

THE BEHOLDER

ISSUE

no. 5



45P

EDITORIAL

Yes, it's us again with issue five of "The Beholder", a 'zine devoted to the best FRP game: Dungeons and Dragons (D&D). D&D is published by T.S.R. Hobbies Inc., P.O. Box 156, Lake Geneva, Wisconsin 53147, AMERICA. "The Beholder" is the creation of:

Michael G. Stoner (Mike) of 29 Parkway, Dorking, Surrey (Tel: Dorking 87253)
and

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

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

Now to go over a few points of importance. This 'zine comes out monthly and regularly. This is the August '79 issue. Copies should be in the shops by the 4th of each month and subscribers should get their copies around the 1st, or possibly slightly earlier. If you wish to subscribe to this 'zine please use the slip enclosed. If you already subscribe your copies 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 want).

Don't forget the monster monster issue! This will probably now be issue 8, to coincide with Games Day V. Keep sending in monsters for the "super monster" competition. Remember we're looking for originality rather than sheer "killing power", and the designer of the winning monster gets a whole years free sub, that's 12 free issues! As we shall be at Dragonmeet, Lilliput, etc you can give us your entries personally, if you want.

In a few weeks the long-awaited DM's Handbook will be on sale. Watch out for a review of it in issue 7. There is no doubt that it will have a large impact on the way many people play D&D, and will most probably alter several basic parts of the game. We hope to be able to "move with the times" and cater for the many new players who will be coming into D&D because of this (just as many started when the "Basic Rulebook" first appeared). However, if you still play "old style" D&D, don't panic! We will try to ensure that articles are of use to everyone, from rank amateur to top-class pro.

Mike and Guy

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VIEW POINT

SPECIALISED CLERICS ARE MORE INTERESTING

By John Norris

One of the aspects of straight "Gygax" D&D I have always found particularly unsatisfying is the vagueness of its undifferentiated "cleric" character class. "Real" clerics have all sorts of interesting foibles, some of which stem from the particular tenets of their various faiths and others which seem to be a kind of professional "occupational hazard" of clergy in the society to which they belong. (I hope that observation does not offend any readers of strong religious beliefs; it is meant kindly by this agnostic.) All "Gygax" D&D has to offer in that line is the distinctly simplistic and, at least to me, plain boring "alignment" system. Surely we can do better than that?

What I want to do is describe how I have tackled this problem - or rather this opportunity - using one of the clerical subclasses from my "world" as an example. I have concentrated on the definition of the sub-class in relation to its playing in the game, because that is the area which I think is the most difficult. Of course, in my "world" I give the various sub-classes of cleric different panoplies, organisations and religious buildings, but I think those may be described as the "frosting" on the cake rather than the cake itself. And it is the latter I want to deal with here.

THE WAY OF ANUBIS

ITS CONCEPT

"The Way of the Ultimate Peace of Anubis", to give it almost its full title, is, at least in game terms, one of my more eccentric "creations"; it is not really a suitable profession for clerical player characters, as will become apparent. (Actually, that is my main reason for picking it as the example, as I make a practice of not divulging to players any more of such mysteries than it is reasonable for their characters to know.)

The essential tenet of the "Way of Anubis" is that it is the proper doom of all living things to die. Its adherents believe in a life after death, though not one which intrudes into the material world in any way, and that the standing of an individual being in its afterlife is determined by the merit which it has shown in life, particularly in accepting its destiny in a proper spirit of resignation to the divine will. There are naturally various related tenets, but they need not concern us here.

It follows that Priests of Anubis are implacably opposed to any interference with the dead; those who have been doomed to die should remain dead. Animation, resurrection and reincarnation of the dead are all equally abhorrent to them - the last perhaps rather more so as it involves the premature "death" of the mind of the being used for the reincarnation. Also abhorrent, to a lesser extent, are the use of magical means to prevent death, especially otherwise almost certain death; devotees of the "Way of Anubis" believe that such people should be permitted to obtain merit through the acceptance of their fate.

