Tenser's Disc (as per T.B.1) and a Rope of Entanglement (as per Greyhawk) with 12 hit points left.

P9: The barred gate to this room can be unlocked by the Skeletal Key of Maethros. The room is dark and 15' in height. Towards the West wall is a hollow trunk of a leafless tree, with 2' diameter openings, 10' up on the East side and 12' up on the West side. Opposite the Western opening, on the West wall of the room is 2' diameter passage which winds for 100' to the sheer cliff face.

In the tree sleeps Escalus the Pseudo-Dragon (9HTK MM=10). He sleeps on a pile of 250gp, and an Indigo and a Violet enameled tile.

P10: The barred gate to this room can be unlocked by the Skeletal Key of Maethros. The room is empty but steps lead down 10' into a short tunnel which leads to a flight of steps up to a landing and a large iron-barred oaken door.

The Tower

The Tower is built on a precipitous ledge overlooking the "Neck of Doom". All rooms and passages are lit by torches on the walls. All doors are oak reinforced with iron bands. The floors are smooth paving stones, the walls are whitewashed, the ceiling height of passages is 10' and of rooms, 30'. Spiral steps lead from one floor to another. There are no wanderers.

T1: A 10' wide corridor with 4 places of entry. Entrance from the Winding Passages is in the South-West corner. The door is not locked but a bell is rung as it is opened. This will be heard in T2.

T2: This large room is lit by 2 great chandleabras as well as the torches on the wall. Running down the centre of the hall is an oaken table, 60' long and 8' wide. 3 Gnolls guard the room against intruders and each has a leashed Giant Lizard trained to kill. (Gnolls are 14, 12, 10HTK, total MM=29. Lizards are 15, 19 and 13HTK, Total MM=81).

T₂ (cont.): Each Gnoll has 2-12ep and 2-8gp.

T₃: Written on the Southern door to this room is the following dictum;
"Thou shalt do evil, thou shalt rever the name of Satan,
Thou shalt do no good, thou shalt denounce all goodness,
This shalt thee obey or wilt thou pay in pain."

This is the dreaded torture chamber of the Neck of Doom. The master torturer is a 7th level Monk, Urak the Terrible (A.C.5, 20HTK, 3 attacks per 2m.r. at 3-9 damage each. (don't forget all his special abilities). Screeching and groaning emits from the room; a Kobold lies under a dripping tap in the Northern alcove, with a Dwarf hanging by manacles beside him, A dead human lies on a table in the centre of the room with thumb-screws on each hand, an iron maiden lies empty in the Western alcove, and Urak is applying wedges to a screaming Half-Orc in an iron boot. Urak will attempt to save his own life if in difficulty (by feigning death?). Personal statistics are 16 11 15 11 16 11 C.B.

T₄: This is on the second level and reached by spiral steps from T₁. Petrarch II, heir of Petrarch is carrying out an experiment on spontaneous generation. At the top of the steps from T₁ is a small, young adult Brass Dragon (24HTK, roll for talking/sleeping. Has no magic use. MM=360 (=2A)).

Two tables are arranged pointing North-South. they are 25' long and made of oak. On one is a series of flasks, tubes and tanks containing various liquids and gases, the end product of which is a tank full of small black bugs. If any part of the apparatus is moved or smashed it may blow up (50%) causing 2d8 damage to everyone in the room. On the second table is the body of a large Dragon-like beast, the abdomen of which has been cut open to reveal the stomach. This has obviously been cut open and restitched together. Peristaltic waves pass through the stomach and along the intestine. Passing out at the end of the intestine is a sticky black, highly poisonous liquid which is being collected in a bucket.

T₅: On the Southern wall of this chamber is a large mosaic pattern of a rainbow. 7 3"square tiles, one of each standard colour of the rainbow, are missing from the pattern. For each tile replaced the party is allowed a more powerful wish. Thus if one tile were replaced, the party could only wish something animal (eg 200gp, 2h.p. each restored, lspell back etc.) but if all 7 were replaced the wish could be far greater (eg 3000gp, All restored to full hits, Safe Teleportation to surface etc.).

T₆: The bedchamber of Petrarch II. His grand four-poster bed is against the Eastern wall. Petrarch II himself sits at a desk by the Northernmost window to the room. He is a 7th level M/U with the following spells; Sleep, Ventriloquism, Magic Missile, Read Magic, ESP, Darkness 15'r., Magic Mouth (laid on his ~~trunk~~ chest), Protection From Normal Missiles, Fly and Extension I. He is 26HTK Personal statistics are 10 17 09 15 12 07 Chaotic Evil MM=500 (for game purposes). If in dire trouble, the Wizard will attempt to escape through a hatch in the ceiling.

