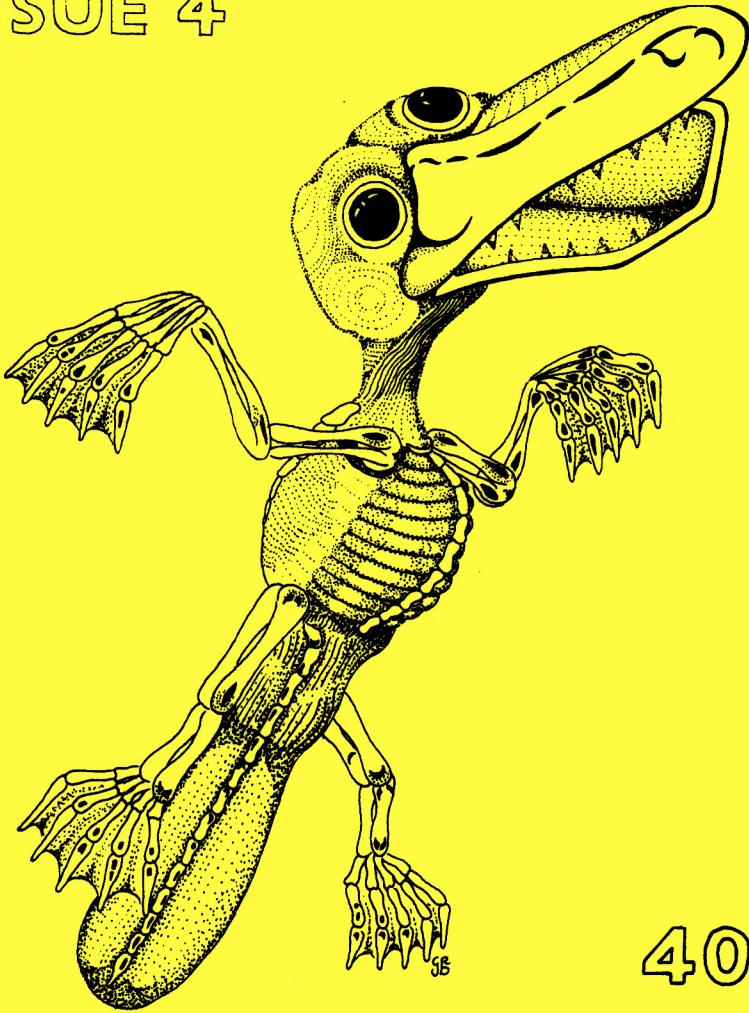


THE BEHOLDER

ISSUE 4



40p

EDITORIAL

Well, we've made it to issue four so it looks like we're here to stay. In case you don't know, this is "The Beholder", a 'zine devoted to Dungeons and Dragons (D&D) which is the FRP game, published by T.S.R. Hobbies Inc, P.O. Box 156, Lake Geneva, Wisconsin 53147, AMERICA. "The Beholder" is the creation of:

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Issues of "The Beholder" should have subscription slips inside them. Please use these if you subscribe and write in block capitals, this will stop us making mistakes because of being unable to read your handwriting. Note that if you are a subscriber your issues will not have slips in them, until the last issue of your sub which will (so that you will be able to resubscribe if you wish).

We feel that this issue is the best one so far. Do you agree? There are a host of shorter articles and a new and improved style for Monster Summoning. What would you like changed (or kept)? Do you want to see articles on C&S, Traveller, Runequest, etc? Please write and let us know.

Contributions are now coming in in fair numbers and quite a lot of this issue is made up from them. Both "Competition Chronicles" and "The Mines of Mentorr" come from Martin Stollery (congratulations on getting into The Fiend Factory, incidentally, Martin) and the Leech Plant, Vart and Bonwack come from the very prolific pen (and typewriter) of Andrew Whitcombe (Droll Drivel is great, Andrew, keep it up). Do you think that you could write something for us? We don't mind the subject, just as long as it is relevant to FRP (fantasy role playing) or SFRP (science fiction role playing). We would especially like reviews of new products and monsters for our monster monster issue. Please get any contributions typed out if possible and, if you want your contribution(s) returned, enclose an SSAE.

Now for some important news. With the success of "The Beholder" we are considering branching out a little away from 'zines. "The Beholder" will definitely continue to appear but we are thinking of bringing out some other D&D items. One of the ideas is to produce a "mini Monster Manual" which will be similar in form to "The Beholder" but will have more pages and be packed full of monsters. What do you think of this idea? If there is enough support we will go ahead with it. Needless to say we would like people to send in monsters for this, and any sent will also be eligible for the super monster competition. Please, if you or anyone in your local D&D group have designed new monsters for D&D, send them in!

Mike and Guy

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WISHES

A wish is an extremely powerful device, whether coming from spell or magical item, but the way some DMs run them you wouldn't believe it! A Ring of Three Wishes is an incredibly powerful magical item and nothing short of a big dragon, demon, 20+ level lich, etc should guard one. However the risks taken in getting that ring are then so great that the finder should be given three full wishes from it, with no nasty DM "crocks". If a 3 wishes ring (or other wish-giving device, e.g. scroll of the spell, sword with wishes, etc) is guarded by some mediocre monster (mindflayer, remorhas, gorgon, etc) the wishes would be of a weak variety. This either means that only a small wish (I wish I was back home, for example) can be performed or that the chance of "The gods frowning on the wish" (i.e. the DM crocking it) is large. It is also possible that a kobold or similar could have a ring with "wishes" written on it. This would either be a fake or a "cursed" wishing ring, with wishes always going wrong. Players should realise that it isn't a real wishing ring because if it were the kobold would use it on them.

When someone uses a wish and you are considering whether to allow it or not remember that you, as the DM, represent "the gods". If someone wishes to be immortal it is highly unlikely that this would be permitted, only gods are truly immortal and they don't want others to gain equal status. A good wish, though, if you are a non-human character is to wish that you could exceed the normal level limit for your race. Most DMs are only too happy to grant this and it means that you will never be stuck at 10th level, or whatever.

When, as DM, you are faced with an MU casting Limited Wish or an Illusionist casting Alter Reality it can be hard to tell whether the wish should be allowed, or whether it would really need a full Wish spell to accomplish the feat. Probably the easiest way to do this is to equate the feat with a spell. If the same feat could have been performed by any spell (MU, clerical, druidic, illusionist) of upto 7th level a limited wish spell will suffice. Anything more powerful needs a full Wish spell. Now some of you might say "Why ever take a wish spell then?" and if you use a spell point system (e.g. the one in issue three of The Beholder) there is little reason for a wish. However under "Gygax" magic (i.e. spells are chosen before the dungeon or whatever is entered) a wish is very useful. Not only can it pluck a party from the face of death (e.g. attack by a pack of weretigers, family of Beholders or a few Iron Golems) but it also gives the caster a wide spell choice. Imagine a solitary MU trapped in a rapidly flooding room, with the only entrance/exit wizard locked. With a wish spell he could wish that the door was open, something well within the spell's capability and thus extremely unlikely to be disallowed by the DM. Note that if a limited wish is used to accomplish some large feat, e.g. a resurrection, the chance of a "crock" should be high. If the wisher says "I wish that Torlief was alive again" the DM might well comply, and bring back Torlief as a flea, or a troll (with a troll's mentality, of course).

Good wishing!

MAGICAL WEAPONS

When the Players Handbook first came out it caused me a few problems. One of these was the large number of weapon types and the limitations on weapons usable by certain character classes. At that time I was still using the Greyhawk magical item tables and these only featured a very small number of weapons that could appear in magical form. This caused problems for Druids, Monks, etc who kept on coming across weapons which they couldn't use. So, how to get around this? Well, I've designed a series of new misc weapon tables which include all of the new weapons (and all of the old ones too) and also some tables for unique special abilities of some of these weapons. Obviously the chance of finding a vorpal bo-stick (or, for that matter, a +1 bo-stick) is going to be very small, and the tables show this. You may think that the chance of finding a magical dagger, dart or quarterstaff is too high, but remember that it is MUs who make most magical weapons and they're going to give priority to weapons that they can use, aren't they? Note that the first table given refers to swords. For these use the old Greyhawk tables but then roll on the table below to find which sort of sword it is.

Sword Definition Table

01-15: Short Sword
16-40: Broad Sword
41-75: Long Sword
76-88: Bastard Sword
89-00: Two-Handed Sword

Weapon Alignment Table

01-25: Lawful/good
26-40: Neutral/good
41-50: Chaotic/good
51-65: Neutral
66-70: Chaotic/evil
71-75: Chaotic/neutral
76-80: Lawful/evil
81-85: Lawful/neutral
86-90: Neutral/evil
91-00: Non-aligned

Missile type weapons

01-30: 1d10 +1 arrows
31-40: 1d8 +2 arrows
41-42: 1d4 +3 arrows
43-73: 1d10 +1 quarrels
74-83: 1d8 +2 quarrels
84-85: 1d4 +3 quarrels
86: Arrow of slaying
87-92: 1d10 +1 darts
93-95: 1d8 +2 darts
96-97: 1d4 +3 darts
98-99: 1d10 +1 sling stones
00 : 1d4 +2 sling stones

MISC WEAPON TABLE

01-30: Arrows, quarrels, darts and stones
31-50: Bows, crossbows, slings
51-60: Daggers and scimitars
61-65: Quarterstaves
66-75: Axes and Hammers (inc War hammers)
76-86: Spears and javelins
87-95: Maces, flails and morning stars
96-99: Wierd (inc Pole arms)
00 : Artifact (e.g. Mace of Guthbert)

When you have found the type of magical weapon then roll on the appropriate table to discover its exact power(s). There is a basic 0% chance of an item having intelligence, ego and special powers (determined by tables in old D&D books). This rises to 75% for daggers, 55% for scimitars and 5% for quarterstaves.