This latter point is the main origin of sects within the "Way". (What religion is without them?) The main division is between those believers who hold that the

process of death should not be interfered with in any way, to allow the acquisition of merit through suffering the destined fate in full, and those who believe that the acceleration of death through the "mercy killing" of the doomed with their consent is acceptable because that consent is the highest manifestation of resignation to the doom ordained by the divine will. Those opposed to such interference with death call their faith "The Inimitable Way of the Ultimate Peace of Anubis", while those who practice such acceleration of death refer to their faith as "The Inevitable Way of". I mention this because the two kinds of Priest of Anubis are referred to below as "Inimitablist" and "Inevitablist".

So much for the concept. How is it carried through into the game?

THE "WAY" IN THE GAME

The most important thing is to have a clear in your mind when you create such a sub-class how you see its members behaving, what particular abilities they will need to perform like that, and what inherent disadvantages can be built in to balance those abilities. The latter must be provisional to some extent, because only playing experience, especially above the lower levels, really shows how a sub-class can and should be balanced. To some extent play can also be allowed to develop sub-class abilities, but a very tight rein must be kept on that.

The advantage I give to Priests of Anubis is to make them by far the most potent character class against the undead. Priests of Anubis "turn" undead as "standard" clerics of twice their experience; thus a 1st level Priest will turn undead as a cleric of the 2nd level, or if he is half way to the next level of experience, one of 3rd level. A 2nd level Priest will turn undead as a cleric of 4th or 5th level, etc. Priests of Anubis also "dispel" undead as a standard cleric of their level would turn them, and the Priests have special clerical spells which help them deal with undead; examples are "Lay undead", the reverse of the standard "Animate Dead" in a more powerful form, in two strengths, one which prevents that undead being reanimated subsequently and one which does not, and two "Symbols" with effects equivalent to those of the aforementioned spells.

Priests of Anubis have similar spells to deal with resurrected, reincarnated and magically cured beings, but in most games I have played in those should be counted more as a disadvantage, especially as the tenets of their faith oblige the Priests to seek to apply such spells to fellow player characters who have benefitted in such ways!

Like the advantages, the disadvantages are chosen to follow the tenets of the faith as closely as possible. To compensate for the powers mentioned above, the disadvantages must be, and are, a formidable list.

Priests of Anubis may not use any curative or protective spells or potions or other magic items, except those protecting specifically against undead. Priests will disapprove of the use of such magic by their associates, and the more effective and/or powerful it is, especially curative magic, the more unhappy the Priests will get. For example, the use of a "Cure Critical Wounds" spell would be enough by itself to make the Priest totally unco-operative and leave the party at the first safe opportunity. Moreover, the Priest will seek to reverse the effects of such curative magic if he can do so by means of the special clerical spells he can have for that purpose without imperilling his own life. Note that "wishes", if you permit them, can be curative and thus would be objected to in particular as well as in general as an interference with destiny.

The only thing a Priest of Anubis will have to do with resurrected or reincarnated beings is to kill them, which the Priest must try to do as quickly as he can. Inevitablists will consider plans involving their own demise if they would take a higher total (expressed in levels) of resurrected or reincarnated being(s) "with them", but Inimitablists will not, because they must preserve their own lives for their own destinies. Naturally, all Priests of Anubis have a 1st level spell which enables them to tell whether a being has previously been

dead, which they will use if given grounds for suspicion and may use anyway.

It follows from the above that Priests of Anubis are the natural foes of anyone practicing magical healing, or animation, resurrection or reincarnation of the dead. If a Priest discovers or hears of anyone performing, intending to perform or seeking to have performed any of the latter three actions, will immediately attempt to prevent them. If he is too late, he will try to kill the perpetrator(s). Whether he does so at the cost of his own life will depend once again on whether he is an Inevitablist (use the same guidelines as above to see whether he thinks the sacrifice is worthwhile) or an Inimitablist (in which case he won't).

POSTSCRIPT FOR THE DM

It should be clear from the foregoing that the essential requirements in the playing of this sub-class is rigid adherence by the Priest to the tenets and idiosyncrasies of his faith. Only in that way can his disproportionate powers against undead - more than sufficient to bring him into demand for expeditions - be fully balanced by the attendant disadvantages of his attitude to death as a destiny not to be interfered with, unlike the concern of most characters to avoid it at all costs!

