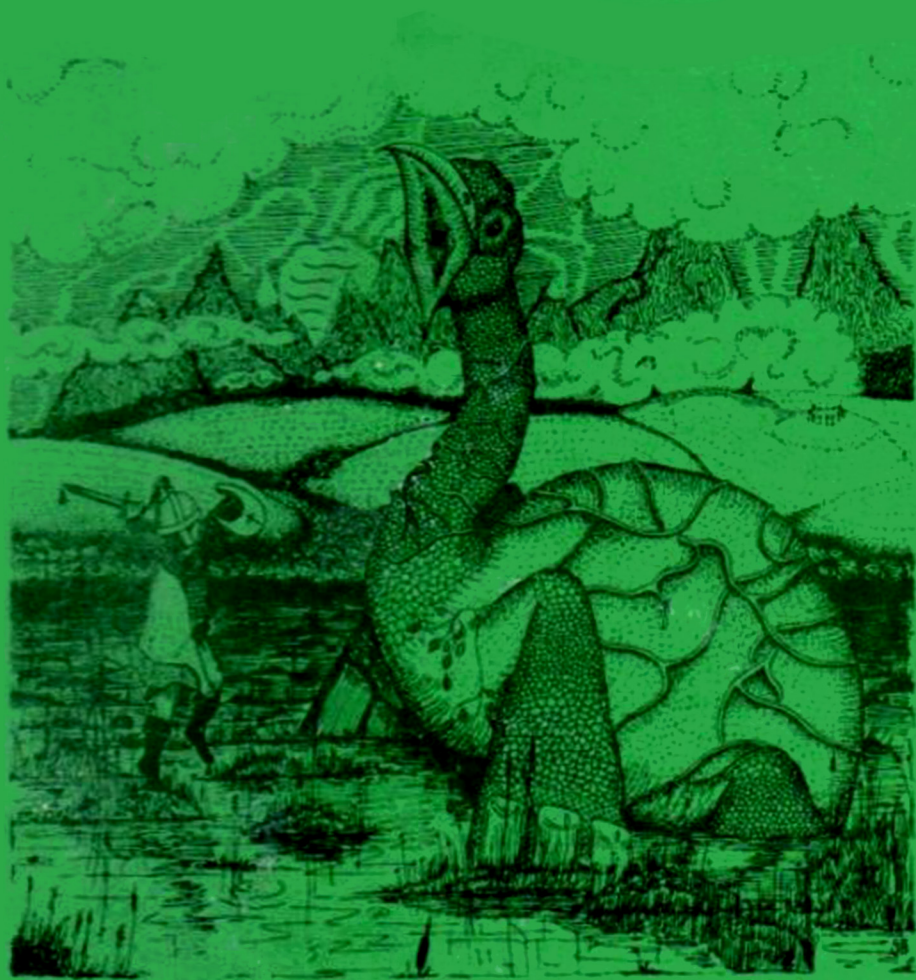


THE BEHOLDER

ISSUE 3



50p

EDITORIAL

Welcome to issue three of "The Beholder", a 'zine devoted to Dungeons and Dragons (D&D), the FRP game from T.S.F. Hobbies Inc, P.O. Box 156, Lake Geneva, Wisconsin 53147 whose U.K. agent is good ole Games Workshop at 1 Dalling Road, Hammersmith, London W6. "The Beholder" is the creation of Michael C. Stoner of 29 Parkway, Dorking, Surrey RH4 1EX (Tel:D'ing 87253)

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If you want to write to us for any reason whatsoever (including subscriptions and contributions, etc) then write to Mike. If, however, you want more speedy communication try phoning. It's best to phone Guy first and if you can't get through try Mike.

This issue we feature as our main article a new spell point magic system. If you have always used "straight" D&D magic we think that you will find this interesting and we urge you to give it a try. The idea behind spell point systems is that of strengthening low level MUs and weakening them at higher levels. They also allow magic using characters more freedom and range of action, this gives more possibilities of skillful play.

Now for a matter of policy. "The Beholder" comes out monthly. Issues should be in the shops by around the 4th of the month. Subscribers get their copies "not from the presses", so to speak, and will almost always have their issues before the shops get them, mainly because of the slow "parcel post" used for most of the latter's orders. So, if you are an impatient person (even if you're not) it pays to subscribe (see back page for details).

Don't forget the upcoming monster monster issue. This will feature new dungeon "nasties", the Super Monster competition and articles on or about monsters. However, if you don't like monsters do not despair, there will be other things too. The monster monster issue will be somewhere between issues 5 and 9, sorry about the wide spread of possibility but there are a lot of variables, most importantly how quickly you send in monsters. Remember we're looking for "Fiend Factory" type monsters. For more details see back cover.

A couple of notes for subscribers. First, please do NOT subscribe for more than 12 issues. If you do and (God forbid) we have to raise our price it could hurt us quite a lot. Second, you will know when you receive the last issue of your subscription because it will have a subscription slip in it.

Mike and Guy.

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Do you ever get bored with standard Gygaz magic? Well why don't you try a new spell point magic system? This issue The Beholder presents a new and completely ready-to-use:

MAGIC SYSTEM

The first group of magic users we will deal with is that made up of clerics and druids.

Clerics get their spells from the gods, druid draw power from the force of nature. Unlike MUs they do not have to learn spells, rather they spend time praying and the gods will give them their spells.

At the beginning of an expedition clerics and druids do not have to choose which spells they will take. When they want a spell they must ask their god for it and, depending on the wisdom of the character and how long they pray for, there is a chance that the god will grant that character that spell. There is, however, a limit on how many spells a cleric/druid can carry around in his head. Each spell is given a spell point value and this shows how hard it is to remember, and a cleric/druid may never have more spells in his head than a certain limit. To find this limit you must determine the spell capacity of the cleric/druid. This is done by dividing the cleric/druid's wisdom by three and multiplying by his level, e.g. D'eos is a 4th level cleric with 15 wisdom. His spell capacity is 15 divided by 3 (i.e. 5) multiplied by 4, which gives a total of 20. Thus D'eos can have upto 20 spell points of spells in his head.

Praying for a spell takes time, see table below.

SPELL LEVEL	PRAISING TIME	BONUS TIME
1st	1 segment	1 segment
2nd	1 round	5 segments
3rd	4 rounds	2 rounds
4th	7 rounds	4 rounds
5th	1 turn	8 rounds
6th	1½ turns	1 turn
7th	3 turns	2 turns

During the praying time the cleric/druid must be undisturbed. Movement, speech or being successfully hit by an opponent all ruin prayer, and it must be restarted.

When the cleric/druid has prayed for the appropriate amount of time the DM rolls to see whether the spell desired is granted. The chance of it being granted is $80\% +$ the wisdom of the cleric/druid, e.g. D'eos with his 15 wisdom has an $80 + 15 = 95\%$ chance of having his prayers for a new spell granted.

If a cleric/druid prays for the praying time and the bonus time, e.g. prays for 11 rounds for a 4th level spell, the chance of his being granted that spell rises by 5%. However, the chance of success can never exceed 99%.

Clerics/druids have to reach certain levels before they can use certain levels of spells. This is shown in the table below.

CLERIC/DRUID'S LEVEL MAX SPELL LEVEL

1st/1st	1st
3rd/2nd	2nd
5th/3rd	3rd
7th/6th	4th
9th/9th	5th
11th/11th	6th
16th/12th	7th

Example: Being a 4th level cleric D'eos can use upto 2nd level spells. However if he were a druid he would be able to use upto 3rd level spells.

Until a cleric/druid reaches the level on the line with a spell level he cannot use that spell level or higher, e.g. a cleric must reach 7th level before he can use 4th level cleric spells.

When a cleric/druid casts a spell its spell point value is subtracted from his spell capacity. Thus if D'eos with his 20 spell capacity cast a spell with a spell point value of 6 he would have 14 spell capacity left.

A cleric/druid may try to pray for a spell when he knows that having it would exceed his spell capacity. The chance of success in these circumstances of the spell being granted is reduced by 10% for each point that the cleric/druid's spell capacity would be exceed if he had that spell.

Example: D'eos has a head full of spells, i.e. the total spell point value of all of the spells he has successfully prayed for is equal to his spell capacity. However, he wants to try to get another spell which has a spell point value of 3. His chance of success is reduced by 3 times 10 = 30% because if he got the spell his spell capacity would have been exceeded by 3.

A cleric may never go over his spell capacity by more than his wisdom score. Thus D'eos with 20 spell capacity and 15 wisdom may never have more than $20+15=35$ spell points value of spells in his head.

At midnight any spells in a cleric/druid's head are lost and his full spell capacity is returned.

Rangers can use druid spells. When they have attained sufficient level to permit this (i.e. 8th) they can cast spells as can druids. At 8th level they can use 1st level druid spells, at 12th level they can use 2nd and at 16th level they can use 3rd level druid spells.

Rangers determine their spell capacity differently from druids. It is found by adding by how much the ranger's wisdom score exceeds 13 to by how much the ranger's level exceeds 8th. So a 10th level ranger with 15 wisdom has a spell capacity of 4. Rangers may never exceed their spell capacity.

Paladins can use clerical spells. When they have attained sufficient level to permit this (i.e. 9th) they can cast spells as can clerics. At 9th level they can use 1st level clerical spells, at 11th level 2nd, at 13th level 3rd and at 15th level they can use 4th level clerical spells.

Paladins determine their spell capacity differently from clerics. It is found by adding by how much the paladin's wisdom exceeds 10 to by how much his level exceeds 9th. So a 14th level paladin with 16 wisdom has a spell capacity of 11. Paladins may never exceed their spell capacity.

Now we come to MUs and Illusionists (Ills). They have a great choice of spells which they have to learn rather than be given.

At the start of an expedition MU/Ills don't choose which spells they will take.