NOTES AND AIDS TO CONVERSION

Urak's MM is 200 (for game purposes).

MM=Monster Mark calculated by using the actual hits of the monster and not the average hits of its species. Where necessary it has been adjusted to keep the value reasonable in relation to a constant (That of the average Gnoll).

The alignment of the player characters has been left to the players to decide for themselves.

If you are planning to put this scenario into your own campaign as a normal dungeon, I would suggest that you convert competition points into experience points by a ratio of 1:10. If your "regulars" are to use this scenario take care that they are of roughly the same levels as the given pre-determined characters.

When played as a competition dungeon, experience points should not be awarded. The only points awarded in a competition dungeon are competition points.

The treasure and magical items available in this scenario are present with an eye to making more competition points available and the quantities may be excessive (or deficient!) in relation to your own campaign standards, in which case you are welcome to make alterations.

The awarding of points is detailed below. NB. The notes in brackets are for the G/M's reference only. The points scheme should be copied out for the players reference at all times during the game.

The players should be kept informed as to their position in relation to the time limit. Time should be counted from the moment the party enter the Vaults from the bottom of the 3000 steps to the moment they regain the steps or leave the area by other means.

COMPETITION POINTS TABLE

For every 100gp returned to the surface (includes gems, sp, cp jewelry, etc.):	1pt.
For any magical item found (+5pts. if identified):	10pts.
For every 10pts. of Monster Mark killed:	1pt.
For not returning to surface within time limit of 45 turns:	-5pts. per turn overdue.
For not returning to surface within 60 turns:	Total of ZERO pts.
For each character not returning to the surface alive:	-50pts.

Tasks:

Kill the Goblin slinger (Wanderer no.12; Nilbog Goblin):	10pts.
Kill the inhabitant of the Crack of the Leaping Flame (room V ₁):	15pts.
Kill the slave of the Leaping Flame (Soul Sucker, V ₁):	10pts.
Kill the Grey Worm of Petrarch (V ₂):	25pts.
Find the Clasp of Maethros (V ₃):	5pts.
Take the Golden Lion from Kolëtar (Gnoll no.8, V ₃):	10pts.
Kill the inhabitants of the Freezing Pool (V ₅):	25pts.
Open 3 barred gates with the Skeletal Key of Maethros (gates to P ₂ , P ₉ & P ₁₀ with key from V ₅):	25pts.
Capture the Yellow Frog of the Vaults (V ₆):	20pts.
Free the Ogre's pins (10-pins in V ₇):	25pts.
Find the 3 rubies of Angrenost (P ₁):	10pts.
Pick the Lightning Berry (P ₃):	20pts.
Kill the Death Grass with the Plant Poison (Grass in P ₆ with poison from V ₆):	20pts.
Speak with the Dungeon Epitomist (P ₇):	5pts.
Solve the riddle of the brain of El Grost (P ₈):	20pts.
Capture Escalus the miniature Red Dragon (P ₉):	20pts.
Kill Urak the Terrible (T ₃):	30pts.
Kill Draco, pet of Petrarch II (T ₄):	30pts.
Wish with the Rainbow tiles (from P ₂ , P ₄ , P ₅ , P ₆ & P ₉ when replaced in pattern in T ₅):	6pts. per tile replaced
Kill Petrarch II (T ₆):	40pts.

Points are accumulative when a task combines with points for Monster Mark or treasure. eg Kill Petrarch gives 40pts. + 50pts. due to MM.

The above tasks are in no special order and may be completed in any order. Given character profiles are in order; St, In, Wis, Con, Dex, Cha.

We gratefully acknowledge the inclusion of the ~~MITE & BARBARIAN~~ character class in Issue 1 of the Beholder from the WHITE DWARF FIEND FACTORY

Filled to the brim with magical items it's the:

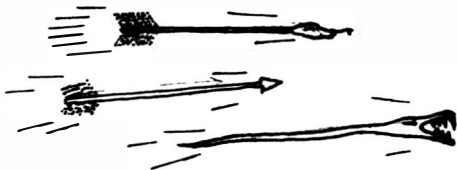
MAGIC JAR

ANTI GRAVITY RUG

These items come in various shapes and sizes and, when found, are normally rolled up. When opened out and lain on some flat surface (e.g. the floor or the ground) a field of reverse gravity as per the MU spell is created in a column directly above the rug. This column stays in existence until the rug is removed. DMs note: this item is not of much use to a "kill it as soon as look at it" party, players have got to talk creatures into moving onto the rug and "falling" or use it in a trap. Be wary, though, of players coming up with very powerful uses for this item, for example if they fall into a pit they will use it to aid their escape by making them "fall out of the pit".