I think this sub-class is an interesting one for the DM to have about, particularly if he makes it difficult for the players to discover which sect, Inimitablist or Inevitablist, the Priest in question belongs to, thus keeping them in the dark about the extent to which the Priest is prepared to go in thwarting their intentions that he objects to! On the other hand, I do not think this sub-class is of much value to players, except perhaps to run once or twice out of interest rather than any real hope of developing a powerful character. There is no doubt that in most circumstances such a player character will not be welcome on adventures!

(Anyone wanting to include this sub-class as a curiosity in a general "standard" D&D game will no doubt wonder what alignment this sub-class is. Of course, it depends on your point of view. I would suggest that in its resistance to change in ordained destiny - surely a chaotic act - it must be highly lawful, and that its aim of cancelling out much magical effect indicates a neutral tendency, a search for balance.)

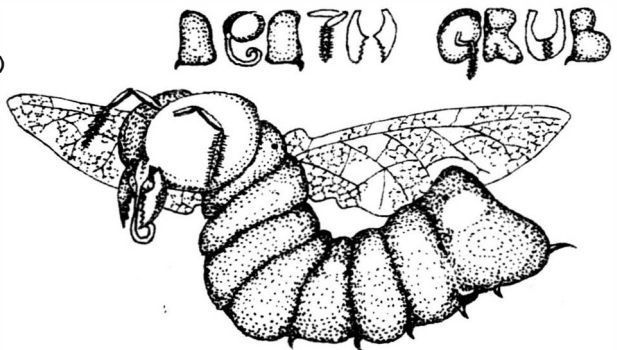


Frequency: Uncommon
 No Appearing: 1-4
 Armour Class: 5
 Movement: 2"
 Hit Dice: 5d8+5
 % in lair: 0%
 Treasure Type: None
 No of Attacks: 2-5
 Damage/Attack: 2d4 each
 Special Attack: see text
 Special Defenses: None
 Magic Resistance: Standard
 Intelligence: Animal
 Alignment: Neutral
 Size: L (9' tall)
 Psionic Ability: None



This deadly creature is a giant, living cactus. It has a main body and from 2 to 5 "off shoots" with which it attacks. A hit from these off shoots does 2d4 damage and fills the victim with little thorns. These are very painful and until they are removed (which takes 4 melee rounds) the victim has his DEX reduced by 2d4 (but it cannot go below 3). If one or more of the off shoots scores a hit with an 18 or better the victim of the attack is crushed against the body of the cactus for an extra 3d4 damage. If someone is killed by a cactus one of its off shoots will stop attacking and instead draw all of the moisture out of the body. This takes 1-6 melee rounds and, if completed, makes a resurrection impossible.

Frequency: Uncommon
 No Appearing: 1-100
 Armour Class: 4 (small target)
 Movement: 3"/6"+ burrow
 Hit Dice: 1 hit point
 % in lair: 05%
 Treasure Type: J
 No of Attacks: 1
 Damage/Attack: None
 Special Attack: see text
 Special Defenses: see text
 Magic Resistance: Standard
 Intelligence: Animal
 Alignment: Neutral
 Size: S (3" long)
 Psionic Ability: None



The Death Grub is a large insect, and a relative of the Rot Grub, which it resembles. However, Death Grubs have no real attack and have wings, unlike Rot Grubs.

Death Grubs eat dead bodies. If they encounter a body they will land on it and burrow into it and, as they are so small, there is only a 10% chance that this action will be noticed by anyone nearby. Once inside a body a Death Grub will eat various internal organs and make the body totally unresurrectable. The only way to stop this is by magical means, e.g. Cure Disease within 2 melee rounds of the Death Grub entering the body or Wish (of course), etc. It takes 120 Death Grub/minutes to eat enough of a body to make it unresurrectable. Therefore 60 Death Grubs could do it in 2 minutes flat, or 1 could do it after 120 minutes, i.e. 2 hours.