All MU/Ills have a spell capacity. This is found by dividing the MU/Ills Intelligence score by 2 (round up) and multiplying by the MU/Ills level. Thus an MU with 15 INT and of 6th level has 48 for his spell capacity.

At any time a MU/Ill may cast a spell. He may only cast spells which he has in his spell book (see page 10 of Players Handbook) and which he is high enough level to use.

MU/ILL'S LEVEL MAX SPELL LEVEL

1st/1st	1st
3rd/3rd	2nd
5th/5th	3rd
7th/8th	4th
9th/10th	5th
12th/12th	6th
14th/14th	7th
16th/ NA	8th
18th/ NA	9th

Note that there are no 8th or 9th level Ill-
-usionist spells.

Example: A 10th level MU can cast upto 5th level spells. When he reaches 12th level he will be able to cast 6th level spells.

When a MU/Ill casts a spell its spell point value is subtracted from his spell capacity so if an MU with a spell capacity of 10 cast a spell with a spell point value of 4 he would have 6 spell capacity left.

On casting a spell there is a chance that the spell will fail. This is usually referred to as the "klutz" chance. The chance that a spell will fail when cast is 20- casting MU/Ill's intelligence score as a percentage. For example an MU with 14 INT has a 20-14= 6% chance of failing. If a spell fails it has not worked and has been wasted, however the spell point value of that spell is still subtracted from the casting MU/Ill's spell capacity.

If a spell fails there is a 5% chance of a backfire. If a spell does backfire it means that the spell has gone disastrously wrong. If an offensive spell e.g. magic missile, fireball, etc backfires the casting MU takes the damage from the spell. If a non-offensive spell backfires roll 1d4 and consult the table below:

ROLL ON 1d4	EFFECT ON MU
1	Loses one spell point permanently
2	Knocked out for 1d6 turns
3	Double backfired spell's spell point value lost from casting MU/Ill's spell capacity
4	As 3 above but for "double" read triple

An MU/Ill may cast spells even if to do so would reduce his spell capacity below zero. For each point below zero that the MU/Ill's spell capacity would be at if the spell were cast the chance of a backfire increases by 10% and the chance of the spell failing increases by 15%.

MU/Ills may go as far "negative" as they want. Note that failure chance never exceeds 95% and backfire chance never exceeds 80%.

At midnight MU/ills have their full spell capacity restored.

Rangers may cast MU spells. From 9th level and up they can use 1st level and from 13th level up they can use 2nd level MU spells. They cast spells just as do MUs but their spell capacity is determined differently. To find it add by how much the ranger's INT score exceeds 12 to by how much his level exceeds 9th. So a 13th level ranger with 14INT would have a spell capacity of 6. Rangers may never exceed their spell capacity.

ERRATA

When calculating cleric/druid's spell capacities divide wisdom score by 3 and round up before multiplying by level.

Every time a cleric/druid exceeds his spell capacity there is a chance that he will annoy the gods. Each day the gods will examine all of their followers and if any of them have exceeded their spell capacity the gods will find by how much and this is the percentage chance that they will excommunicate that cleric/druid. Excommunication lasts for 1d4 months (game time) during which time spells cannot be cast, undead cannot be turned/dispelled, druids cannot shapechange nor can they identify any plants/animals. If a cleric/druid has to be excommunicated three times there is a 50% chance that the gods will be so angered that they will destroy his soul (no chance of resurrection, even by a full wish). The fourth time a cleric/druid is excommunicated he is automatically destroyed by the gods.

CLERIC SPELL TABLES

(NB:SPV=Spell point value)

1st level spells

<u>SPELL</u>	<u>SPV</u>
Bless	3
Command	3
Create Water	2
Cure Light Wounds	2
Detect Evil	1
Detect Magic	2
Light	1
Prot from Evil	3
Purify food/drink	2
Remove Fear	1
Resist Cold	2
Sanctuary	3

2nd level spells

<u>SPELL</u>	<u>SPV</u>
Augury	12
Chant	7
Detect Charm	5
Find Traps	10
Hold Person	14
Know align	9
Resist Fire	6
Silence 15'r	10
Slow poison	7
Snake charm	6
Speak/ animals	4
Spiritual Hmr	4

3rd level spells

<u>SPELL</u>	<u>SPV</u>
Animate Dead	20
Cont light	10
Create food/drink	8
Cure blindness	15
Cure Disease	16
Dispel magic	18
Feign Death	10
Glyph of Warding	14
Locate Object	14
Prayer	12
Remove Curse	18
Speak with dead	12

4th level spells

<u>SPELL</u>	<u>SPV</u>
Cure serious wounds	20
Detect Life	18
Divination	24
Exorcise	30
Lower Water	22
Neutralise poison	16
Prot/Evil 10'r	26
Speak with plants	16
Sticks to snakes	17
Tongues	12

5th level spells

<u>SPELL</u>	<u>SPV</u>
Atonement	22
Commune	30
Cure crit wounds	36
Dispel evil	40
Flame strike	30
Insect Plague	28
Plane shift	30
Quest	46
Raise Dead	50
True Seeing	26

6th level spells

<u>SPELL</u>	<u>SPV</u>
Aerial servant	42
Animate Object	34
Blade barrier	36
Conjure Animals	28
Find the path	22
Heal	40
Part water	28
Speak / monsters	22
Stone tell	30
Word of Recall	32

CLERIC SPELLS cont7th level spells

Astral Spell 45 , Control weather 40 , Earthquake 48 , Gate 44 ,
 Holy(Unholy) word 45 , Regenerate 34 , Restoration 30 ,
 Symbol 44 , Wind Walk 38.

DRUIDIC SPELLS TABLE1st level spells

<u>SPELL</u>	<u>SPV</u>
Animal friendship	3
Detect magic	1
Detect snares/pits	1
Entangle	1
Faerie fire	1
Invis to animals	2
Locate animals	2
Pass without trace	1
Predict weather	1
Purify water	1
Shillelagh	1
Speak with animals	2

2nd level spells

<u>SPELL</u>	<u>SPV</u>
Barkskin	4
Charm person	6
Create water	3
Cure L wounds	4
Feign death	3
Fire trap	6
Heat metal	5
Locate plant	2
Obscurement	4
Produce flame	3
Trip	3
Warp wood	5

3rd level spells

<u>SPELL</u>	<u>SPV</u>
Call lightning	20
Cure disease	16
Hold animal	15
Neutralize poison	14
Plant growth	12
Prot from fire	8
Pyrotechnics	9
Snare	16
Stone shape	18
Summon Insects	10
Tree	8
Water breathing	8

4th level spells

<u>SPELL</u>	<u>SPV</u>
Animal summon I	24
Call woodland beings	22
Control temp 10'r	14
Cure serious wounds	20
Dispel magic	22
Hallucinatory forest	26
Hold plant	18
Plant door	16
Produce fire	14
Prot / Lightning	14
Repel insects	16
Speak with plants	15

5th level spells

<u>SPELL</u>	<u>SPV</u>
Animal growth	26
Animal summon II	30
Anti-plant shell	23
Commune / nature	28
Control winds	24
Insect plague	28
Pass plant	20
Sticks to snakes	18
Transmute Rock/Mud	24
Wall of Fire	25

6th level spells

<u>SPELL</u>	<u>SPV</u>
Animal summon III	36
Anti-animal shell	28
Conjure fire elmntl	46
Cure crit wounds	38
Feeblemind	35
Fire seeds	40
Transport / plants	26
Turn wood	23
Wall of thorns	29
Weather Summoning	32

7th level spells

NB: SPV = spell
point value.

<u>SPELL</u>	<u>SPV</u>	<u>SPELL</u>	<u>SPV</u>
Animate rock	38	Creeping doom	44
Chariot of Sustarre	40	Finger of death	40
Confusion	34	Fire storm	46
Conjure earth elmntl	52	Reincarnate	36
Control weather	38	Transmute metal/wood	35

ILLUSIONIST SPELLS TABLE1st level spells

<u>SPELL</u>	<u>SPV</u>
Audible glamor	3
Change Self	3
Colour spray	3
Dancing lights	1
Darkness	2
Detect Illusion	2
Detect Invis	2
Gaze reflection	1
Hypnotism	3
Light	1
Phantasmal Force	6
Wall of fog	4

2nd level

<u>SPELL</u>	<u>SPV</u>
Blindness	10
Blur	5
Deafness	8
Detect magic	3
Fog cloud	5
Hypnotic pattern	9
Imp phant force	14
Invisibility	10
Magic mouth	3
Mirror image	4
Misdirection	4
Ventriliquism	2

3rd level spells

<u>SPELL</u>	<u>SPV</u>
Cont darkness	15
Cont light	12
Dispel illusion	8
Fear	20
Hallucinatory terrain	22
Illusionary script	12
Invisibility 10'r	20
Non- detection	14
Paralyzation	16
Rope trick	9
Spectral forces	24
Suggestion	20

ILLUSIONIST SPELLS TABLE cont

4th level spells

<u>SPELL</u>	<u>SPV</u>
Confusion	30
Dispel exhaustion	26
Emotion	25
Imp Invisibility	22
Massmorph	32
Minor creation	15
Phantasmal killer	36
Shadow monsters	33

5th level spells

<u>SPELL</u>	<u>SPV</u>
Chaos	40
Demi-shadow monsters	37
Major creation	24
Maze	22
Projected image	20
Shadow door	18
Shadow magic	22
Summon shadow	20

6th level spells

<u>SPELL</u>	<u>SPV</u>
Conjure animals	34
Demi-shadow magic	38
Mass suggestion	46
Permanent illusion	38
Programmed illusion	36
Shades	39
True sight	30
Veil	34

7th level spells

<u>SPELL</u>	<u>SPV</u>	<u>SPELL</u>	<u>SPV</u>	<u>SPELL</u>	<u>SPV</u>
Alter reality	85	Prismatic spray	74	Vision	58
Astral spell	52	Prismatic wall	70	1st level MU spells	*

* Rather than a separate point value use the ones given for the various MU spells taken added together and multiplied by two.