Bows, crossbows and slings

01-20: Short composite bow
21-30: Long composite bow
31-50: Long bow
51-60: Short bow
61-72: Light crossbow
73-80: Heavy crossbow
81-00: Sling

Magical power of bow/sling

01-60: +1 to hit
61-78: +2 to hit
79-85: +3 to hit
86-87: Weapon of speed
88-89: Weapon of distance
90-91: Self-reloading
92-00: Cursed (-5 to hit)

Daggers and scimitars

01-25: +1 dagger
26-35: +2 dagger
36-40: +3 dagger
41 : Vorpal dagger
42-50: Cursed dagger (-3)
51-75: +1 scimitar
76-86: +2 scimitar
87-91: +3 scimitar
92-99: +1 scimitar, +3 vs pirates
and all other evil humans
00 : Cursed scimitar (-3)

Quarterstaves

01-50: +1 quarterstaff
51-70: +2 quarterstaff
71-75: +3 quarterstaff
76-90: Magic draining quarterstaff
91-00: Spell storing quarterstaff
(the last to function as the appropriate rod/ring).

Axes and hammers

01-30: +1 axe
31-42: +2 axe
43-45: +3 axe
46-50: Cursed Axe (see below)
51-80: +1 (war) hammer
81-90: +2 (war) hammer
91 : +3 (war) hammer
92-95: +1 lucern hammer
96-99: Cursed war hammer
00 : Cursed lucern hammer (-3)

The cursed axe is just a variation on the cursed war hammer which was in "Magic Jar" of The Beholder 1.

Spears and javelins

01-45: +1 spear
46-55: +2 spear
56-60: +3 spear
61-70: Backbiting spear
71-80: +1 javelin
81-85: +2 javelin
86 : Javelin of Lightning
87-95: Cursed javelin (-5)
96-00: Spear snake

The spear snake is a snake that looks like a spear, when picked up it attacks. Its details are: AC6, move 9", 2d8+1 HD, attack by a poison bite (which also does 1d6 damage), size M and animal intelligence.

Maces, flails and morning stars

01-20: +1 mace
21-30: +2 mace, +3 vs undead
31-35: +3 mace
36-56: +1 flail
57-67: +2 flail
68-70: +3 flail
70-78: +1 morning star
79-82: +2 morning star
83-84: +3 morning star
85 : Mace of disruption
86-90: Cursed mace (-3)
91-95: Cursed flail (-3)
96-00: Cursed morning star (-3)

Wierd (including pole arms)

01-03: Bardiche
04-05: Bec de corbin
06-08: Bill-Guisarme
09-10: Bo stick
11-15: Club
16-18: Fauchard
19-21: Fauchard Fork
22-25: Military fork
26-30: Glaive
31-35: Glaive-guisarme
36-38: Guisarme
39-41: Guisarme-voulge
42-52: Halberd
53-54: Jo stick
55-70: Lance
71-80: Partisan
81-85: Pick
86-88: Awl pike
89-91: Ranseur
92-94: Spetum
95-98: Trident
99-00: Voulge

Magical powers of "wierd" items

01-75: +1 to hit
76-85: +2 to hit
86-90: +3 to hit
91-00: Cursed (-3 to hit)

Note that cursed weapons cannot be put down until a Dispel Magic or Remove Curse is cast upon that weapon. To add variety to cursed weapons give them some special ability which they will use on anyone unfortunate enough to pick them up. For example: reduce him, slow him, charm him, make him forget (as the spell) or drain hits or points of STR.

To add variety to magical weapons (not swords) you need to give them some special and/or unique power. You have vorpal swords, swords of sharpness, flaming swords, swords of cold, etc, etc so why not have the same for other magical weapons? Changes have to be made, though. Obviously a blunt weapon e.g. a mace could not be "vorpal" or "sharp", and a wooden staff that burst into flame when in combat would probably destroy itself when first used. So, to add variety, here are some new magical weapons with powers which match their form of attack or most common use.

Flaming arrows: when fired these apparently normal arrows start to burn. If they hit an opponent these (magical) flames do an extra 1d4 damage and cause any inflammable materials they touch to start burning.

Eternal quarrel: when fired from a crossbow these quarrels will fly in a straight line until they hit something. In effect they give a crossbow unlimited range (as long as nothing blocks the line of fire).

Loadstone: these seem to be normal sling stones but are, in fact, highly magnetic. This gives them a +5 to hit bonus against anything of a metallic nature (people in plate armour, iron golems, etc).

Pirate's cutlass: this is, in all respects except for the following, the same as a +1 scimitar. However, it is always C/E aligned and has a +2 to hit and damage bonus against creatures of a good alignment. It is +3 (to hit and damage) against "sea monsters" and can detect hidden (i.e. concealed, invisible, buried) treasure with a 25' range.

Wizard's dagger: when this dagger is held by a magic-user (only) it acts as a "Bary's Mnemonic Enhancer" spell.

Illusion quarterstaff: this appears to be a mere +1 quarterstaff but, if held by an illusionist, he will be able to make it appear in a variety of forms, as a sword, for example, or a spear. The illusionist may then attack with this "new weapon". His chance of hitting is the same as that for a normal +1 quarterstaff but a hit does the same damage as the illusionary weapon would, if the victim of the attack believes that weapon to be real.

Mace of undead reversal: this is a powerful holy relic. It is NG aligned and will only function in the hands of a NG cleric. If touched by a character of non-good alignment it will discharge a large electrical shock, doing 2-24 points of damage to the "toucher". On command the mace will create an area of light equal to full daylight in a 30' radius about itself. Any undead creature that comes within this area must suffer an "attack" on the cleric vs undead table as if from a 5th level cleric due to the mace's powerful aura. If this mace hits an undead creature it causes it to return to its larval form. If this larva is then killed the undead creature is totally destroyed for ever.

Paladin's lance: basically this is a "mere" +5 lance (+5 to hit and damage). However, if it is used by a paladin on his special warhorse it gives both of them total magic resistance. If this lance hits someone who is of a non-good alignment it does double normal damage and, if they are mounted on horseback, automatically dismounts them. Note that this item can be used by evil persons, in their hands it acts as a standard +5 lance, but it will always miss creatures of a good alignment.

So there you are. I hope you'll like and use these tables, they make for much more variety and bring certain weapons into the game (e.g. clubs) that wouldn't appear otherwise. How could anyone ignore a +3 club they have just found? So what if it doesn't do much damage, it can hit Iron Golems! You are welcome to alter these tables if you see fit or to swap powers about. How about a Trident of Slaying, or Glaive of Disruption, or a Paladin's Jo-stick?!!!

Competition Chronicles

An account of an adventure in the Pyrus Complex (TE 1)

by Martin Stollery

Thog, Beagol, Lazarus and Olog-Haig sat round the rough wooden table, guzzling down great beakerfuls of ale, chatting with the stranger. Nobody knew how the dwarf from Druindon, the outlawed man-at-arms from Sistro castle, the thief from Askus or the barbarian from the northern hills had teamed up. What they did know was that they were all hardened killers, liars and cheats. The stranger was daring to sit on the same table as them, more so to converse with them.

He told of the caverns of Pyrus and whispered tales of the golden crown of Pious. That was enough for them. In the morning they set out for the secret entrance, meeting on the way an elf by the name of Gilglas.

"Let him join us for now," they whispered, "time enough for a push off a cliff later".

They descended a stairway, carelessly strode westward, mounted a barrier of rubble and were noisily descending it when they heard six bolts being loosed. As the missiles fell around them, they glanced up to see two towers, atop each of which were three hobgoblins. Gilglas swiftly raised his hands and mumbled a few words; all six aliens fell asleep. Leaving Lazarus to kill them, the others went on, soon coming to a door in the cavern wall. Thog smashed it down, charged in and hacked the head off a hobgoblin while Beagol and Olog-Haig fired past him, killing two more. The three remaining beasts all struck at Thog but missed as he dodged the blows and brought his axe down on another skull. The last two dropped their weapons, cowered and hesitantly explained the use of the keys hung around their dead leaders neck.

"Thanks," said Thog and he killed them. The keys opened a door to a room in which they found gold, sapphires and an extraordinary orb-shaped rod.

They continued down the main cavern, Lazarus having joined them. They came to a beach on which were padlocked three boats. They unlocked each one and launched off into the dark waters. As they passed under a cluster of stalactites on the roof of the cavern, one fell and slashed a nasty wound into Gilglas before passing through the bottom of the boat. Hurriedly returning to the shore they carried two of the boats up the eastern steps, through an opening in the side of the cavern and laid them on another lake. As they rowed across, Lazarus spotted some gems on the bottom. Taken by greed, he quickly stripped and dived in. Seconds later he surfaced and screamed "Octopus!" As he clambered into the boat, reptilian tendrils curled out of the water and overturned the two crafts.

As the adventurers struggled in the water, the tentacles grabbed a terrified Lazarus and squeezed him, drawing him to the mouth. The others hacked and cut as the beast drew Lazarus helplessly away to its lair. As they watched the mangled corpse disappear, Olog dived for the accursed gems and they all made for the southern bank. This led to some tunnels and they entered carefully avoiding a tripwire. Soon they were lost among the maze of low passages, but suddenly Beagol spotted a door and raising their hopes, they burst through.

Confronting the weary travellers were a score of prepared mites. A roar went up as the little men charged the four, hitting again and again with their clubs. Soon the adventurers lay senseless on the floor.