Frequency: Rare
 No Appearing: 1-6
 Armour Class: 5
 Movement: 6"
 Hit Dice: 6d8+2
 % in lair: 05%
 Treasure Type: C
 No of Attacks: 4
 Damage/Attack: 2d4 each
 Special Attack: Charm
 Special Defenses: None
 Magic Resistance: Standard
 Intelligence: Very
 Alignment: Lawful Evil
 Size: M
 Psionic Ability: 241-340
 Attack/Defense modes: B/FGH

Cephalopod



The Cephalopod is a pet of a Mind Flayer. It takes the form of a large, four-tentacled octopus and is, in fact, similar in appearance to the head of its master. Cephalopods attack by flailing their tentacles, a hit from which does 2-8 points of damage. Their eyes glow brightly and anyone looking into these must save vs magic or be charmed. This charm is of a limited form and can only force the victim to stand motionless until either the Cephalopod is killed or he is attacked by it. A dispel magic will negate this effect automatically. Cephalopods have psionic powers exactly as do Mind Flayers but, as few people in D&D use psionics, this can be ignored if you want. Cephalopods are very slimy and leave a trail of blood red wherever they go. This slime is sticky and because of it Cephalopods have no difficulty in "climbing" walls and hanging from ceilings.

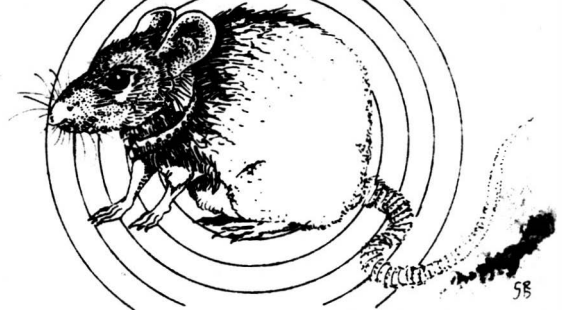
Frequency: Rare
 No Appearing: 3-12
 Armour Class: 6
 Movement: 12"/18"
 Hit Dice: 3d8
 % in lair: 30%
 Treasure Type: B
 No of Attacks: 2
 Damage/Attack: 1d6/1d6
 Special Attack: Empathy
 Special Defenses: Empathy
 Magic Resistance: Standard
 Intelligence: Low
 Alignment: Chaotic Evil
 Size: M
 Psionic Ability: None



The Fnaal (pronounced fernarl) are a race of lizard-like creatures and they swim well. They attack with claws for 1-6 points of damage each and also try to hit with their long but thick tails. If a tail hits it does no damage but sticks to the victim. The special power of the Fnaal is that they can transfer wounds. This can only be done from a willing Fnaal to someone stuck to its tail. If a Fnaal has taken, say, ten points of damage it can transfer these to anyone stuck to its tail so that they suffer ten damage and the Fnaal is healed. It takes one melee round to transfer wounds. About the only way to kill a Fnaal is with magic or by killing it in a single round, so it doesn't have the chance to transfer its wounds. Note that the transference process is not reversible. Some Fnaal (10%) are able to transfer magic as well as wounds. So, if one is slowed, feared, etc it can make whoever it is touching with its tail suffer the effect too. An elite band of Fnaal leaders are able to transfer magic to themselves. So if their victim is cured, hasted, etc they can take the effect away and have it themselves.

Frequency: Very Rare
 No Appearing: 1-3
 Armour Class: 6
 Movement: 9" + "phase out"
 Hit Dice: 4d8+1
 % in lair: 0%
 Treasure Type: None
 No of Attacks: 1
 Damage/Attack: 1d6
 Special Attack: Time Stop
 Special Defenses: Phase out
 Magic Resistance: Standard
 Intelligence: Genius
 Alignment: Neutral
 Size: S (2' long)
 Psionic Ability: None

TIME RAT



Time Rats are creatures of the future that have travelled back in time to see what life used to be like. They are especially interested in dungeons and what goes on in these, and it is here that they will be found. Unfortunately Time Rats look just like large, black, hairy rats and, as they are so curious, they are likely to approach parties of dungeoneers. The result of this is normally that the dungeoneers will get scared of this "big rat" and attack it in some way. This is not a good idea as Time Rats can be very nasty if they are roused. First, they can Time Stop once a day as if they were 20th level MUs, (other Time Rats are unaffected by this). Second, they can return to the future at any time. The actual "phase out" takes 2 segments and as the Time Rat is motionless at this point it counts as AC10 if attacked while phasing out. Third, they can call on other Time Rats for help. This takes 1 segment of motionlessness and then, within 2-8 melee rounds, 1-3 other Time Rats will "phase in". Note that as Time Rats are so curious they may well grab items (especially magical ones) from people stuck in Time Stop and then take them back to the future to investigate. There are vague rumours of large groups of Time Rats taking people with them into the future, but this is doubtful.