MAGIC-USER SPELLS TABLE

1st level spells

<u>SPELL</u>	<u>SPV</u>
Affect normal fires	1
Burning hands	1
Charm person	4
Comprehend languages	1
Dancing lights	1
Detect magic	2
Enlarge	3
Erase	1
Feather fall	2
Find familiar	5
Friends	4
Hold portal	2
Identify	6
Jump	2
Light	1
Magic missile	3
Mending	1
Message	1
Nystal's magic aura	1
Protection from evil	3
Push	1
Read magic	2
Shield	3
Shocking grasp	3
Sleep	4
Spider Climb	1
Tenser's floating disk	1
Unseen servant	3
Ventriloquism	1
Write	2

2nd level spells

<u>SPELL</u>	<u>SPV</u>
Audible glamer	8
Cont light	6
Darkness 15'r	10
Detect evil	7
Detect invis	6
ESP	9
Fools gold	12
Forget	9
Invisibility	10
Knock	5
Leomund's trap	6
Levitate	8
Locate object	6
Magic mouth	5
Mirror image	6
Pyrotechnics	8
Ray of Enf'ment	9
Rope trick	7
Scare	12
Shatter	8
Stinking cloud	10
Strength	6
Web	11
Wizard lock	8

3rd level spells

<u>SPELL</u>	<u>SPV</u>
Blink	10
Clairaudience	12
Clairvoyance	14
Dispel magic	30
Explosive runes	24
Feign death	14
Fireball	24
Flame arrow	10
Fly	16
Gust of wind	15
Haste	16
Hold person	18
Infravision	12
Invisibility 10'r	24
Leomund's tiny hut	10
Lightning bolt	24
Monster summon I	18
Phantasmal force	26
Prot/evil 10'r	20
Prot/normal missiles	15
Slow	16
Suggestion	20
Tongues	10
Water breathing	10

NB: SPV = spell point value

MAGIC-USER SPELLS TABLE cont

4th level spells

<u>SPELL</u>	<u>SPV</u>
Charm monster	34
Confusion	30
Dig	20
Dimension door	24
Enchanted weapon	28
Extension I	16
Fear	24
Fire charm	22
Fire shield	22
Fire trap	20
Fumble	16
Hallucnry Terrain	20
Ice storm	28
Massmorph	30
Minor globe of inv	24
Monster summon II	26
Plant growth	25
Polymorph self	22
Polymorph others	24
Rary's mnmc enhancer	16
Remove curse	28
Wall of fire	26
Wall of ice	26
Wizard eye	21

5th level spells

<u>SPELL</u>	<u>SPV</u>
Airy water	24
Animal growth	26
Animate dead	25
Bigby's Inter hand	20
Cloudkill	35
Conjure elmntl	48
Cone of cold	40
Contact / plane	38
Distance distortion	30
Extension II	24
Feeblemind	30
Hold monster	40
Leomund's secret chest	26
Magic jar	35
Monster summon III	32
M's faithful hound	30
Passwall	26
Stone shape	30
Telekenesis	28
Teleport	30
Transmute rock/mud	30
Wall of force	32
Wall of iron	32
Wall of stone	32

6th level spells

<u>SPELL</u>	<u>SPV</u>
Anti-magic shell	70
B's forceful hand	36
Control weather	40
Death spell	58
Disintegrate	58
Enchant an item	65
Extension III	38
Geas	60
Glassee	38
Globe of inv	62
Guards & wards	54
Invis stalker	46
Legend lore	50
Lower water	40
Monster summ IV	38
Move earth	44
O's freez sphere	38
Part water	40
Project image	36
Reincarnate	44
Repulsion	36
Spirittrack	50
Stone to flesh	46
T's transformation	35

7th level spells

	<u>SPV</u>
B's grasping hand	44
Cacodemon	60
Charm plants	52
Delayed blast FB	44
D's Inst summons	38
Duo-dimension	35
Limited wish	90
Mass invisibility	60
Monster summon V	45
M's sword	36
Phase door	42
Power word, stun	48
Reverse gravity	45
Simulacrum	54
Statue	36
Vanish	48

8th level spells

	<u>SPV</u>
Anti/sympathy	48
B's clenched fist	54
Clone	58
Glassteel	45
Incendiary cloud	50
Mass charm	60
Maze	54
Mind blank	58
Monster summ VI	62
O's irres dance	54
Permanency	80
Polymorph any objt	58
Power word, blind	60
S's spell immunity	63
Symbol	64
Trap the soul	76

9th level spells

<u>SPELL</u>	<u>SPV</u>
Astral spell	50
B's crushing hand	68
Gate	64
Imprisonment	70
Meteor swarm	80
Monster summ VII	80
Power word, kill	75
Prismatic sphere	75
Shape change	70
Temporal Stasis	60
Time stop	68
Wish	150

A few clarifications and additions:

- 1) A cleric/druid's chance of having his prayers granted never goes below 2% unless he has been excommunicated in which case the chance is always zero.
- 2) If a cleric/druid prays for a spell and is refused one half (round up) of that spell's SPV is subtracted from the caster's spell capacity.
- 3) Once a spell has been successfully prayed for it may not be "unprayed for" to increase spell capacity again.
- 4) A cleric/druid may pray for spells and get them automatically BEFORE a game. However, these spells may NOT have a total SPV which exceeds the spell capacity of the cleric/druid. Usually a cleric/druid will leave some of his spell capacity empty so that he can choose his spells as situations come up.
- 5) If a spell is prayed for and refused it may not be prayed for again that day.

If you have any questions about this magic system send them, and an SSAE, to Mike.

MONSTER SUMMONING

KELPIE

Summoned by Huw Williams

Frequency: Very Rare
No Appearing: 1
Armour Class: 4/-3
Movement: 9"/16"
Hit Dice: 4d8
% in lair: 0%
Treasure Type: None
No of Attacks: 0/2
Damage/Attack: 1d6
Special Attack: Suggest
Special Defenses: Polymorph
Magic Resistance: 30%
Intelligence: High
Alignment: C/E
Size: S/L
Psionic Ability: None

The Kelpie is a small, extremely evil water spirit. In its natural form it looks like a nixie but at will it can polymorph itself into a horse and in this form it uses the figures after the / i.e. it will have an AC of -3, etc.

Kelpies live in or near fresh water and can swim well (move 9" in water). They can also float in air but this is slow (only 3"/turn). Note that when in horse form a Kelpie cannot swim or float.

When in natural form a Kelpie can suggest as the 3rd level MU spell. It does this at 5th level ability. A Kelpie may suggest three times a day and may only attempt a suggestion against each person once, further attempts fail automatically.

HELZ

Summoned by Mike

Frequency: Rare
No Appearing: 2-40
Armour Class: 3
Movement: 9"
Hit Dice: 2d8
% in lair: 05%
Treasure Type: S,X
No of Attacks: 1
Damage/Attack: 1d4
Special Attack: "Grab"
Special Defenses: None
Magic Resistance: Standard
Intelligence: Semi-
Alignment: L/E
Size: S
Psionic Ability: None

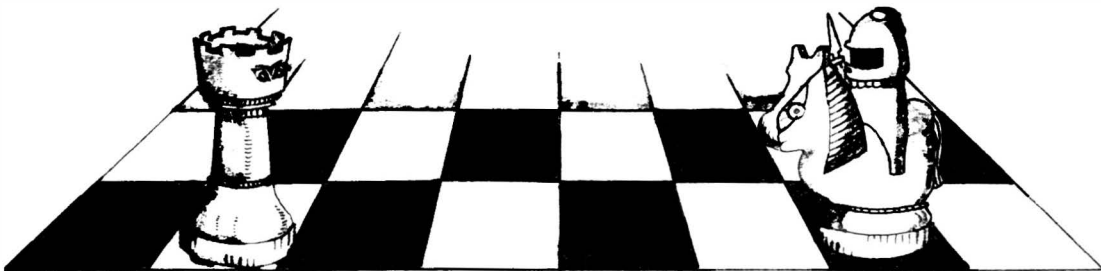
Helz (singular and plural) are skeletal disembodied hands. They can float in air and are highly dextrous, thus their high AC. They attack with a small, well-aimed punch for 1d4 damage.

Helz are undead and can be turned as zombies, also, like other undead, they cannot be ESPed, slept, etc.

On encountering a party Helz may try to grab some of their equipment. They will try to snatch away swords, wands, staves, etc. To determine whether the snatch is successful roll 1d20 and if the result is above the STR of the person holding the item it has been snatched. The Helz can then use the item against the party or carry it away. Note that if a Helz grabs a sword that is not of the LE

alignment the sword will attack it. Each Helz may attempt a snatch every melee round. Note the problems players will face when they meet some Helz, because if a Helz is trying to grab your sword you won't be able to attack with it in that melee round. Large groups of Helz can be deadly, use them sparingly.





ROOK

Summoned by Mike

Frequency: Very rare
 No Appearing: 1-4
 Armour Class: 0
 Movement: 18"
 Hit Dice: 5d8+5
 % in lair: 10%
 Treasure type: None
 No of Attacks: 1
 Damage/Attack: 3d6
 Special Attack: None
 Special Defenses: None
 Magic Resistance: Standard
 Intelligence: Low
 Alignment: LG or LE
 Size: L (12' tall)
 Psionic Ability: None

One for chess fans. The Rook is a miniature castle tower, roughly 12' high and with a 5' diameter, which moves about on four small wheels. It isn't strictly a life-form and can be created for 20,000gp by a 15th level or high MU.