Consciousness returned like a clap of thunder. As they scrambled up they realised that they were weaponless, gearless and virtually

threadbare. They were also in an unfamiliar stretch of tunnel. Then Olog picked out two men stealthily advancing on them. As Gilglas received a great blow in the back, Thog leapt to his aid. Pandemonium reigned for several minutes during which nobody could remember what exactly happened, but the result after furious melee was a dead thief, another trapped in a web, almost everyone wounded and Gilglas nigh on dead. How they had fought devious sword-armed thieves with their bare hands they didn't know, but they had, and won! With the two pilfered swords they trampled on into the darkness. Olog's tracking led them to a door. He and Thog leapt into the room to find themselves standing before a throne. A large mite on the throne shouted orders and four bodyguards rushed at Thog and Olog. Though the little men were adept fighters, they were no match for a battle-angry barbarian and an incredibly strong dwarf. When they eventually lay dead at the feet of the adventurers, the room was empty; the king was gone. Searching the room, they found most of their old belongings and, re-equipped, they set off once more, evilly swearing death to all mites.

Fearing ambush all the way, they finally arrived back at the pool of the octopus. Thog, in front, staggered backwards; before him was Lazarus, wounded but alive.

"H-How...?" stammered Thog.

"Many things are possible for a master-thief, friend. I was lucky to live," broke in Lazarus.

Olog was nervous, his sword twitched in his hand, "All's not well," he hissed, "I saw him die". However, time was of the essence and they swam across, collecting the boats and returning to the lower pool. Rowing out, Lazarus suddenly leapt at Thog and pushed him into the water. Thog screamed as he burnt in the acid liquid and the 'thing' that was Lazarus leapt into Olog's boat and struck at him with slimy hands. Olog, dodging, ran it through and flung it over the side. Beagol looked at Thog. "Dead!" he pronounced. They quickly rowed on.

Having mounted a short flight of steps into another pool, they came across three barges. Drawing close to one, Olog opened the coffin within it to find a large key on which was inscribed 'Count the steps'. Encouraged, they opened the coffin of a second barge. Their blood froze.

"A wight!" screamed Olog. In terror they jumped back and rowing hurriedly away from the following ghost-like being they came to a long flight of slippery steps. Rushing upwards, Gilglas was the only one with the presence of mind to count the steps. After 101 steps, they came to a high, narrow bridge across which they dangerously sprinted. Crossing yet another pool by stepping stones, the wight not far behind, they came to an island with a great red dome on it. On the eastern side they found a three-figure dial. Suddenly adding it all up, Gilglas inserted the large key, turned the dial to 101 and stepped back.

A panel opened in the dome. Out rushed a headless horror. It lunged at Beagol who ducked, and a good kick from Olog sent it reeling onto the stepping stones, straight into the wight. The barbarian espied a lever revealed by the open panel of the dome and unhesitatingly pulled it down. Simultaneously the battling wight and body sculptor sank into the waters as the stepping stones beneath them were lowered and a set of stones to the south of the island appeared.

The party, glad to leave the screaming monsters behind, traversed the new steps but Olog suddenly decided to leave. Leaping up the cavern wall, he returned to the narrow bridge on his way back to the boats.

"Traitor, scum!" cried the amazed, rejected party.

Olog shouted back, "I'll return, maybe with some friends!"

"Answer me this," cried Beagol, "Why desert without any treasure, and what was the significance of the doppleganger?"

"I have the answer to both your questions," said Olog, "Pious, the king of the mites mislaid a thing or two. I suppose the doppleganger was commanded to retrieve this." He held up a valuable, golden crown.

As Olog descended the 101 steps, the small crown in his hand seemed less and less valuable as he thought of all the other treasures to be gained. The lust for gold increased. "Damn!" he thought, "I'll have to rejoin the others," and he headed back for the cavern of the red dome.

Passing the remains of the wight and the body sculptor, he rejoined the path at the end of the southern stepping stones. Passing through an area of dense undergrowth, sweet music came to his ears and his mind fought to hold him away from it. His strength prevailed and he passed onwards, across a river and through some trees until coming upon a line of marble pillars. Beneath these rested Beagol and Gilglas. The former, suddenly noticing Olog, drew his sword and charged. Olog deflected the blow and tripped Beagol over.

"Listen," he snarled, "We'll fight afterwards. Now we must be allies." Beagol unwillingly complied and they went on. Passing an altar, they found their way blocked by a great statue of a tiger. Unable to figure out how to pass it they returned to the cavern of the red dome. Olog attempted to climb but suddenly lost his footing. He slipped, grabbed a ledge with one hand, and then fell with a shout and a splash. Within seconds scores of fish encircled him, swarming all over the struggling barbarian...

Beagol and Gilglas watched the water redden and then still as the savaged body of the hill-man floated to the surface. Gilglas stared in amazement as the mauled face tried to speak. "Great Isis! He's alive!"

Beagol snatched up the glittering crown from the depths of the pool. "Nay," he said, "This is where we leave him." The two remaining survivors crossed the stepping stones. Taking running jumps, they crossed to the narrow bridge before the fish had time to cluster around them.

With little more trouble, they were now back at the tunnels of the mites. Wandering in the twisting passages, they came across two great, chained apes. Taken by surprise, Gilglas was knocked flying by a heavy blow. The two adventurers hurried out of the apes' range. Gilglas turned and stared into the eyes of one of the apes. Pointing at the other, he commanded it to attack. With the two locked in combat, the adventurers crept past and collected the treasure. Beagol smashed the skull of the surviving ape who was now mauling his defeated comrade. Traversing the tunnels, laughing as they went, they went through the ransacked room of the King of the Mites and entered labyrinthine passages. In the dark, they didn't see until too late the night-black wraiths, until one's icy touch was felt by Gilglas.

The adventurers ran in blind fear until they stumbled into a strange room. On the floor was written "Do not provoke the dog". A one-armed idol pointed towards them. Carefully they drew closer to the idol when suddenly, the dog (sitting beside the idol) sprang up. At the same instant a ball of fire leapt from the idol's finger, hitting Beagol and dashing him to the ground in searing pain. Gilglas hurried towards the idol and wrenched a gem from its forehead. The dog lay dead, apparently and inexplicably cut, at the idol's feet.

Beagol painfully got up and they returned, wary of meeting the wraiths again, to the mites' tunnels. Beagol grunted, "I hear slithering!" A gelatinous cube rounded the corner and, before succumbing to their repeated blows, made a telling hit on Beagol, who stiffened like stone.

Gilglas lifted his dagger, "Before you die," said he, "let me explain. I knew you were going to kill me from the start, thanks to B.S.P. You think you're so clever with your stealing and killing, but I win in the end!" He stabbed Beagol, took the bags of treasure and laughed all the way out.

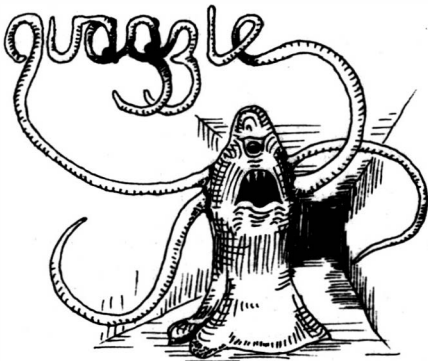
With new monsters and a new style we present

MONSTER SUMMONING



Frequency: Rare
No Appearing: 1-6
Armour Class: 5
Movement: 6"
Hit Dice: 5d8
% in lair: 15%
Treasure Type: D,Q,S
No of Attacks: 1
Damage/Attack: 2-12
Special Attack: Lycanthropy + poison
Special Defenses: Only hit by +1 or better magical weapons
Magic Resistance: Standard
Intelligence: High
Alignment: N/E
Size: M (6' tall/long)
Psionic Ability: None
Monstermark: 140 (M=3A), Level VI

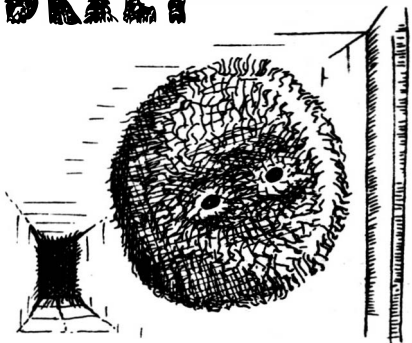
Another member of the Lycanthrope family the Weresnake is one of the most powerful. It has the special strengths and weaknesses (e.g. to Wolvesbane) as do all other were creatures and its bite not only can cause lycanthropy in a victim but is also highly poisonous (-2 on save).



Frequency: Rare
No Appearing: 1-4
Armour Class: 7
Movement: 1"
Hit Dice: 7d8
% in lair: 95%
Treasure Type: None
No of Attacks: 4
Damage/Attack: None
Special Attack: Teleport
Special Defenses: Teleport
Magic Resistance: 60%
Intelligence: Low
Alignment: None
Size: L (8' tall)
Psionic Ability: None
Monstermark: ?, roughly Level VI

The Quazzle is a basically peaceful and harmless creature. However, much to its misfortune, it strongly resembles a Roper (although it only has four tentacles as opposed to the Roper's six) and therefore is often attacked. The Quazzle's main defense is the fact that anything touching it is almost immediately randomly teleported 10'-40', (roll 1d8 for direction, counting round the main compass points, starting at North). If an object ends up inside something the teleported object only is destroyed. Note that weapons have time to inflict damage before being teleported away. A Quazzle attacks by flailing its four tentacles. If they hit anything it is randomly teleported (use system above). Note that this attack only has to touch, not penetrate, so a hit against AC10 (plus any DEX adjustments) is enough to teleport.