SNAKE ARROWS

These are apparently normal arrows but as soon as they are fired from a bow they will change into small snakes. These snakes are highly stream-lined and will fly on as would arrows until they reach their target. If they score a hit they have succeeded in biting the target and inflicting 1d4 damage (10% chance of poison too). From then on the snake will continue to attack the target until it or the target is dead, whereupon the snake reverts to arrow form and can be reused. The snake's characteristics are: AC5, 1+1HD, move 6", size S, magic resistance: standard and intelligence is animal.



FIRESTONES

Much sought-after by hobbits (for obvious reasons) these apparently normal sling stones are actually highly magical and when fired from a sling they will, if they hit their target, explode into a 6 dice Fireball as per 3rd level MU spell.

SHIELD OF DRILLING

This is a shield in the shape of a large cone. When a small button on the back of it is pressed it will start to rotate, gradually picking up speed until it reaches approximately 500rpm. Fortunately the hand hold of this shield has a revolving connection so it remains stationary when the shield itself is spinning. When at maximum speed the shield can be pressed against any surface and will drill a hole in it, roughly 20" (or 45cm if you prefer) across. This is large enough for anything upto half-elvish size to crawl through, but note the difficulties if wearing plate armour! By pressing the button a second time the shield will stop.

AUGARY DICE

Anyone with wisdom of 13+ can use this set of five dice. When asked a question they will "answer" yes or no, giving the correct reply 80% of the time. The dice can also be asked whether some action will be for the good/bad of the party. The correct reply will be given 75% of the time.

CURSED DICE

Anyone who rolls these dice must save vs poison or become a compulsive gambler. They may have another save every week. As a compulsive gambler a character will be unable to refuse a bet and will waste all of his money on games of chance.

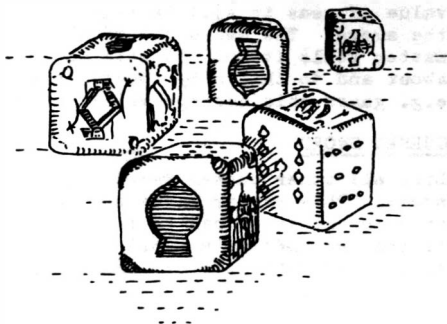
SEVEN LEAGUE BOOTS

Only usable by characters with 9+ STR these boots endow their wearer with the power to step 7 leagues, i.e. 21 miles in one turn. This travel is through an extra-dimensional area and for each step there is a 10% chance that the wearer travels in the exact opposite direction from that desired and there is a 05% chance that he will get lost on the way, taking 3d6 days to get back to his starting point. There are no encounters in the extra-dimensional area,



DISPEL SCROLLS

At the top of these pieces of parchment is written the name of a spell backwards, for example Saeg or Wols. When the scroll is read (by an MU only) the spell written at the top is automatically dispelled. The nearest possible spell that could be dispelled is, e.g. if the spell is Geas then the nearest person under a geas to the scroll when it is read will have their geas dispelled.



INSULATING ARMOUR

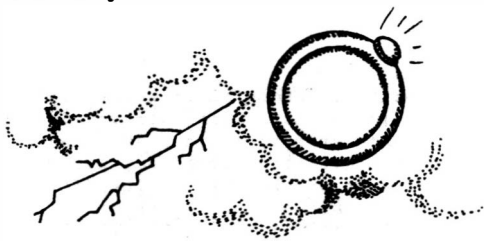
This is a very large suit of plate armour and will only fit humans. Although it has no protective combat bonus this suit is very useful because its wearer is kept in a magical field that protects him from heat, cold, electrical attacks, adverse weather, insect attacks, etc. In fact the suit is nearly totally self-contained and, if used together with an insulating helm, gives its wearer an internal air supply so he can live underwater, in vacuum, etc and will be protected from gases.

AUTOMATIC SWORD

This +2 weapon always has an intelligence and ego rating of 12. It looks like a normal sword with five holes in the hilt which will take gems. On being found the sword will be waiting for an owner. To become the owner of this sword you must place gems in the holes, whoever puts the greatest value of gems in will be regarded as "the master" and will be obeyed by the sword. The sword has no alignment and will attack anyone that the master tells it to. It acts as a permanent dancing sword, able to float about and do things by itself on command. It can also be given orders, e.g. guard this passage which it will carry out until told otherwise.

CURSED SWORD

Like all other cursed swords this cannot be put down without a remove curse spell. This particular sword has no combat plus/minus but when it hits an opponent it sticks to them, staying there until the opponent is dead. If someone uses this sword and gets stuck they will have to fight from then on with their wrong hand, this means that they must suffer -4 hit probability.