Rooks have little self volition and act as told by their creator. They come in two sorts: black (LE) and white (LG) and, although an MU of the Neutral alignment can create one, they will always act in one of these two ways.

Rooks attack by charging at someone and either knocking them aside or running them over. This means that a Rook doesn't have to penetrate armour to do damage and scores a "hit", and thus does damage, if it rolls enough to hit AC10 (plus any DEX bonuses).

KNIGHT

Summoned by Mike

Frequency: Very Rare
 No Appearing: 1-4
 Armour Class: 4
 Movement: see text
 Hit Dice: 4d8+4
 % in lair: 15%
 Treasure Type: None
 No of Attacks: 2
 Damage/Attack: 1d6/1d8
 Special Attack: None
 Special Defenses: "Leap"
 Magic Resistance: Standard
 Intelligence: Low
 Alignment: LG or LE
 Size: L (10' tall)
 Psionic Ability: None

Another one for chess fans. The Knight is a scaled up version of the chess piece. As with the Rook the Knight is created by a 14th level or higher MU for 16,000gp. Knights come in black (LE) and white (LG) and usually act under orders of their creator, although they do have a reasonable amount of intelligence.

In combat a Knight will attack twice each melee round, the horse will bite for 1d6 and the rider will attack with his sword for 1d8. Note that the rider cannot be dismounted as he and the horse are fixed together.

Normally a Knight will ride around at 12" a turn, although speeds of 24"/turn can be reached for one turn per hour. However, the Knight can also "leap". The leap is used to get out of or into combat. When the Knight gets within

25' of an opponent it will leap right up in front of him, getting surprise on a 1-5 on 1d6 and giving the Knight automatic first attack. If a Knight wants to get out of combat it may, instead of attacking, leap upto 30'. This will usually get it out of melee and enable it to gallop away.

HELFIG

Summoned by John Stoner

Frequency: Rare
No Appearing: 1-4
Armour Class: 6
Movement: 9"
Hit Dice: 4d8+4
% in lair: 15%
Treasure Type: B
No of Attacks: 1
Damage/Attack: 2d6
Special Attacks: "Disease"
Special Defenses: None
Magic Resistance: Standard
Intelligence: Low
Alignment: Neutral
Size: M
Psionic Ability: None

The Helific is a giant spider-like creature with ten legs and a pair of large, crushing mandibles. If it scores a hit damage is rolled as normal but from then on damage on that person is automatic and is not rolled, rather it is taken to be the initial damage caused plus 2 points for each melee round that the victim has been in the mandibles. This is to create the effect of the mandibles slowly crushing a victim.

As if the damage caused by the mandibles were not enough they also cause a disease on anyone who they touch. This disease is haemophilia and can only be cured by a Cure Disease (or wish of course), otherwise the victim becomes a haemophiliac. There is a save against this disease which is the same as a save vs breathe weapon with a +2 on the roll. If someone becomes a haemophiliac they will be unable to stop bleeding whenever they are merely cut (or worse). In game terms this means that if hit by a sharp object (sword, claw, fang, etc) a character will die within 1 day from blood loss unless all damage inflicted by sharp objects is cured before then by Cure spells. If a haemophiliac is hit by a blunt object it will cause severe internal bleeding and unless cure spells totalling triple the amount of damage inflicted by blunt objects are applied within 3 hours the player will die.



YETI NAGA

Summoned by Mike

Frequency: Rare
No Appearing: 1-4
Armour Class: 5
Movement: 12"/18"
Hit Dice: 6
% in lair: 30%
Treasure Type: D
No of Attacks: 2
Damage/Attack: 1d4/2d4
Special Attacks: Poison and Spell use.
Special Defenses: "Hide"
Magic Resistance: Standard
Intelligence: High
Alignment: Neutral (Evil)
Size: M (8' long)
Psionic Ability: None

The Yeti Naga is a relative of the other nagas, but likes cold climates and snow. Its colouring is a pure white which makes it 70% undetectable against a snowy background.

Attack is by a bite for 1d4 (+ poison) and by constriction for 2d4. Once a character is "hit" by the constriction he takes damage automatically each following melee round until either he or the yeti naga is dead.

Like other nagas these have limited spell use. Yeti nagas are able to use spells as if they were 4th level MUs, but they cannot use fire/fire related spells e.g. burning hands (a naga hasn't got hands anyway!). 10% of Yeti nagas can use an Ice Storm spells once a day as if they were 10th level MUs.

Yeti nagas are unaffected by cold of any kind (including magical) and can swim, even in near-frozen water, at 18"/turn.

SWORDFISH

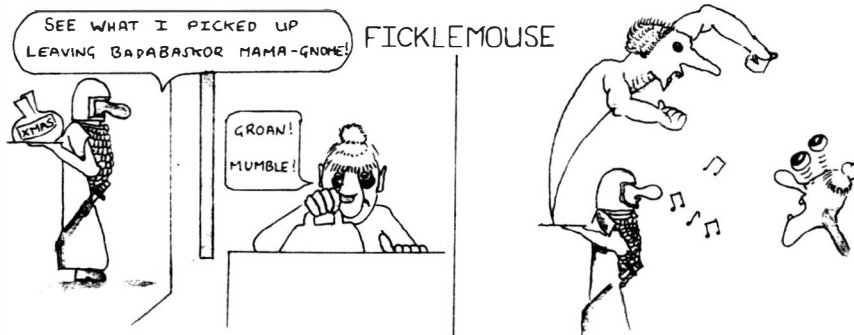
Summoned by Mike

Frequency: Uncommon
 No Appearing: 1-8
 Armour Class: 5
 Movement: 18" + special
 Hit Dice: 3d8+1
 % in lair: 0%
 Treasure Type: None
 No of Attacks: 1
 Damage/Attack: 1d10
 Special Attack: "Charge"
 Special Defenses: None
 Magic Resistance: Standard
 Intelligence: Animal
 Alignment: Neutral
 Size: M (6' long)
 Psionic Ability: None

This nasty creature is a relative of the normal swordfish, but it lives in air rather than water. In fact it can float about and "swim" through the atmosphere.

When a Swordfish spots an eatable object (including dungeoneers) it will charge at it at the speed of 48"/turn. When it reaches the object it will try to skewer it. To show this roll for a hit and, if one is achieved, the victim of the attack is dead. (Nasty, eh?).

In close combat a Swordfish will swing its razor-sharp "sword" which does 1d10 damage if it hits. However this "sword" is not very strong and each time it hits AC3 (or better) there is a 15% chance of it breaking. If this happens the Swordfish is weaponless and will probably swim away.

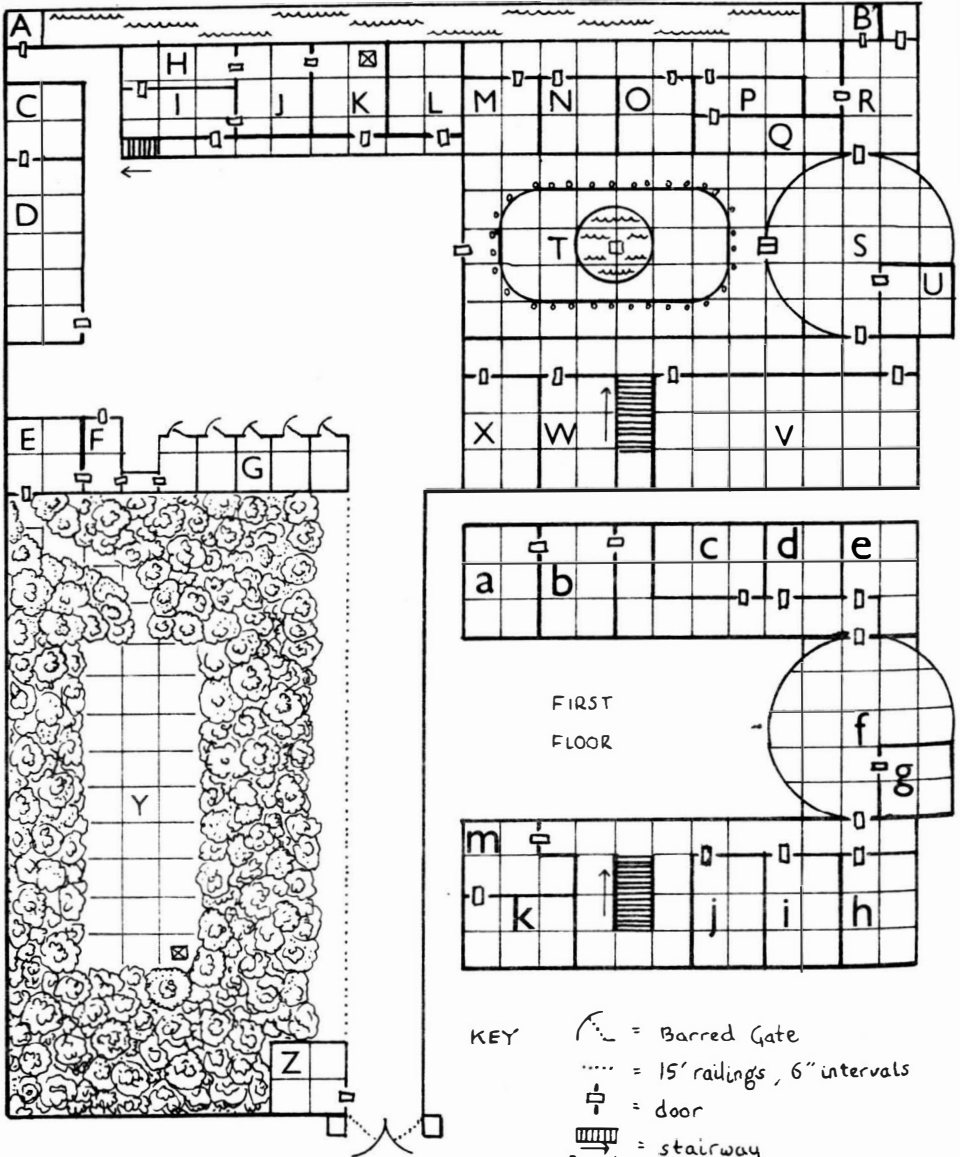


Many D&Ders use Don Turnbull's excellent MonsterMark system so here, for them, are the (approximate) MonsterMarks for all of the creatures that have appeared in "Monster Summoning" so far in The Beholder.