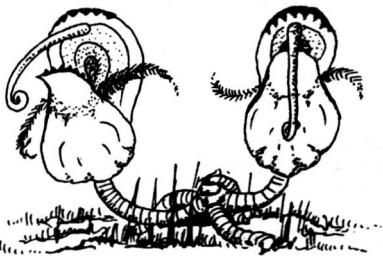
DRAFT



Frequency: Rare
No Appearing: 1-4
Armour Class: 4
Movement: 9"
Hit Dice: 4d8+4
% in lair: 0%
Treasure Type: None
No of Attacks: 1
Damage/Attack: None
Special Attack: "Charm"
Special Defenses: "Darkness"
Magic Resistance: Standard
Intelligence: Average
Alignment: C/E
Size: M
Psionic Ability: None
Monstermark: 16.3 (M=2½A) Level II

The Draft is a disgusting sub-terranean life-form, related to the Intellect Devourer, but it is non-psionic. In appearance a Draft resembles a large (3' across) ball of black fur and this colouring gives it a 60% hide in shadows chance. Someone hit by a Draft must save vs magic/spells or be charmed. The charm lasts for 20-INT minutes and has the powers of a charm person spell. Charmed people will attack their friends but will not kill themselves. Drafts move by floating. They hate light and a light or continual light spell cast on one will kill it. In areas of light a Draft is blinded and almost helpless. However, Drafts have the power to cast Darkness 15'r on themselves twice a day, as if they were 10th level MUs. They can "see" in this (and all other) darkness by picking up thought waves (this ability is thought to be partly psionic, inherited from the Intellect Devourers).

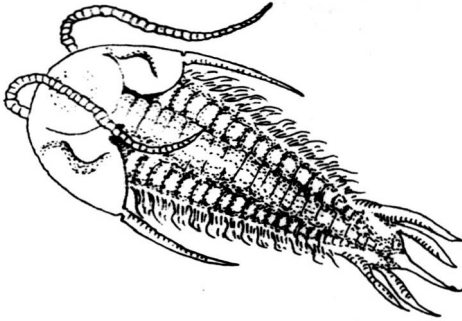
LEECH PLANT



Frequency: Uncommon
No Appearing: 1-4
Armour Class: 10
Movement: 0"
Hit Dice: 5d8+special
% in lair: 0%
Treasure Type: None
No of Attacks: 1
Damage/Attack: 1d6
Special Attack: Blood drain
Special Defenses: None
Magic Resistance: Standard
Alignment: None
Size: S (3' high)
Psionic Ability: None
Monstermark: 29 (M=2½A) Level III

These plants seem to be harmless and therefore get surprise on 1 to 4 on 1d6. They bite for 1d6 damage and if they hit they will from then on drain blood (no roll to hit needed). As the plant drains blood it gains extra hits on a 1:1 basis, e.g. it drains 4 hits from someone and so its hits increase by 4. To escape from a "drain" either the plant must be killed or the victim must pull himself away (by rolling under STR-4 on 1d20). Leech plants typically attach themselves to a person's calf, the easiest place to drain blood. So, if you run a critical hit system, this will effect the calf (70%) or the Achilles tendon (30%). The Leech plant is non-intelligent.

Trilobite



Frequency: Rare
No Appearing: 2-20
Armour Class: 3
Movement: 18"
Hit Dice: 3d8+2
% in lair: 25%
Treasure Type: None
No of Attacks: 3
Damage/Attack: 1d6/1d6/1d4
Special Attack: "Butt"+ "Lash"+ Poison
Special Defenses: None
Magic Resistance: Standard
Intelligence: Animal
Alignment: Neutral
Size: M (5' long)
Psionic Ability: None
Monstermark: 98.2 (M=3A), Level V

Trilobites were small sea creatures that lived in prehistoric times. Many people thought that they died out but a few of them live still now, in a giant form. Their bony heads and bodies make them AC3, while their many short legs enable them to move at high speeds. These giant trilobites have adapted to living out of water, although they can still swim at 6"/turn. They attack in several ways. Firstly, with two 5' long tentacles extending from the front of their head. These do 1d6 damage if they hit and each melee round they have a 10% chance of knocking something out of an attacker's hand. Second, they can bring their pointed tails up and over their head, attacking with it for 1d4 damage (plus poison). If in trouble a trilobite will "charge" at someone blocking its escape route and butt them. If a hit vs AC10 (plus any DEX bonuses) is achieved the victim takes 1d4 damage and is knocked to the ground as the trilobite scuttles under him.

VOID

Voids are creatures from the Plane of Negative Material. They are not undead, but are similar to them with respect to spells (sleep, ESP doesn't work on them, etc).

A Void appears to be just a floating and pulsating, totally black, blob. This colouring gives a 30% hide in shadows chance.

Being made of anti-matter Voids can pass through solid objects with ease, and only magical objects are able to touch (and thus damage) them.

Voids love to eat freshly killed meat.

To get this they have a very special method of attack. If they hit someone he immediately disappears, and is, in fact, inside the Void. Then an exact copy of the person, as if from a Mirror of Opposition, appears and the two will fight. The winner is "spat out" by the Void, leaving the other's body inside, ready to be eaten. The Void cannot be attacked from the inside and each person it hits goes to a different "sector" of its body.

Frequency: Rare
No Appearing: 1
Armour Class: 0
Movement: 18"
Hit Dice: 6d8+1
% in lair: 0%
Treasure Type: None
No of Attacks: 1
Damage/Attack: None
Special Attack: see below
Special Defenses: Only +1 or better magical weapons hit
Magic Resistance: 40%
Intelligence: Animal
Alignment: Neutral (evil)
Size: M (4' across)
Psionic Ability: None
Monstermark: ?, suggest Level VIII

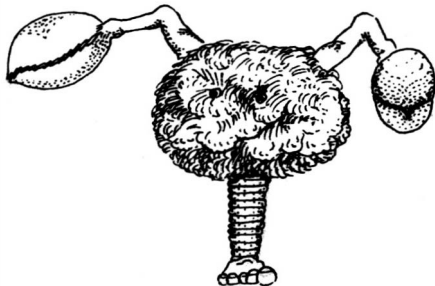
VARTS



Frequency: Uncommon
No Appearing: 3-30
Armour Class: 8
Movement: 3"/15" flying
Hit Dice: 1d8
% in lair: 100% (day), 10% (night)
Treasure Type: 40% chance of 1d10 gems
No of Attacks: 1
Damage/Attack: 1d10
Special Attack: Disease (?)
Special Defenses: None
Magic Resistance: Standard
Intelligence: Low
Alignment: Chaotic Neutral
Size: S (2'-3' long)
Psionic Ability: None
Monstermark: 2,2 (3,3 with disease), Level I

Varts are blind, bat-like, flying rodents who travel by night in packs, on the hunt. They inflict a 1d10 bite (15% chance of causing rabies) with their super-sharp teeth, with a 25% chance of a critical hit occurring (but only if the Vart attacked an unarmoured spot on the victim). They live in caves, deep forests, etc.

BANWACK



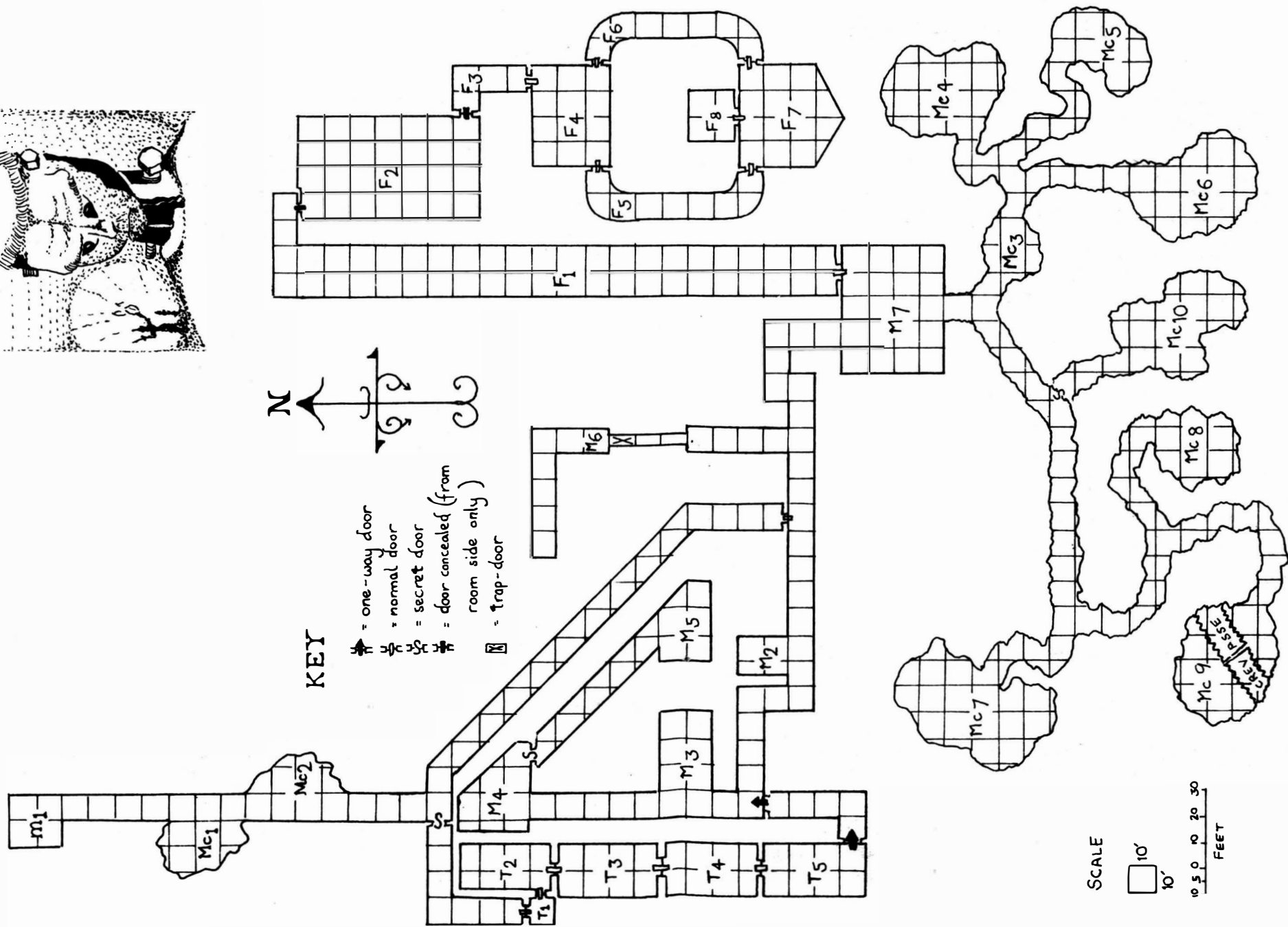
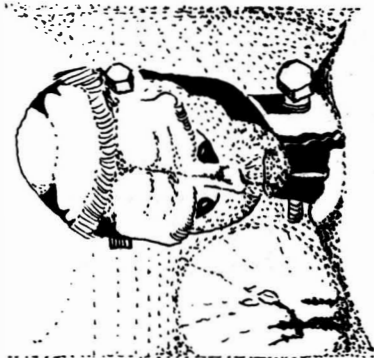
Frequency: Rare
No Appearing: 1-6
Armour Class: 6
Movement: 9"
Hit Dice: 4d8
% in lair: 05%
Treasure Type: None
No of Attacks: 2
Damage/Attack: 1d8
Special Attack: None
Special Defenses: None
Magic Resistance: Standard
Intelligence: Semi-
Alignment: Neutral
Size: S (4' high)
Psionic Ability: None
Monstermark: 36, Level III

These are virtually blind balls of fur, supported by a single springy leg. They have two large pincers on the end of stalks that protrude from their bodies. They bounce around dungeons, clicking their pincers in a constant search for food. Due to their blindness they often attack beings stronger than themselves and thus are few in number.