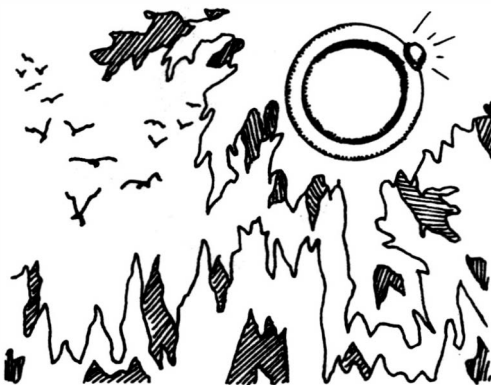


WEATHER RINGS

Only usable by druids these rings give control over one type of weather. They come in several colours: red for heat and the sun, blue for cold and the wind, white for snow, grey for rain and storms and gold for all types of weather. These rings can effect weather within 1 mile of their wearer.

SPELL POTIONS

These small bottles are labelled with the name of one spell. When their stopper is removed the spell on the label will come out and have the usual effect. For example a fireball might come out and explode with the bottle at its centre or everyone nearby might be feared, etc. MUs of 20th level and above can make spell potions, taking one day per level of the spell and costing 10,000gp. The advantage of a spell potion over a scroll is that anyone can use a spell potion, and you don't need a "read magic" spell to make it work.



WAND OF ENFEEBLEMENT

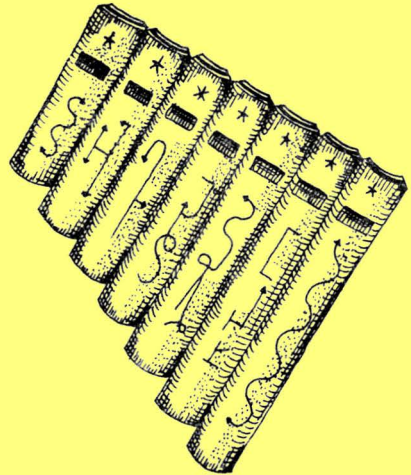
This wand has a small actuator button which, when pressed, fires a Ray of Enfeeblement. This has a range of 60' (6") and may be fired once each melee round. Any creature hit by the ray must save vs wands or suffer a 25% reduction in strength, having the effects explained under the spell in the Players Handbook. A save shows that there is no effect. Multiple hits have cumulative effects as against original strength. In other words 4 hits of the ray reduce strength to 0%. Only MUs may use this wand.

PIPES OF THE FOREST

When played these pipes act as a "Call woodland beings" (4th level druid) spell. The range of effect depends on who is playing the pipes. Normally the pipes have a range of 150' (15") but if the player is a druid 10' per level is added. If he is a bard 15' per level is added. Anyone with DEX 13+ will play the pipes with ease but if DEX is 7 or lower there is a 20% chance that playing will be so bad that the pipes will not attract anything.

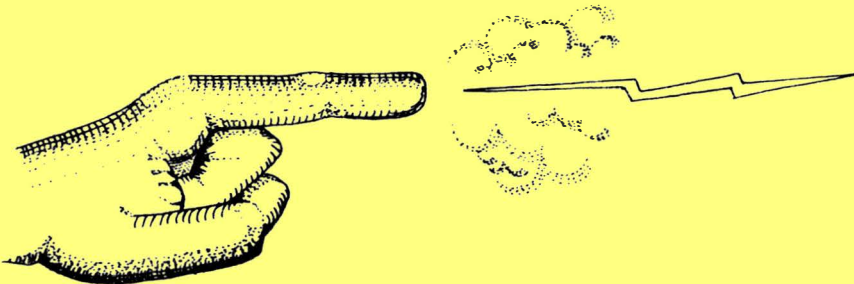
HOLY ARMOUR

This is a suit of armour that has been blessed by a saint, godling or even a god. They are only found of a L/G type and any other alignment cannot use them, just touching them does 2d6 damage. Although this armour has no defense bonus it is powerful against the undead. On sighting this suit an undead creature must roll as if saving vs poison, a fail forces the creature to flee in panic away from the armour. Wearing this gives total protection from level drains by undeads and note that if an undead creature touches the armour in an attack it will have to suffer 2d6 damage.



LIGHTNING GAUNTLET

Usable by all character classes this glove is pure white in colour and can never be stained. When worn each finger (not the thumb) can fire a Lightning Bolt as the 3rd level MU spell. Single bolts are always fired, never forked bolts. They can be fired at anything that the glove's wearer can point at. Bolts fired from the glove have a range of 60' (6") and do 6d6 damage (half that if victim saves). Each finger may fire once per day, if a bolt is not used one day it is NOT accumulated and usable the next.



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