Crois: 0.7	Catila: 12.4 (M=1½A)	Kelpie: 45
Pigwidgeon: 1.8	Albatross: NA	Helz: 9 (M=1½A)
Gop: NA	Vampire Bat: 13 (M=2½A)	Helvic: 96.2 (M=2½A)
Snarmer: 42 (M=2A)	Ohm: 100	Yeti Naga: 173.6 (M=3A)
Deep: 15 (M=1½A)	Juvah: 135 (M=1½A)	Rook: 545.4
Dala: 0.8	Snapdragon: 24 to 2178 (!)	Knight: 88 (M=1½A)
Malnutrite: 0.7 (M=2A)	Mofe: Human:10 , Dog:7	Swordfish: 30.3 (M=1½A)

Incidentally, talking of MonsterMark, do you realise the trouble that AD&D (Advanced Dungeons and Dragons) is going to cause? Not only are there now many new monsters that need "marking" but many of the old ones have been changed, making their monstermarks wrong! Also the Ref's guide uses a new set of attacking tables and, if you use them, monstermark will be even more inaccurate! If Ian Livingstone and the lads at GW are listening: Why not give Don Turnbull a few pages of a White Dwarf to fill with AD&D monstermarks?

VILLA OF



SCALE

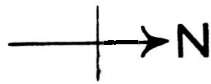
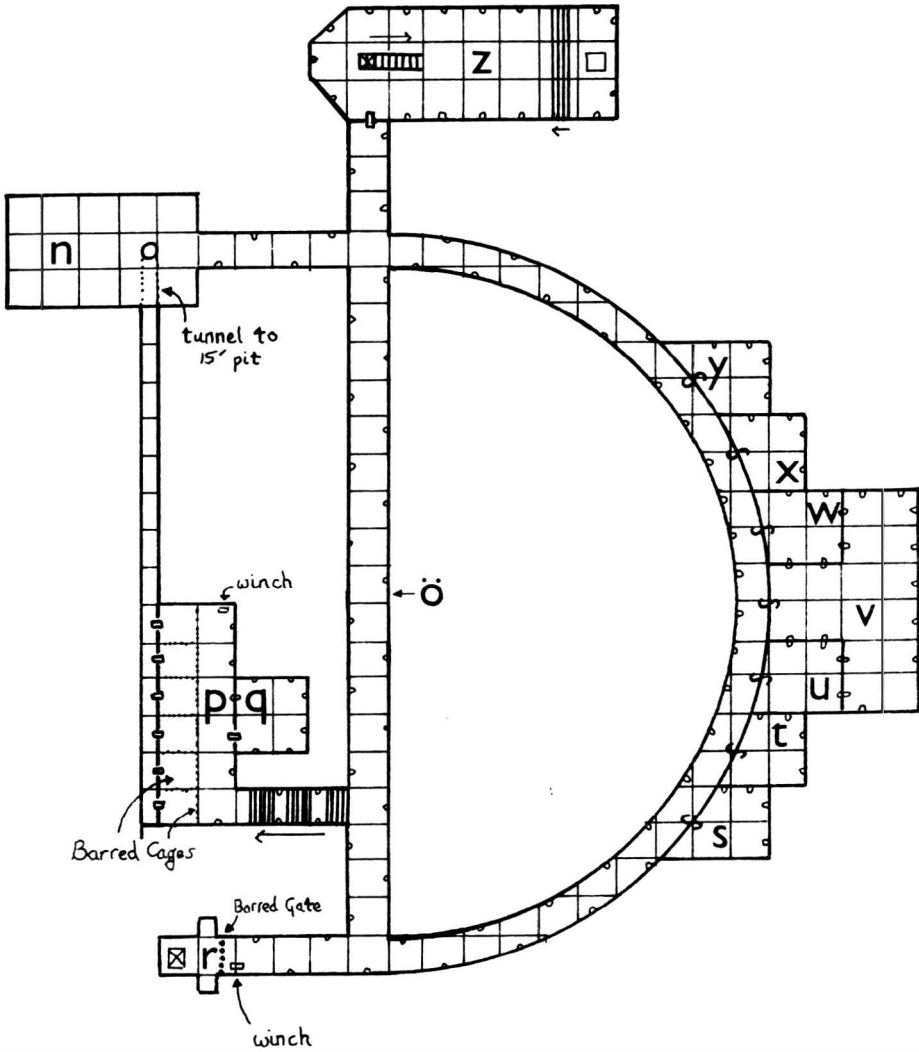


1 square = 10ft²

KEY

- = Barred Gate
- = 15' railings, 6" intervals
- = door
- = stairway
- = trees
- = water
- = cloisters
- = trapdoor
- = torch

MENOPOLIS



Time for another flick through the pages of the scenario file:

THE VILLA OF MENOPOLIS

Firstly, this is not a competition dungeon but, by popular request, a mini-scenario for low level characters. This scenario then is an opportunity for setting new characters on their feet and is ideal for beginners to the game, but emphasis must be put on the necessity of having a fairly experienced G/M to preside over the game. As this scenario involves (or rather should involve) little violence, the characters have a larger than standard chance of survival, whilst there is enough experience available to help them toward a less vulnerable level of experience.

Regardless of the apparent tameness of this scenario, it is suggested that the party consists of approximately the following representation of levels:

2 1st. level, 2 2nd. level and 2 3rd. level characters of average to above-average standard.

Now on to the interesting bit.

AN HISTORY OF THE VILLA OF MENOPOLIS

The Villa of Menopolis is shrouded in legend. It is situated on a 5 mile detour off a busy trade route between two towns, Alpha and Beta (for easy installment into your own campaign). The detour runs through outlawed forests and the only visitors are regulars.

Legend has it that the keepers of the Villa live in symbiosis with the mythical race of Gremlodwarves. Little is known of the Gremlodwarves save their appearance; 4' tall with long green hair and beards, they are to be seen on moonlit nights going about their secret missions.

You, the party, are hired for the rout of the Gremlodwarves; you are essentially mercenaries. You must destroy the hierarchy of the Villa of Menopolis from serf to lord. Your benefactor is named Socrates (Sock-ra-tease) and his story is as follows.

"Three years ago, I and my brother Procrates were staying at the Villa of Menopolis. It came about that it was the night of full moon and fearing the legend of the Gremlodwarves, we vowed that night to stay awake and diligent. Having passed the first hour of my watch without occurrence, a sudden weariness overcame me. I awoke at midnight to find my legs bound and my feet were numb from lack of blood. My cries of anguish were muffled by a tight gag as I watched my brother being dragged from the room by dwarf-like, green-haired beings. Having freed myself I searched for the rest of the night for any traces of my brother but found none. The landlord was incredulous of my story the next morning and since that night I have never seen my brother again. Yet there is the possibility that he still lives. I want you to try and find him, and to irradiate the Gremlodwarves and all connected with them. I can give you only this lead; speak with Red-Eyes paramour."

This history should be read to the players. Socrates sponsors them with 50gp each and promises a further 350gp each if they succeed in finding his brother. Experience can be given for this gold at the option of the G/M. Experience should also be given for following and solving each rumour. Suggested amounts are given later.

OCCUPANTS OF THE VILLA OF MENOPOLIS

The Residents

Conferior, Landlord, 4th. level Illusionist, 16HTK, Chaotic Good
S 09, I 17, W 12, C 15, D 17, Ch 12

Only 5'7" tall, Conferior is dominated by his powerful wife and influenced daughter. He wears a passive light blue cloak and his profession is not easily detectable. At the age of 55, he is slow and has a bad memory. Generally kindly, he is inclined towards insulting the guests on the rare occasion. He eats silently at the head of the table at mealtimes and expects all guests to be present at the meal. Meals are served at 08.00, 12.30 and 19.30. He also expects guests to be in their rooms by 22.30 and makes a nightly tour of inspection. There has recently been mounting tension between him and his wife in the last week and there is a 5% chance per hour of him attempting to murder her. Resides in rooms H, I and J.

Conferior knows the following spells; Change Self, Hypnotism, Wall of Fog, Invisibility, Mirror Image. He carries a dagger.

Lobelia, Landlady, 3rd. level Fighter, 15HTK, Chaotic Neutral
S 17, I 17, W 10, C 10, D 11, Ch 08

6' tall and muscular, an overbearing character. She wears a black leather jacket which hides her suit of chainmail. She appears ill-bred and is coarse-spoken in public but is intelligent and cunning. She is an agent of the Gremlodwarves and there is a trapdoor to their subterranean lair beneath her bed in room K. She casually refers to her husband as "a regular disaster area" and "an irreparable mistake". She always carries a great two-handed sword.

Lobelia does very little work and often vanishes into her bedroom for hours at a time (during which she visits the Gremlodwarves). At these times she locks both doors to the room. Lobelia, in effect, spies for the Gremlodwarves. She resides in rooms I, J and K.

Ramonda, Barmaid & Cook, 1st. level Thief, 4HTK, Chaotic Neut.
S 10, I 16, W 10, C 10, D 17, Ch 16

A charismatic 20 year old. She is revolutionary and bears no respect for either of her parents. She has taken a fancy to the handsome blacksmith. She wears leather armour beneath her frock and carries a dagger, hidden beneath her wide girdle. She knows nothing of the Gremlodwarves but will say what she does know for a small fee. She will in fact do virtually anything for money and may attempt to steal from or overcharge the guests. She sleeps in room L.