CALLING MONSTER DESIGNERS:

If you've created a new and original monster why not send it in to our "Super Monster" competition? The monster that comes first in this competition will win its designer one year's subscription to this 'zine. Monsters will be judged on originality and inventiveness and not on how powerful they are. Only monsters which haven't been printed anywhere before may be entered for this competition. Please get monsters typed out if you can and a little picture would also help.

the Mines of Mentorr



This issue we feature a competition dungeon sent in by one of our quality discerning readers who made the effort of putting pen to paper. I have made one or two additions and amendments in an attempt to perfect and extend the dungeon. Here it is then:

Mines of Mentorr

by Martin Stollery

I assume that the great majority of our readers are by now familiar with competition scenarios. For the few that are not don't fret; unless your intelligence rating is the dimmer side of 6, you should soon understand the principles having read through the following few pages.

This scenario is recommended for play using 4 or 5 characters from the list below. (The players should choose but the G/M might wish to rule some combinations out. If, as intended, two groups of players tackle the dungeon, one after the other, it is obvious to offer the same choice of characters to each group).

PESTOR: 4th. level Ranger, Human, 30HTK, A.C.5, 5gp.

13 16 14 14 11 11
Chainmail, long sword, hand axe, blow pipe, 15 barbed darts(do 1d4 damage), 2 torches, 8 flasks of oil, large sack, Rope of Climbing, rations.

ORIGAM: 4th. level Fighter, Human, 24HTK, A.C.2, 5gp.

18(71) 12 07 11 11 10
Platemail, medium shield, morning star, throwing axe, heavy cross-bow, 15 quarrels, 3 +2 quarrels, rations, +1 long sword.

QUOY: 4th level Magic-User, Half-Elf, 14HTK, A.C.4, 5gp.

10 17 07 13 10
Gown and pointy hat, Bracers of Defence A.C.4, Potion of Fire Blowing (2d8 damage, 10' range), Scroll of Extension I, hooded lantern, 2 flasks of oil, tinderbox, 20 paste gems, rations.

SLYRT: 4th. level Magic-User, Human, 11HTK, A.C.10, 5gp.

10 15 09 11 09 10
Robe, +1 dagger, +2 vs. enchanted monsters and M/U's, Potion of Water Breathing, Scroll of Anti-Magic Shell, 12 iron spikes, 5 flasks of oil, 5 torches, hidden dagger (under...) pointy hat, rations.

TETRASCH: 4th. level Cleric, Half-Elf, 21HTK, A.C.3, 5gp.

08 07 17 13 09 11
Plate-mail, quarterstaff, Scarab of Protection vs. Evil High Priests, Potion of Healing, 3 vials of Holy Water, Wolvesbane, belladonna, Large sack, Rations.

THORGAL: 4th. level Trickster (T.B.1), Elf, 15HTK, A.C.6, 5gp.

13 14 11 11 15 11
Leather armour, medium shield(optional), dagger, thieves' picks 'n tools, Skeletal Key(+10% to pick locks), Ring of Mammal Control, 5 worthless silvery baubles, rations.

TRANICOS: 4th. level Thief, Halfling, 16HTK, A.C.5, 5gp.

13 09 11 07 15 17
+2 Leather armour, 2 daggers, sling, 20 sling bullets, thieves' picks and tools, large sack, 5 skins of wine, rations.

UYAM: 4th. level Fighter, Gnome, 34HTK, A.C.0, 5gp.

15 11 14 11 09 10

+1 Plate-mail, +1 shield, Long sword, shortbow, 15 arrows, 5 silver arrows, quiver (20 arrow capacity), 6' pole (who ever heard of a Gnome with a 10' pole?), lantern, flask of oil, tinderbox, rations.

WESTALL: 4th. level Illusionist, Gnome, 11HTK, A.C.8, 5gp.
12, 15 06 12 16 09

Gown and wizard's hat, 50' of rope, dagger, 12 iron spikes, silver mirror, small sack, Scroll of Illusionary Script, rations.

ZEPHYR: 4th. level Cleric, Human, 17HTK, A.C.2, 5gp.
08 07 14 11 09 10

Platemail, medium shield, +2 mace, Command Scroll, silver cross, 3 flasks of oil, 2 vials of Holy Water, Tinderbox, lantern, rations.

The characteristics for the above characters are in the order; Strength, Intelligence, Wisdom, Constitution, Dexterity, Charisma.

A HISTORY OF THE MINES OF MENTORR:

Many eras ago, beyond the memory of the oldest adventurers, the great dwarven king Mentorr chose some established dwarven tin mines in which to have himself and his royal descendants entombed after death. To avoid suspicion and common knowledge of the situation of the tombs, mining was permitted to continue.

Centuries later, the crazed but brilliant alchemist Farjet, together with his mercenary band of gnolls, bugbears and degenerated humans, raided the mines, killing all of the dwarves. They extended the mines and Farjet was able to find peace to carry out his experiments, foremost of which was to brew the "Elixir of Life". Around 30 years later a rumour spread like wildfire; "He succeeded!" Now, 258 years after his confirmed discovery, the authorities of both Law and Chaos have deemed it "unfair" to have an immortal mortal, thus the party of adventurers is on a crusade to "clean out" the ancient mines to thereby calm the wrath of the Gods.

A DESCRIPTION OF THE MINES OF MENTORR:

The old dwarven mines

M1: Entrance is gained by a winding staircase from above. From the foot of the stairs there is a 15' drop into a pentagon etched on the floor of the room. Impressed in the centre of the pentagon is a hand print, thumb pointing North-West, the other digits pointing respectively NNW, N, NNE and NE.

In the centre of the room is a dwarven statue of Zeus, his right arm raised, the hand spread as the hand in the pentagon. As soon as a member of the party steps from the safety of the pentagon, he will be blasted by a fireball from a finger corresponding to the player's position. The die value of the Fireball is 1d8 for the thumb, 2d8 for the index finger etc. upto 5d8 for the little finger. The Fireball will not be triggered if each player places his hand on the impressed hand in the pentagon before stepping out of it.

In the clenched fist of the left hand of the statue is an orange gem with a black cross set in it (the 'Eye of Zeus'). This can only be reached by smashing the hand.

M2: In this large alcove sit two Ogres on a stone bench. They allow anyone walking backwards with their eyes closed past (give any clues you wish). Their names are Franki and Tranki (12 & 17HTK, have 200 & 500gp and attack with bare hands).

The Tombs

T1: The gateroom to the tombs, guarded by a Salamander (4LHTK) armed with a +2 axe. The room is very hot and the party attack at -2 from the 3rd, melee round on. In the pit in the centre of the room are 2 gems worth 700gp and 1000gp, 2 ruby talons and a crystal sword with the words 'Demonslayer' written on it in all 3 'Good' alignments. The word 'Erok' is written on the hilt.

T2: The tomb of Tarnos, a great dwarven king. The sarcophagus lies in the centre of the room, sealed by a great stone slab; seated on the slab is an oriental-type statue, legs crossed, hands praying and head bowed. His eyes are 200gp emeralds and while these remain in their sockets, all attempts to open the sarcophagus will be unsuccessful. When removed, a jet of acid squirts from each eye for 1d6 damage. The lid of the tomb then vapourises to reveal a skeletal corpse wearing a necklace on which are 3 ruby talons. On each wrist of the skeleton is a gem encrusted bracelet worth 300gp each.

T3: The tomb of Gilghi, an evil dwarven king. On the party's entry there is an eerie scream and the king, now a ghoul, rises from his open tomb together with 8 Zombies. (Ghoul 13HTK, Zombies 6,7,7,9,9,11,12 HTK. Ghoul turns as Ghast due to royal position in life). As soon as the king rises, a magic mouth will appear on the Eastern wall and will start a countdown from 10 to 1, saying 1 figure each melee round. If the time limit is beaten, each undead will become a pile of 200gp. If there are still some undead 'alive' after ten melee rounds, a random character in the party must save vs. magic each melee round, or become a Zombie.

The party will find that the door has closed behind them and it cannot be reopened. They can only go South!

T4: Tomb of Rarni the Wise, Protector of Jargli. His tomb is laid into the floor. Written on the great slab which covers it is the following; "Rock takes no heed of strength, nor brawn,

My flesh, though, lies with earth, not stone;

The Helm of Erok doth cover mine eyne,

Thus delve, ne'er mine, to make it thine."

Around the tomb are loose slabs which can be lifted to reveal light earth. It takes 1-4 turns (depending on strength and number of diggers) to reach the skeleton of Rarni. On his skull is a crystal helm, the Helm of Erok. The name Erok is written on the rim of the helm. It is a Helm of Reading Magic and Languages.

T5: Tomb of Jargli, the 'Gold-snatcher'. The tomb, in the centre of the room is open and contains 200gp, 100gp and a sapphire worth 500gp. Also a +1 shield. Jargli's greediness is rewarded by him being given the status of a Wraith (27HTK).

The Lairs of the Mercenaries

Being wealthy, Farjet could afford to pay his mercenaries, who hollowed out rough caves for themselves as base camps for pillaging raids in the locale of the mines.

Mc1: An advance guard of 2 Bugbears (20 & 17HTK) and Herfat, a fleet Kobold (4HTK), who will run and warn of attackers. The Bugbears have pickaxes and 80gp each. Herfat has a 20gp. golden nugget.

Mc2: 2 more guards, human mercenaries (1st. level F/M's, 7 & 7HTK, Chainmail, shields and spears. 30sp each).

M3: A powerful and repelling odour is emitted from this room. It would appear to be the 'rubbish tip' of the mines, being strewn with bones, rotting food, dismembered limbs and animal hides. In the East of the room is a large pile of offal (ie. entrails, heads and tails and various innards!) in which lurks an Otyugh (39HTK(7d8)).

M4: Two of Farjet's followers, Sif and Ferger, labour over a table in the centre of the room, guarded by 8 first level Fighters(3, 7,5,9,2,2,3 and 10HTK, armed with long swords and wearing chainmail). On the table is a Frankenstein-like creation, ready for action; it requires only one swig of the 'potion of life' and will then animate. (Roll percentile dice; 01-10 = failure, 11-30 = blows up (effect as 5d8 Fireball, 10' radius), 31-45 = goes berserk (attacks nearest character), 46-00 = obeys Sif and Ferger. (Sif; 3HTK, A.C.10, dagger. Ferger; 4HTK, A.C.10, dagger. Frankenstein; 21HTK(4d8), A.C.2, damage 1-10 (1 attack), move 8").

On a shelf on the North wall are: Frankenstein components, books on how to make them and 3 flasks containing potions of life. These latter can animate Frankensteins, heal 1d12 points of damage, or resurrect a character killed up to 2 melee rounds ago.

Engraved on the secret door in the South wall is a circle with a cross in it (similar to the eye of Zeus). If the Eye is placed on this door, it will open. It cannot be otherwise opened.

M5: This is the secret worship chamber of the dwarves, untouched for centuries due to Farjet's ignorance of secret doors. In the East of the room is a Gargoyle-like statue made of marble with an indentation in its forehead. If the 'Eye of Zeus' is placed in it, the Eye will clear, mist over, and then clear to show a vision of the party walking a stretch of corridor (M7 to M_{c1} and M_{c2}), finding a secret door (to the tombs) and then falling among tongues of flame. The Eye then mists over again before showing another vision, that of a sneering, toad-like head looking at the party. Finally the Eye will darken and shatter. (If the demon has already been killed, then the 2nd vision will be of the anguished face of the demon among flames).

M6: This is the farthest the dwarves ever managed to tunnel. Before the corner is a well concealed trap-door. It will automatically spring when the first person steps on it. (The party must be in single file here as the corridor is only 4' wide). As soon as the unfortunate adventurer has fallen through, the door will close and he faces a Doppelganger (17HTK). The victor can re-open the trapdoor and rejoin the party. The pit is 15' deep.

Beyond the corner at the end of the passage is a sack containing 355gp and a Potion of Speed. (the Ogres' (M₂) treasure).

M7: A relic of the Zeus worshipping dwarves of the mines is the old eagle of Zeus, a white marble statue which stands in the centre of this room. However, since dwarven times it has gained other uses and is now under the power of the demon. Anyone looking at the eyes of the eagle (give a % chance for anyone looking at the statue) must save vs. magic or be hypnotised and drawn to the demon in M_{c6}. The hypnosis lasts until a damaging attack is made on the charmee.

It will be noticed that the eagle is missing all of its talons.

All of the mines and the tombs (NOT lairs of the mercenaries nor Farjet's halls) are smooth-walled with parallel grooves running along the passages (formed by mining trolleys). None of the passages are lit but rooms M₄ and M₇ are lit by torches set on the wall. All passages are 10' high. Rooms are 20' high. The doors in the Tombs are 10' tall, 5' broad and 6" thick, made of solid oak reinforced with iron.

Mc3: An empty room at first sight, but two bodies can be made out lying in the South of the room. One is shrivelled and burnt beyond recognition, the other is equally dead, apparently strangled by a necklace around his throat. The necklace has one pendant bead on it (Necklace of Missiles, bead is 6d8 Fireball, but all evidence suggests that it is a Necklace of Strangulation). The unfortunate, blue-faced man was actually suffocated by a poison (the empty flask lies beneath him).

Mc4: 7 mercenaries (A.C.4, 2,4,4,4,6,8 & 9HTK, armed with spears, 4-40sp and 1-8gp each) are clustered around a central table. On the table is a cage containing a parrot, and the mercenaries are all engaged in teaching it to talk. The parrot is a permanently polymorphed, totally Neutral, 4th. level Thief. He will offer to answer two questions from the party if they release him first. He knows about everything in the dungeon except Farjet's Halls and the Tombs of the dwarves. Having answered the questions, he will leave. (He has 20HTK).

Mc5: 2 mercenaries huddle around a central fire. They are extremely ugly. Both are blind and barely have the strength to get up. They will not fight, nor answer any questions. There is a chest in the South of the room full of filthy rags, hidden beneath which are 30sp. and a War Hammer (+3 dwarven). Inscribed on the hammer is "Return me to my rightful owner, Tarnos, King, First of Tombs". Anyone who returns this to T₂ will receive +2 charisma, +2 strength and infravision 90' (60' if human). Anyone viewing the inscription and not returning (or helping to return) the Hammer to the Tomb will be cursed with -4 charisma, -4 strength and permanent blindness. (Note: only one person may benefit from the blessing, but any number may come under the curse). Mercenaries are 3 & 5HTK.

Mc6: 5 Gnolls (9,9,10,13,15HTK) are torturing an old dwarf for the fun of it. His sack lying beside him on the floor contains 6,000sp and a pet snake (6HTK (1d8+1), A.C.9, 1 bite for 1-4 damage + poison (save at +4)). If not already found, the dwarf will give vague directions to the Sword and Helm of Erok, and make some connection between them and the Demon. (Dwarf is 7HTK).

Mc7: Tharjot's lair. He is the leader of the mercenaries (5th. level Fighter, A.C.3, 34HTK, 17 strength, armed with +2 sword, called 'Cleavemeat'(inscribed on hilt)). He is eating and drinking with two deputies (A.C.4, 10 & 10HTK, armed with spears). His locked paychest (key on belt) contains 70gp, 20sp, 24pp, 240cp and two ruby talons.

Mc8: A completely empty room.

Mc9: This room is damp with moss on the Eastern and Southern walls. Living, almost undetectable, among the moss is a colony of Green Slime. Sleeping on the opposite side of the room, beyond a fathomless, 15' wide crevice (bridged by a 1' wide plank; roll under dexterity not to fall) are 5 Troglodytes (5,7,8,10 & 10HTK). They are unarmed. Hidden behind a loose stone in the Western wall are 5 crystals (10, 10, 50, 100, 500gp) and 3 ruby talons.

Mc10: The room of Erok, Demon type II (44HTK). He is geased not to leave the room. Pronouncing his name will stun him for 1m.r. (This can only be done once). If he is hit with the Crystal Sword of Erok, the sword will break doing 5-50 damage to him. (This only occurs against Erok, otherwise acts as normal sword). Erok's treasure in the NE corner is 1800gp, 200pp, 14 +1 arrows, a wand of Ma-

gic Missiles (15 charges left), and an electrum rod, the Rod of Formos.

Farjet's Halls

F1: This long corridor is guarded by 3 Mirror Fighters (see next room). The walls, ceiling and floor are all of red marble.

F2: All the surfaces of this room are covered in mirrors. Once inside the room, each person must save (vs. magic at +4) or become confused. If this occurs, role percentile dice to determine the effect: 01-10 = wander around confused, 11-60 = stand confused, 61-80 = attack nearest creature, 81-00 = attack mirrors on wall. (Note; only one initial save need be made. The former two effects of confusion last for 4-16m.r., the latter two last 1-4m.r.).

All doors act as concealed doors. In the East of the room, one mirror is patterned with gold leaf. This mirror is highly magical; if the blood of a 5th. or higher level Cleric, of Lawful Good alignment, is smeared over it, 1-4 Mirror Fighters will step from it (15 HTK, A.C.3, battle axe for 1d8+2 damage).

F3: Three skeletons guard the way here (1,2 and 3HTK). Once destroyed, no matter in what manner, they reform as 2d4 skeletons; the hit dice continue to increase by one each time until a time when the party give up the attack. The skeletons cannot be turned or dispelled. The only way to destroy them is by touching them with the Rod of Formos. The word 'Formos' is inscribed in the floor around the Western door.

F4: The library of Farjet; over 1,000 volumes line the shelves, each containing a coded shorthand, decipherable by Farjet alone. On the East wall there is a store of potions hidden behind the books. The potions are as follows; Speed, Levitation, Polymorph Self (over-fermented- causes automatic change into frog), Delusion (Flying).

F5 & F6: 3 Mirror Fighters patrol each passageway. They will allow one person past for every 100gp they are given.

F7: The throneroom of Farjet. He is seated on a stone chair in the South of the room and is 324 years old. He wears a Cloak of Protection +3 and a Ring of Protection against all Diseases. His great fear of death led him to invent an Elixir of Life but this has not prevented him from aging. He cannot walk, move or talk (only 1HTK). He is guarded by his two sons, Ellam and Mellam (3rd. and 4th. level Fighters, 22 and 24HTK, A.C.2, both protected by permanent Anti-Magic Shells) whose breast-plates are encrusted with 500gp worth of jewelry each.