Stubbs, Butler, 1st. level Cleric, 5HTK, Lawful Good
S 10, I 12, W 15, C 10, D 12, Ch 10

A good, friendly man, dressed in black and white butlers' uniform. He fancies Ramonda and is often with her in the kitchen. At other times he sits in the reception hall S. He receives all the guests and makes sure that everyone is entered in the visitors' book. He has duplicate keys to all those used in the inner Villa (not those used in the courtyard area). He is unarmed. He recently swallowed the Landlady's private locket, unbeknown to everyone bar Ramonda. He is resident in room W. Knows Sanctuary, Command and Cure Lt. Wds.

Armstrong, Blacksmith, 3rd. level Fighter, 20HTK, Chaotic Good
S 17, I 09, W 09, C 16, D 13, Ch 15

A sturdy, rather slow-minded but handsome man, to be seen with Ramonda at dawn and dusk. He has sparkling red eyes. He always carries his hammer with which he can effectively defend himself. He wears leather working clothes, and is usually working in his forge, room C. He is totally ignorant of the Gremlodwarves.

Dwarvil "Loppy", Groom, 0th. level Peasant, 1HTK, Stubborn

A very dim-witted boy, stunted and missing his right ear. He maintains that he lost it when he fell into the fire as a baby. He is slave to the Gremlodwarves and guards the entrance to their vital Life-Bean patch. He cleans out the stables and yard in the morning and grooms the horses at dusk. Between these times he disappears into his cottage. habituates rooms E and F.

The Guests

Lambert, 2nd. level Assassin, 8HTK, Neutral Evil

S 13, I 14, W 11, C 09, D 16, Ch 17

This nasty character hides his true nature behind the guise of a Paladin. He talks volubly of all the good deeds that he has done. Beneath his white robes he wears studded leather armour and he carries a black shield with a white cross. He is armed with a long-sword and a hidden poisoned dagger. He kills for material gain but always waits till the victim is alone. Booked in room j. Has 30gp.

Eäcred, 2nd. level Fighter Elf, 12HTK, Chaotic Good

S 14, I 12, W 11, C 09, D 12, Ch 14

This bright young Elf is on the road with Posthumus the M/U. He wears a bright red cloak and carries with him a long-sword and a +1 longbow. He is booked in room e. Has 20gp.

Posthumus, 2nd. level Magic User, 6HTK, Chaotic Good

S 11, I 16, W 12, C 10, D 08, Ch 13

More serious than his friend, Eäcred. He wears a dark blue gown and a pointed black hat. Of medium build, he stands 6' tall. He knows the following spells; Sleep and Reduce (reversed Enlarge). (His name is pronounced Poss-thew-mous). He is booked in room d.

Sacra-Blur, 2nd. level Paladin, 15HTK, Lawful Good

S 14, I 10, W 14, C 15, D 10, Ch 18

This religious devotee is on the road spreading the gospel of truth to the world. He does not drink and has only 5gp. He wears a white robe and has a ring on his finger with an empty socket. R N.

Titus, Jeweller, 0th. level citizen, 1HTK, Shrewd

A shrewd, old man. He is guarded by 4 Fighters, each having 17 strength. The fighters are Lawful Neutral. They are armed with long-swords. The jeweller carries all of his riches in a little black box which he locks in his room in the daytime guarded by two of the Fighters. The Fighters are 2nd. level, 13HTK. The box contains 2 emeralds worth 150gp. and 100gp, a pearl bracelet worth 75gp. and an ivory necklace worth 55gp. The jeweller sleeps in room a, the guards keep watch in shifts in room b.

Lady Felicity, 0th. level dame, 1HTK, Trivial

A stately old lady. She walks with the aid of a stick and is helped around by her 3 manservants; 5HTK each, dagger each, leather armour. She wears a ruby wristlet worth 300gp. and white lace gloves. She resides in room k, her servants in room m.

Osmodious, Silk Merchant, 1st. level Monk, 3HTK, Lawful Neutral

S 16, I 12, W 17, C 14, D 15, Ch 09

A worldly man who spent a month in the East training in the martial arts. He wears a brown robe and carries no weapon. He has a bag containing 150gp. worth of black silk, and a purse containing 35gp. He takes any room that is free when he arrives.

There is one other character, neither resident in the Villa nor a guest;

Ashcroft, Gatekeeper, 5th. level Fighter Centaur, 33HTF, N.G.
S 15, I 15, W 16, C 15, D 10, Ch 10

A wise and elderly being, still fit to wield his +2 long-sword. He lives in his one-roomed cottage by the gate and cooks for himself. His life savings of 455gp. are under the bed. He opens the gates each morning at 06.30 and closes them again at 20.30. He wears mail.

THE ROOMS OF THE VILLA

Courtyard and Ground Floor

A: Toilet. 10'x10' building above fast-flowing river. Skylight.

B: Toilets. 20'x10' and 10'x10' extentions above fast-flowing river. No windows. Grilled skylight. Bottle of water for washing.

C: The Blacksmith's forge. 20'x20' room open on N side. Large fire and bellows in South-West corner. Anvil in centre of room. Tools and horseshoes hung up on South wall.

D: The Blacksmith's sleeping, eating and living quarters. 50' x20'. Windows look North and East. Bed against the North wall. Table 10'x4' runs along the centre of the room. Cupboard with food on South wall behind which is alcove containing 50gp. Open fire in South East corner.

E: Life-Bean drying room. 20'x20'. The room is very warm, heated by red hot stones under the heavy flagstones of the floor. Two white marble slabs in the centre of the room are strewn with drying Life-Beans. A Gremlodwarf stands either side of the Northern door. They are 6 and 7HTK. Vents in the ceiling allow the warm, damp air to escape. The Northern door is locked, the groom having the appropriate key. No windows.

F: The Groom's living quarters. 20'x10'. A bed against the North wall. Grooming brushes hang on the East wall. Dwarvil eats with the Blacksmith. Shuttered window in North wall.

G: Five stables. 15'x10' each. The most Southerly contains piles of hay and straw. The other four each contain well-groomed and well-fed horses. The door is split into lower and upper halves.

H: Conferior's bedroom. 30'x12.5'. A patterned carpet on the floor. Large window looking West. Four-poster bed in South-West corner. Loose flagstone under carpet in North-West corner covers black bag containing 75gp. and potion of Polymorph (Self). A Magic Mouth is placed on the flagstone to scream "Thief, Thief" if anyone other than the Illusionist touches it.

I: Living room. 30'x17.5'. The floor is of polished wood. There are four armchairs and a card table. Windows in the East and South walls. The balcony to the East is covered with a 3' railing.

J: Sitting room. 25'x20'. Windows to East and West. Open fire on North wall. Two elegant armchairs and a setee on the white rug carpet.

K: Lobelia's bedroom. 25'x20'. Window, normally shuttered, to West. Deep blood-red carpet on floor. Four-poster bed in the North-West corner covers a trapdoor to room z below. A large knob on the brass bed-head unscrews to reveal a bone case which contains 510gp. A one-way mirror allows secret observation of room L.

L: Ramonda's room. 25'x20'. Windows to East and West without interior curtains. A four-poster bed in the North-West corner. An inset mirror in the South wall. The floor has a deep, blue carpet. Ramonda has hidden 350gp. outside, behind a loose brick beneath the Western window.

M, N, O: Standard guests' rooms. Polished wooden floors. Curtained windows to the East. Simple beds against Northern walls. Each room has a dresser against the South wall, on which is a large bowl of water. Each room is 20'x20'.

P: Servants' room. 30'x10'. A red carpet runs between the two doors. There are two bunks against the Eastern wall of the room.

Q: Superior grade bedroom. 40'x10'. Two curtained windows to the East. Carpeted floor. Four-poster bed in North of room. Dresser and sideboard against East wall.

R: Sitting room and bar. 30'x20'. Five circular tables are scattered around the room, each with 4 chairs. Ramonda serves at the bar from 19.00 to 22.00 each evening. Beer = 5cp, wine = 1sp, rum = 2sp, brandy = 4sp. Gambling is permitted.

S: The reception hall. 50'diameter. The floor is tiled with black and white marble. The Butler sits behind the desk to the North taking money and entering names in the visitors' book. Name, room letter and floor are entered. The following rooms are available when the party arrives;

Rooms M & O, 15sp. each per night. Ground floor.

Rooms P & Q, 2.5gp. for the two per night. Ground floor.

Rooms c, h & i, 1gp. each per night. First floor.

Charges must be paid before the keys are handed over. Each room has a deposit of thrice its nightly charge.

T: The cloister area. Approx. 80'x50'. The inside edge of the peripheral cobbled path is lined by a 3' stone wall with delicately carved pillars at 5' intervals. The pillars support a slate-tiled roofing over the path. Surrounded by the pillars is a well kept garden in the centre of which is a circular pool. The waters of the pool are 2' deep and lilies grow on the surface. In the centre of the pool is the statue of a Satyr set on a square pedestal.

U: The kitchen. 20'x20'. There is a large fire in the North-East corner. Cupboards of food stand against the West wall, pots and cooking utensils hang on the East wall and there is a table in the centre of the room.

V: The dining hall. 70'x30'. A great table 40'x6' runs along the length of the room. Cupboards of cutlery and crockery line the Northern wall and a hunting tapestry hangs on the South wall. The room is lit by windows in the East wall, and at night by a great candelabra above the table.

W: The Butler's room. 30'x20'. The floor is of polished wood and a simple bed stands in the South-East corner. There is a wardrobe and dresser against the South wall. The wardrobe has a false bottom in which are hidden 30pp and a ring worth 50gp.