F8: Farjet's treasure room, guarded by 2 Mummies (23 & 27HTK). Lying in the North of the room is a chest and a ruby worth 60gp. The chest is open and empty. There is an empty socket in the lid and if this is filled with the ruby, the following will materialise in the chest: 1,280gp, 2,000gp, 500gp, 3 diamond circlets worth 1000gp each and a scarab enabling a 10' radius teleport with a 1 mile range. The scarab only acts once.

NOTES AND AIDS

The replacement of the 10 ruby talons on the Eagle of Zeus will result in a diamond worth 750gp falling out of its beak (This Eagle has 5 claws on each foot). The 'ruby' talons are actually glass!

Character alignment is up to the players. Again, if you wish to use this as a normal dungeon, convert competition points to experience points in the ratio 1:10 (or do away with the tasks completely). If you wish, you are welcome to adjust this scenario to fit in with your own campaign ideas. Experience points are not awarded (no need for characters you are only going to use once). Time is counted from the moment the party enters M₁ to the moment they leave the dungeon. The players should have a copy of the following competition points scheme.

COMPETITION POINTS SCHEME

For every 100gp value (ie. gp, sp, gems etc.) returned to surface 1pt.
 For each magical item found (depending on power) 5-10pts (+5 if identified)
 For every monster killed (depending on power) 1-50pts.
 For each turn late (AFTER 50 TURNS) on returning to surface -5pts.
 If over 70 turns spent in the Mines of Mentorr TOTAL OF ZERO PTS.
 For each character killed -50pts.

TASKS

Kill the lurker in the filth (Otyugh in M ₄)	20pts.
Kill the fiery guardian (Salamander in T ₁)	25pts.
Kill Tharjot and take 'Cleavemeat' (room Mc7)	20pts.
Kill the chained Hell-Spawn (Erok in Mc ₁₀)	35pts.
Kill " " " " with his bane (sword of Erok)	45pts.
Kill the ancient alchemist (Farjet in F ₇)	10pts.
Kill the sons of Farjet (Ellam & Mellam in F ₇)	25pts.
See the visions in the Eye of Zeus (M ₁ gem in M ₅ gargoyle)	15pts.
Destroy the abomination of nature (Frankenstein in room M ₄)	10pts.
Survive the pit of opposition (trap in M ₆)	20pts.
Collect the crystal banes of Erok (sword (T ₁) & helm (T ₄))	25pts.
Beat the deadly timekeeper (room T ₃)	15pts.
Find the Rod of Formos (Mc ₁₀)	10pts.
Speak with the wizened dwarf (Mc ₆)	5pts.
Return the Hammer to its keeper (hammer in Mc ₅ to T ₂)	15pts.
Destroy the Mirror of Evil (F ₂)	15pts.
Take the treasure of the immortal man (room F ₈)	5pts.
Replace the ten talons of the eagle (talons in T ₁ , T ₂ , Mc ₇ , Mc ₉ ; eagle in M ₇)	30pts.
Destroy the skeletal guard (room F ₃)	10pts.
Speak with the persecuted parrot (room Mc ₄)	5pts.

NOTE: Do NOT give the bracketed information to the players. It is for the D/M's use only. Tasks may be completed in any order.

Wanderers, as follows, are met only in the 'M' & 'Mc' areas.

- | | |
|--|---|
| 1 3-12 orcs | 6 2-5 zombies + 1 ghoul |
| 2 2-8 dwarves (seeking to kill Farjet) | 7 A Troll |
| 3 Mercenaries; 1-4 Gnolls, 2-5 Troglodytes,
1-6 Humans, 1 Bugbear(20%). | 8 5-20 giant rats |
| 4 1-3 Mirror Fighters | 9 A Frankenstein (M ₄) |
| 5 Clean-up crew | 10 Any monster the D/M
likes (about 4th lvl) |

A Humble Apology (for bits and pieces omitted from scenarios in TB's 2 and 3)

TB2 Room T₆: Petrarch II's treasure chest is under the bed with a Magic Mouth laid on it to say (when touched), "Beware, greed can kill". The chest, which is Fire-Trapped contains an axe with a +1 mithril blade (Axe of Balorin), 3500gp and a Potion of Flying.

TB3 A note at the bottom of page 16 says that suggested amounts of experience for following rumours will be given later; well here we go. I suggest a base 100ep for each character as each rumour is solved. Adjust as to difficulty of rumour and each character's part in solving it. A 1st. lvl character should attain 2nd. lvl. by the end.

Tricks & Traps

If there's something that I admire in a dungeon/wilderness it's a well thought out trick or trap. As a player coming across one of these starts the old grey matter going trying to defeat it. As a DM thinking up one that will be challenging to players (without necessarily killing them) is very satisfying. However, there are pitfalls which a DM must avoid. The first is that of making the trap/trick too deadly. It is all too easy to kill people with 100'+ deep pits, baths of acid, volleys of poisoned arrows, etc and most of these methods are not only too nasty, they are also BORING. I, for one, don't believe in the "Bang, you're dead" type of trap. If you must put this sort of thing in your dungeon at least give your players a warning in the form of a rumour heard in the local tavern, an inscription placed nearby by the dungeon epitomist or a way to prevent death, a small ledge 20' down the pit that above average DEX characters would be able to grab, thus stopping their fall, for example.

A DM should not take unfair advantage of the fact that he knows all of the details of any party that goes into his dungeon/wilderness. This means that traps which exploit one of a party's weaknesses (e.g. lack of thieves) should not appear in great number, if at all. However, there are ways to get around this if you run what is commonly known as a "living dungeon". In a living dungeon monsters do NOT just sit about in their rooms until the party decide to attack them. They (if intelligent) will use any powers they possess to aid them against attackers, and will set up defenses based on these powers. An Ogre Mage, for instance, may well take up residence in a cone-shaped room so that his cone of cold would be able to fill up all of it. If a monster (don't forget that that term includes MUs, clerics, druids, etc who live in the dungeon) has ESP or a similar ability they will know when an attack is imminent and they will be ready, making it impossible to surprise them at the very least. An example of this is when a DM uses the excellent Urchin monster (created by Nick Louth and featured in "Fiend Factory" of WD9). This nasty beastie has, in all of its different forms, clairvoyance. This means that it will be able to keep track of a party as it wanders the dungeon and will be able to get off first attack against a party that comes within range.

If a monster with an ESP ability and good communicative ability too reads the minds of a party it will discover their strengths and weaknesses and be able to work upon this information. The monster may well go out and tell others all about the party so that they too can set up traps which are specifically designed to defeat this party. For instance, if it is discovered that one of the party is a Paladin who has a habit of leading the party about the dungeon a good little trap would be a bucket full of unholy water just above a door. As the paladin walks through he will be drenched and take a LOT of damage (according to Dragon 22 unholy water harms paladins as acid harms others).

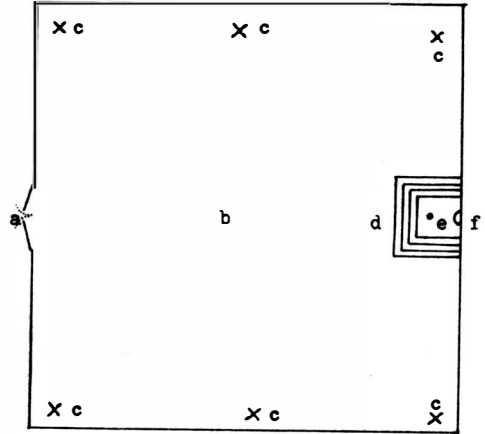
One type of trap which several DMs use to excess almost is that concerned with writings of various sorts. Basically there are three types of writing to be found in dungeons: that which is straightforward and easily understandable (i.e. in common), explosive runes and "coded" writing. The last type is most common and comes in very many varieties. There are messages in obscure languages, in code, disguised by magic, in hieroglyphics and many more. However all of these can be split into two major groups: those that characters read and those that players read. For the former a player says "My elf can read that language so what does it say?" and in the latter the DM gives the players a piece of paper with the message on it and they must work it out. The latter method is more fun, but far lengthier than the former, and it is also not very realistic.

Dangerous Digressions

Here are a few nasty trick/trap situations. Each one is described and explained and it should be easy for you to place them somewhere in one of your dungeons if you want.

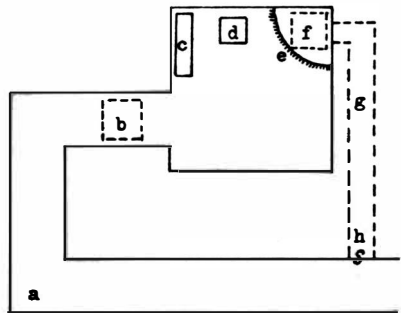
THE MAGIC MOUTH "PARTY KILLER" TRAP

On entering this room by double door (a) the party will see that it is "another evil temple". The floor (b) is black and has several tiny blood stains. The walls and ceiling are black too and the room is roughly 100' square. At odd points around the room there are small (3' tall) stone statues of various types of demon, one of each major type (I,II,III,IV,V,VI). These can only be destroyed by hits from magical (+2 or better) blunt weapons. Opposite the doorway there are some steps (d) upto a platform. On this platform (e) there is a single candle (unlit). A few feet from this a stone carving of a dragon's head protrudes from the wall. This head (f) has a magic mouth spell on it and if the candle (e) is lit the magic mouth operates. It says "Demogorgan, Orcus, Jubilex" over and over until it runs out. Each time it says a name there is a 05% chance of that demon hearing and coming to see what's going on. If this happens he will not be happy to see a group of dungeoneers in one of his temples and it's probably the end of the party.