X: Sub-superior guest's room. 30'x20'. Conferior has set it aside for his friend Osmodious the merchant. It is exactly similar to the Butler's room.

Y: Not essentially a room, this is the growing patch of the Life-Beans. These beans are grown on straggling plants and are the essence of the Gremlodwarves existence. The plants produce fruit all the year round and daily pickings are necessary for the survival of the Gremlodwarves. Destruction of the crop will cause the extermination of the community within a day. Therefore you, the G/M must never hint at this. A trapdoor in the North-East corner of the plot is marked by four posts. The door leads down to a passageway below (r). The plot is surrounded by old, dense, virtually impenetrable woodland. Anyone entering will die within a minute due to the presence of vast quantities of blood-sucking leeches.

Z: The gate-cottage. 20'x20'. Windows to North only. The single room is filled by a bed against the West wall, a fire and rows of cooking utensils on the South wall, and a table and chairs by the East wall. For further info, see "Occ. of the Villa, Ashcroft".

First Floor

a and b: Superior guest rooms. Each 30'x20'. a has deep, white, fur carpet with a luxurious four-poster bed against the North wall and a dresser and sideboard facing it. Windows with heavy velvet curtains look East and West. b has a finely woven carpet and is in all respects similar to a bar the presence of two bunks instead of a four-poster.

c: Sub-superior guest's room. 30'x20'. Similar to W but with window to West.

d and e: Standard guests' rooms; 20'x20' each. Similar to rooms M, N, and O but with windows to West.

f: Common hall. 50'diameter. Windows to South and North-West. Polished wooden floor with several chairs scattered around.

g: Study. 20'x20'. Window to East. Desk with writing materials. This is where Conferior is often found during the day.

h, i, j: Sub-superior guests' rooms. 30'x20' each. Exactly similar to room W.

k, m: Superior guest's room. Approx. 30'x20' each. k is a luxurious room with a deep, white, fur carpet, a four-poster bed against the North wall, and windows facing South and East. There is a dresser and a sideboard against the West wall. m has a polished wooden floor with two bunks to the North of the room, a set of four armchairs to the South and windows facing South and West. This is where Lady Felicity will see her guests.

Subterranean Realm of the Gremlodwarves

First the vital statistics on the Gremlodwarves:

A.C. 7	Damage: 1d6	Alignment: Lawful Evil
H.D. 2d6	Special Attacks: None	Intelligence: Average
Movement: 12"	Special Defences: 25% of attacks malfunction	
Attacks: 1 spear	Magic Resistance: 50 - (5 x M/U's level)%	

Gremlodwarves are a cross between Gremlins and dwarves, hence the possible attack failure against them. The community is some 30 strong and there is one slave for bean harvesting (Procrates). 4 trained wolves are kept for defence.

Room n: The torturer's chamber. 50'x30'. There is a 15' pit towards the North of the room used for feeding victims to the wolves. Manacles hang around the walls while there are iron maidens against the East wall and a shelf of thumb-screws and skull-caps on the South wall. The torturer is a particularly evil Gremlodwarf named Kiroshema. His bed is against the North wall and the pillow is stuffed with 1000sp and 330gp. The room is lit by a large, central candleabra.

o: The great wall carving. It spans the length of the wall, and depicts slaves harvesting the beans, the drying of the beans and the offering of dried beans to the Lord.

p: Corridor and barred cages. The cages have barred doors to the North and trapdoors to the South. The latter can be operated by a winch at the West end of the passage. The four most Westerly cages contain a wolf each (12HTK). The most Easterly cage contains the slave, Procrates. (Procrates is a Fighter, 2nd. level, 15HTK).

q: The jailor's room. 20'x20'. There is a desk in the North-East corner and a bed against the South wall. The jailor, Aldegard is 9HTK and has keys to all the cages on his belt. There are 70gp. in the draw of the desk.

r: Corridor below trap-door from Y. A stepladder leads vertically down from the door. Anyone taller than 4'6" passing between the two alcoves will hit a near invisible tripwire causing the barred gate beyond to crash down. This can be lifted by the winch.

s, t, u, w, x, y: The living quarters. Each approx. 20'x20'. Each room has two bunks, each against the East wall. Rooms s, t, u and w are occupied by 4 Gremlodwarves each. Rooms x and y are empty.

v: The Lord's bedroom. 60'x20' + 20'x20'. A red carpet runs North from the door on either side of which is a bunk. Four Gremlodwarves guard the room, each 11HTK. The Northern portion of the room is luxuriously furnished with armchairs in the West and a 4-poster bed in the North-East corner. One of the armchairs has legs of gold (4x150gp).

z: The dining hall and state room. Approx. 80'x30'. A large candleabra hangs over four central tables. 2 Gremlodwarves sit at each. The Lord, Thane Grawf, 12HTK, sits on his throne at the raised North end of the room. He wears Bracers of Defence, AC 2.

Grawf has reserves of beans hidden in his throne, enough to keep himself and the 4 Gremlodwarves in room v alive for 3 days. He is armed with a long-sword.

THE RUMOURS

The success of this scenario is based upon the characters pursuing the following rumours step by step.

1). Presumably the players will pick out Ramonda as "Red-Eyes paramour". For 10gp. she will say "Kill the butler and look in his stomach".

2). The butler's stomach contains a locket belonging to Lohelia. Inside the watertight locket is a picture of Sacred, the Elf with his name written on it. At the bottom of the picture is a drawing of a diamond ring.

3). Sacred is to be found, murdered, in his room. Lying beside him is a torn piece of white robe. In his inside pocket is a small diamond.

4). The party has a choice between the Paladin and the Assassin (disguised as a Paladin) here. However, the cloth the true paladin wears does not quite match with the torn piece beside Sacred. Lambert is the correct link in the chain. He will sell the diamond ring he wears (of which the party has the diamond) for 50gp.

5). The next connection is not up to the party. It rests on Posthumus, friend of the deceased Elf to see the ring in the parties possession. He will then speak with the party and, joining their cause, will suggest a chat with the gatekeeper.

6). Ashcroft the elderly Centaur relates to the inquisitive party the building of the great fence from the gate to the villa, 10 years ago, and the involvement of a peasant boy. Apparently the boy got his head stuck through the bars and they had to remove his right ear to get him out.

7). The party should now be looking for the Groom. The latter will not allow entry to his house and denies any knowledge of the Gremlodwarves. He says that he lost his ear when he fell into the fire as a baby. If pressed he suggests to the party that they go and speak to "Her Ladyship".

8). "Her Ladyship" should easily be interpreted as Lady Felicity. She will grant an audience to the party in room m. Over a glass of port she will explain to the party that she met on the very day the previous year, a merchant who claimed to have seen a Gremlodwarf. She maintains, however, that she doesn't believe in them. She gets up and saunters to the window overlooking the cloisters. Suddenly she exclaims "Good Lord, I do believe that's the very same man arriving now".

9). To the parties probable disgust, Osmodious is not the same merchant as that mentioned by Her Ladyship and indeed has never met her. Nonetheless, he has his own story to tell. It goes as follows.

"Within the cloisters of this villa is a garden, within the garden a pool, and in the centre of the pool a statue. The statue is of a Satyric being with two horns upon his head. At a moonlit midnight, the left horn of the Satyr can be removed and within it a map to the Gremlodwarves found. But beware; replace the horn ere dawn or you shall be struck down by the Gods. But take no heed of an old man's stories friends." (The map shows the courtyard, the Groom's house and the bean patch with the trapdoor).

If the party follows up each of the above rumours they will be led to a stage when they can make more of their own decisions and thus bring about the downfall of the Gremlodwarves and the rescue of Procrates.

May your Ambrosia never be poisoned! & Good Luck.

VIEW POINT

D&D LANGUAGES AND THE TRICKSTER

By John Norris

An aspect of the "Trickster" D&D character class, described in the first issue, that I find very implausible is the amazing command of "tongues" a Trickster has and develops. I can see why such a character needs to be able to communicate so widely, but I just don't see how any individual can master all those tongues except by magical means. The idea of one learning them in a profession as an ordinary skill seems ludicrous.

However, I don't think the fault lies in the Trickster character class, but rather in the D&D treatment of languages generally, which I've always thought very silly. D&D has one language called "common", apparently spoken in the same way by every humanoid and even animals everywhere, a set of so-called "alignment" languages, each of which is apparently spoken in the same way by every adherent, irrespective of race and location, and a language for every race, from human down to "plant", which is also impervious to local variation. I find such a set-up beyond belief, even in a fantasy game.

I like my fantasy credible, and the D&D treatment of languages just isn't. Take first the idea of an invariant "common" tongue. In our own world, this has been shown to be possible only in very special circumstances. In the Middle Ages of Western Europe, or the later days of the Roman Empire, a minority of educated people managed to speak intelligible Latin, or, in the latter case, Greek, to each other. And in the Islamic world Arabic attained a similar position. But all the people speaking these tongues were human, and even then local variations were rife. Take, for example, modern English; even within Britain, regional dialects can be very hard to understand when unacquainted with them. In D&D, the "common" tongue is supposed to be invariant, everywhere and even when spoken by different races; do you believe it ?

Then there are the "alignment" languages. Passing over the difficulties of alignment itself, the languages themselves are pretty incredible. First, they have the same characteristic as the common tongue, supposedly being invariant everywhere and by whomever spoken. Second, it is very hard to see the point of them anyway. It is laid down that alignment languages are not to be spoken in ordinary society, for to do so is frowned upon at the least. The only people who would have the leisure and inclination to learn them would seem to be communities such as priests. After all, how many lay Roman Catholics knew Latin, other than just to recite, when their rituals were in that language ?