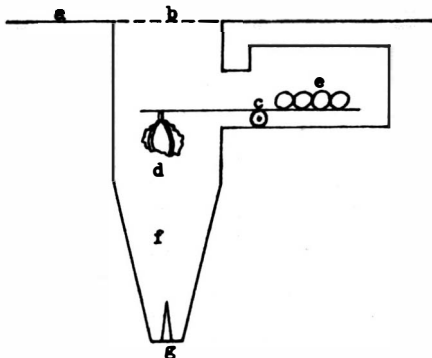
THE ORC FIRE TRAP

As the party walk along a passage they suddenly see two Orcs appear from round a corner (a), then turn and flee. The Orcs run along the passage and across the pit (b) thanks to a long plank of wood (c) placed there by other Orcs. When they are across the pit the plank is pulled into the room. As the party come round to try and catch the Orcs they will blunder into the pit (which is hidden by a paper covering, making it look like normal floor) which is 20' deep. At the bottom of the pit there is a large pool of oil. When the party fall in the Orcs will grab torches from table d, light them and throw them into the pit, thus lighting the oil and doing a lot of damage to the party. If the party survive or avoid this trap the Orcs will lift up mat (e) and go through trapdoor (f) underneath. Below this trapdoor is a passage (g) which ends in a secret door (h). The Orcs know of this door and will use it to escape.



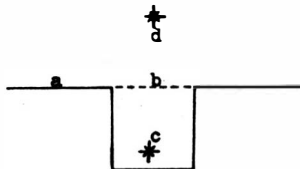
THE BALANCED BOULDERS PIT

While walking along a corridor (a) the leader of a party of dungeoners steps onto a hidden trapdoor (b). This opens and he starts to fall, but after about 10' a long plank of wood sticks out and he may try to grab onto this (by rolling under his DEX on 1d20). If he fails he falls another 30' onto spike g, taking lots of damage (suggested: 4d8). If, however, he succeeds in grabbing the plank his weight together with that of rock d will exceed that of the four boulders (e) and the plank will pivot around c. The sudden pivoting will knock him off and he will fall down onto spike g. But just behind him will be the four boulders which, thanks to the funneling effect of the bottom of the pit (f), will fall right onto him, doing an extra 2d4 damage each.



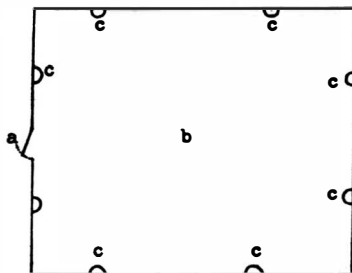
THE ROUND AND ROUND TELEPORT PIT

An adventurer walking along corridor a steps onto b, which is a piece of paper painted to look like normal floor. He falls through and drops 10' to the bottom of a small pit, taking 1d6 damage from the fall. However, at the bottom of the pit is a short range teleporter (c) which teleports the adventurer upto d. Now he is 20' above the bottom of the pit. He falls in again, takes 2d6 now because he has fallen twice as far as before, and is teleported back to d again, falls in again, takes more damage, etc, etc. If he is alone he is probably dead if he falls into this pit, but normally friends are nearby and can catch someone the third or fourth time they fall in.



THE BURNING ROOM TRAP

Coming to a door the party open it and look through at the room behind. The door (a) is very large and heavy, it also radiates magic. Behind it is room b. This is about 40' by 45' with walls covered in tapestries. The floor is covered with material, as is the ceiling and the floor feels "wet". There are also occasional drops of liquid from the ceiling and the walls are "slimy" to the touch. All around the walls of the room are stone heads sticking out of the walls. These have lighted candles in their mouths, holding them. These heads (c) all have magic mouth spells on them, set to operate under various conditions. If one of these is fulfilled, e.g. someone goes within 10' of a head, the magic mouth operates. They are all set to laugh if set off. As the head laughs the candle will fall out of its mouth and onto the floor, causing a fire because the liquid which is all over the room is oil! Within a couple of segments the whole room will be alight. If a party checks out what the liquid is before venturing far into the room they will be OK. If they don't, watch out!



THOUGHTS ON IDEAS

It is quite usual for players in a D&D campaign to come up with some clever little ideas which their character(s) use from then on. These often apply to some unusual use for a spell or a piece of equipment which the character buys/makes. Many good examples of the latter appeared in WD12 in an excellent article by Lew Pulsipher. However, these little ideas can be troublesome for the DM and may even cause him to ban some object/spell on the grounds of maintaining "play balance". This, I find, can cause complaints from players because their clever little idea has been banned for "no real reason". And they have a point. Coming up with ideas and outwitting the others is one of D&D's most interesting and original facets, no non-role playing games features it so strongly (or at all). So to constantly disallow ideas not only annoys people, it takes away some of D&D's "charm".

Luckily most D&D players are sensible (although you wouldn't believe it the way some of them play!) and if a DM explains that doing something will ruin the game they will (usually) understand and go along with what he says. However, players should get something for coming up with a brilliant (but disallowed) idea and I suggest experience points. These should be given when someone has a good idea of any sort, more points for cleverer ideas. If an idea is disallowed by the DM for some reason he should give double experience points for it as "compensation". If you come across a player who refuses to have his idea banned unless you give him a good "game" reason then try the following: The gods (i.e. the DM) have created this world and what they say goes. Now doing (whatever the idea is) threatens their creation and to protect it they change the laws of nature to make it impossible. If the player still complains he has angered the gods and they strike him down (dead and no resurrection

possible). Crude, but effective!

But enough for the DM, now for some of my little ideas which all you players out there might find useful. These ideas use AD&D rules (Players Handbook) and the tables from the DM's handbook which had a "sneak preview" in issue 22 of The Dragon. Note that ideas relating to long or permanent duration spells may not work in your world if your DM puts a shorter limit on duration (see Spells:Use and Misuse in issue one of "The Beholder").

Magic-using characters (MUs, Illusionists, Druids and Clerics) give most chance for "nasty ideas". All they have to do is stay at home for a few weeks, getting spells and casting them on appropriate items. One of the most common is a Cont Light spell on the head of a torch. This then gives you a torch that never goes out and lights a 60'r sphere rather than the usual 30'r for a normal torch. The one problem is that if you want to put the torch out (to avoid detection, etc) you need the person who cast the spell to be there and do it, and after he has the torch can only be used as an ordinary one until there is a chance to put another Cont Light on it.

Both Nystul's Magic Aura and Leomund's Trap are "ready made" clever ideas and placing them on all of your possessions is a good idea.

Now the nastier spells. Put Fire Traps on everything that can be opened and shut e.g. doors, boxes, pockets, back packs, books, trapdoors, etc, etc, etc. Place magic mouths all over your home or castle, or have chains of them that activate each other. Use Guards and Wards, Snare or Glyph of Warding to keep raiders out. (or trap them). Charm people or monsters and get them to guard you, or charm them then polymorph them into the form of a really

powerful monster (but watch out for their gaining that monster's mentality and thus breaking your charm).

If you are a druid it is best to live in the wilderness somewhere, because it is very likely that lots of people will be after your blood. The reason for this being revenge for when you killed someone for stepping on a daisy, kicking a cat, etc. Build up a stronghold and surround it with plants that have been "grown" by your spells. This will make it hard for attackers to get to you but mean that you and your druid friends will find it easy to get in/out thanks to the druidic "pass through overgrown areas" ability. However 1st and 2nd level druids cannot do this so if you want one of these to be able to visit you a special entrance will have to be created.

If you are an Illusionist or MU and an expedition is looming get everyone together and, day by day, turn them all invisible. Tell them not to attack anything or cast any spells and eventually you will end up with a totally invisible party, and if you time this right this will have been achieved the day before the expedition, meaning that the MU/Illusionist will be able to take a full number of spells. I personally came across this in a game and now say that invisibility isn't permanent but lasts for 1 day maximum (shorter if the invisible person attacks/casts a spell).

When you come across certain monsters it is worthwhile taking bits of them along with you. Examples are many, but here are a few. Balrog hide makes very strong leather armour. Acid/poison sacs can be cut from monsters and used to make weapons more deadly. Small pieces of Ochre Jelly, Gelatinous Cube, etc can be stuck onto arrows to make them capable of inflicting paralysis, etc. If your DM says that monsters retain powers after death it is worth skinning Rust Monsters and Cockatrices and making whips from their hides (the former is especially useful against Iron Golems). However if powers are retained after death watch out for Madnane and Basilisks, even when

dead they will still be able to turn party members to stone (but this also means that they can be carried about and used to turn the monsters to stone).

Now for items of equipment that aren't on the AD&D lists. One of the first that comes to mind (and also one of the simplest and most useful) is the good ole grappling hook. These shouldn't cost more than a few gold pieces each and they are a great asset, not only do they aid climbing but they can also double as anchors in emergencies. Padded belt pouches or back packs are essential. Without them a fall into a pit or the like will result in the loss of holy water or magic potions as their fragile containers smash when you hit the bottom. Tripwires are useful and can also be used to strangle with. Swordsticks which appear to be staves, but when a catch is released a long blade springs out of the end. This is a useful weapon for a "Little Old Man" because he can pretend it is just a walking stick. However when he gets annoyed with someone he prods them with it, releases the catch and you have one skewered character! One "borrowed" from "The Gray Mouser" is a razor sharp gold piece, easy to hide and easy to kill guards with.

If you are "into" fooling monsters you can "make" magical items which monsters will buy/let you go free for. Examples are: a circle of black felt for a portable hole, a bottle of coloured liquid (with belladonna in it?) as a potion, a piece of carved wood for a staff, a ball of crystal, a normal bag, a pair of boots, a cloak, etc, etc. There are many, many possibilities here, but remember that more intelligent monsters will try out magical items before believing you and magic-using ones may well ESP you to see if you are telling the truth.

Well, there are some of my ideas. I hope that you'll find them of use during your future D&D games. Finally, sorry to all you DMs out there who suddenly find your players deluging you with wierd plans and requests. Don't disallow too much!

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