And last there is the odd assignment of the ordinary languages. First, no race has more than one, not even dialects. I've dealt with the silliness of that already, but if you still have doubts, just how many languages are there in Europe ? Or were there in early Mediaeval Britain ? Second, there are the races that have languages. Humans, obviously, and also other intelligent humanoids. Most of us would go that far, and probably further, to include highly intelligent animals; Dragons are a favourite example. But D&D passes all reasonable bounds. Nearly all beings have a language; we progress from "mule", through "worm", to "plant"! And there are oddball examples like "Were St. Bernard", as well. Moreover, humanoids are supposed to be able to understand and make themselves understood in these tongues, holding conversations with their native speakers ?! Have you heard a champ trying to speak English ? And many mammals, let alone anything lower, communicate by means quite inaudible to the human ear. Yet a D&D character may speak "plant", if you please ? Rubbish!

Having demolished the D&D treatment of languages, what are we to put in its place? And what are we to do for the Trickster? Here are my suggestions.

First, I have a family of human tongues. Exactly what is spoken depends on where you are in my world, but the differences between them are more those of dialect than of different languages. All these local tongues are assumed to be descended from one mother tongue, and a rather archaic and formalised version of that is the diplomatic language and "common" speech of educated. Characters who are fairly well off and intelligent probably know the High Speech, as it is called, but others do not. This applies to both humans and, with varying probabilities, to other humanoids. Archaic dialects of the High Speech are used by the various human religions and guilds to protect their secrets; it is very unlikely that anyone not trained by them will know their dialects.

Similar arrangements exist for my non-human humanoid races. The more intelligent and longer-lived ones, the Elves and Dwarves, have their own equivalents of the High Speech as well as their local dialects. They, and Halflings (i.e. Hobbits), may use their longevity to enable them to become familiar with the High Speech and a local dialect or two of other races; those met in human areas have almost always done so. The unintelligent humanoids, like orcs, speak only their own racial dialect, with a small chance of speaking the local dialect of the dominant other humanoid race as well; usually only one in a group, probably the leader, will do so.

Hardly any non-humanoids have anything that can be called a language, though more intelligent ones like dogs, cats and horses - even mules - will understand the gist of simple statements by some humanoid in the dialect of the area and race in which they were trained, especially if spoken by a professional animal trainer or a usual companion. The main non-humanoid language is that of the Dragons, who can also manage High Speeches, though not dialects. The Dragons are one of very few exceptions, and the extent of these is shrouded in mystery.

How does all this affect player characters? Well, most humans will speak their local dialect and their High Speech, except for fighters and suchlike who are of lowly origin or not gifted with much brain, who can only know their own dialect. Intelligent characters in the intellectual professions will know their languages and may know others, some magic-user guilds, for example, using Elven tongues as well as their own. Characters who are Elves, Dwarves or Halflings will know their own languages as well, but will be poor at understanding human tongues related to those they know compared to human or half-elven, etc speakers of the latter, dwarves in particular tend not to be very good at languages, while intelligent elves are very good, particularly when older, and thus more patient! Characters can learn languages, and both translator and animal trainer are recognised professions open to those of other professions (i.e. in their case the usual player character ones) as well. But it does take time to learn, which is the main reason why longer-lived races are better at it.

And Tricksters? In my world they would be a combination of thief (which guild would claim their main allegiance), translator and animal trainer. The Thieves' Guild would arrange for them to be taught the necessary spells by members of the less reputable magic-user guilds, rather like the "Rogues" of "Tunnels and Trolls", to be taught the art of communication with animals by word and gesture. (For DMing I think I'd ask the player to mime his message and choose an interpretation for the animal from those of the other players. It could be fun!) Tricksters in my world would also suffer from the restrictions on spells, especially the higher level ones; I consider most high level D&D spells rather "gross", but that's another story.

DEFINITIONS OF NON-MAGICAL
TREASURE

GEMS

In D&D gems have always been "anonymous", just being given values in gold pieces. However with the appearance of material components for certain spells in the AD&D (Advanced Dungeons and Dragons) system a table is needed as a "fill in" before the DM's Handbook comes out in August. So here is one. It includes all of the gems needed in casting spells, and a few others besides.

If a gem/gems are determined to be part of a monster's treasure roll on table I to find what type of gem it/they are and then on table II to discover the value of these gems.

TABLE I

01-20	: Citrine
21-40	: Amber stone
41-50	: Tiger's eye
51-60	: Topaz
61-68	: Oriental topaz
69-75	: Emerald
76-80	: Ruby
81-85	: Pearl
86-88	: Sapphire
89-90	: Diamond
91-98	: Quartz
99-00	: Illusion quartz

TABLE II

Citrine:	1d6 times 10gp
Amber stone:	3d4 times 10gp
Tiger's eye:	1d4 times 100gp
Topaz:	2d4 times 100gp
Oriental topaz:	3d6 times 100gp
Emerald:	4d8 times 100gp
Ruby:	6d6 times 100gp
Pearl:	1d4 times 1000gp
Sapphire:	1d6 times 1000gp
Diamond:	2d4 times 1000gp
Quartz:	1d10 times 1gp
Illusion quartz:	See Below

The "illusion quartz" is a gem which has been disguised to appear as a nearly worthless quartz. It radiates magic, and thus will show up on "detect magic" spells and the like. If a "dispel magic" is cast upon an illusion quartz the illusion will be removed and the gem's true form will be revealed. The DM should reroll on Table I to find what gem is under the illusion. If he rolls a quartz it's tough luck for players. If he rolls an illusion quartz again the magic protecting the gem is so strong that dispel magic cannot remove it.

JEWELRY

Roll on table I to determine the type of jewelry, then on table II to find the exact value of that piece of jewelry.

TABLE I

01-30	: Ring
31-50	: Necklace
51-60	: Braclet
61-70	: Tiara
71-75	: Broach
76-80	: Scarab
81-85	: Amulet
86-90	: Medallion
91-95	: Earring
96-97	: Orb
98-99	: Sceptre
00	: Crown

TABLE II

Ring:	1d100 times 10gp
Necklace:	3d8 times 100gp
Braclet:	2d12 times 10gp
Tiara:	5d6 times 100gp
Broach:	1d4 times 100gp
Scarab:	3d4 times 100gp
Amulet:	2d6 times 150gp
Medallion:	1d8 times 100gp
Earring:	1d12 times 100gp
Orb:	1d6 times 1000gp
Sceptre:	2d8 times 1000gp
Crown:	3d12 times 1000gp

There is a basic 1% chance of one of the above items having an IQ, ego and special power(s) as does a sword. This rises to 5% for an orb, 10% for a sceptre and 25% for a crown. Only these three have an alignment, determined by using sword alignment tables.

CONTACT AND FEEDBACK

Andrew Whitcombe of 10 Nympsfield, Kingswood, Bristol BS15 1XP would like to join a postal D&D campaign Any postal DMs willing to take him? He would also like to see the Bard character class as set out in an early copy of "The Dragon". Can anyone help?

John Norris of 14 Clifford Road, New Barnet, Herts EN5 5PG (Tel: 01-449 5652) would like to hear of FRP gaming opportunities at weekends in his local area and on weekday evenings near his office in Westminster. He plays D&D, DMs his own variant game, and would like to try Runequest. C&S and EPT are also of interest, but not SF games.

If you would like to be in this "Contact" column just write to Mike with the details and we'll print them for free. If you'd like to advertise your D&D club, postal game, etc or want to buy/sell a game, magazine, etc then the cost is 2p a word, upto a maximum of 75 words. Payment by cheque made payable to M.G.Stoner.

Contributions are gratefully recieved. Why not send in your latest fiendish trap, devious trick, spell, magical item or monster (see back page). Also discussion articles are welcome, e.g. View Point this issue. If we use your contribution you'll be sent a free copy of the issue in which it appears, or, if you subscribe, your subscription will be lengthened. Please get contributions typed if you can.

NEXT ISSUE: "Thoughts on ..." returns, "Wishes", "Tricks and Traps", "Monster Summoning" and much more, including (hopefully) a run through the City State of the Invincible Overlord.

John Norris (address across page) has fantasy/wargaming figures which he would like painted well. Rate of pay fixed by agreement. Interested? Then write to John enclosing an example of your work (to be returned), if possible.

FEEDBACK

Letters about issue one of The Beholder have started coming in, and they present us with a problem. Everyone seems to have a different opinion on the various parts of the magazine. For example:

"..YES to a competition dungeon every issue.."

".. I'd like to see more ordinary mini-dungeons.."

".. monsters are good, I liked the crois and deep especially.."

"..Monsters: I wasn't so keen on these..".

See the problem? Let's have YOUR opinions. The main point of disagreement was whether or not to make our dungeons into competitive ones. Have dungeons by all means but not always in the competition style seems to be what you are saying, and we are listening. You will have seen by now that this issue features a "standard" mini-dungeon, we hope that you will like it. Let's be having your thoughts on dungeons.

Overall the monsters were popular and monsters will always feature strongly in "The Beholder".

-OXOXOXOXOXOXOXOXOXOXOXO-

ADVERTISEMENTS

There are two types of ad in "The Beholder": full page and half page. Full page ads are £5 and half page are £3. If you want an ad send Mike a cheque for the appropriate amount together with the ad. The ad must be on A4 paper (on the bottom half if it is only a half page ad) and will be printed just as we receive it. Please state which issue you would like your ad to go into and also whether you would be prepared to have it put into the next issue in case we run out of space.

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

MONSTER MONSTER ISSUE

Coming up soon will be a special "monster packed" issue of The Beholder. This will feature a "super monster" competition with the best monster winning its designer a whole years FREE sub to "The Beholder". Send your monsters to Mike and mark your letter MMI in the bottom/left corner. If you would like your monsters returned enclose an S.S.A.E and please get monsters typed if possible. A picture would also be nice but is NOT NECESSARY. Give full details on your monsters, as in "Monster Summoning" if you can. Note that monsters will be judged on originality and inventiveness NOT on how powerful they are.