Frequency: Rare
 No Appearing: 1-8
 Armour Class: 2
 Movement: 6"/18"
 Hit Dice: 3d8
 % in lair: 10%
 Treasure Type: Q(times 6)
 No of Attacks: 3
 Damage/Attack: 1-4/1-2/1-2
 Special Attack: Roar
 Special Defenses: None
 Magic Resistance: 20%
 Intelligence: High
 Alignment: Neutral
 Size: S
 Psionic Ability: None



MICRO-SPHINX

The Microsphinx is just a small Androsphinx, much as a Pseudo-Dragon is a small dragon. In fact there is near hatred between these two types of creature, and they will fight on sight. Microsphinxes attack with a bite and two claws. They can also roar five times a day. This "weapon" has a range of 9" and can be directed at any one creature. If the creature rolls under its DEX on 1d20 it has "dodged" the intense wave of sound but if it fails it has been "hit" and is stunned for 5 melee rounds and deafened for a further 5.

MONSTER REACTION ROLL TABLES

This table is intended to be a quick and easy way of determining a monster's reaction to a party of dungeoneers. Usually, if the party wants a friendly encounter, one person would be elected to go forward and try to befriend the monster. Obviously this chance is higher if the person has a high charisma and/or offers the monster some kind of gift. However, for those parties who like to kill everything in sight, the initial roll can be made to determine the mood of the monster(s). Only one roll should be made for each group of monsters unless the DM for some reason feels that they may disagree over the situation, in which case he should roll for each sub-group.

<u>DICE ROLL</u>	<u>GENERAL ATTITUDE</u>	<u>ATTACK CHANCE</u>	<u>OFFER ADVICE</u>	<u>OFFER AID</u>
01-08	Furious	100%	0%	0%
09-22	Angry	80%	0%	0%
23-38	Hostile	65%	0%	0%
39-58	Suspicious	50%	5%	0%
59-75	Uncertain	25%	10%	0%
76-84	Enigmatic	10%	25%	5%
85-92	Amused	0%	50%	15%
93-96	Friendly	0%	80%	25%
97-00	Benevolent	0%	100%	50%

Furious creatures attack at +2 and do +2 damage,
 Angry creatures attack at +2 and do +1 damage,
 Hostile creatures attack at +1.

MODIFIERS

If party's speaker has charisma of	16	+5%
	17	+10%
	18	+15%
Gift offered: no gift	-10%	
small gift	+5%	
medium gift	+10%	
large gift	+15%	
Speaker's alignment: same as monster	+20%	
different to monster	-10%	
opposite to monster	-20%	
Monster is unintelligent	-30%	

Remember that if a monster turns out to be friendly make more reaction rolls according to the actions of the party with appropriate plusses or minuses. Also roll again when enough time has passed for the monster to have reassessed the initial impression.

DMs' note: Use common sense when rolling on these tables. A benevolent balrog or suspicious shedu would be rather strange, so do not let it happen! Always roll secretly so that suspicious monsters could really be hostile, but pretend to help, and attack the party by surprise later on.

When the Players Handbook came out it introduced several new character races into D&D. However, all of the present races are humanoids, what about monsters? Well, here specially for all monster fans, we present:

THE DRAGON RACE

Dragons of all types have some big advantages over other, already established races, so they must also be given some disadvantages to cancel these out. Some of these disadvantages may seem to you to be a bit "false", but they are needed if play balance is to be maintained.

If a character wants to be a Dragon he must have 12+ STR, 9+ CON, 9+ INT and 6+ in everything else. If he has this he may be a dragon. He may be any type of dragon, but must keep to the alignment of that type, no evil gold dragons, please.

Now the character must choose his class. The choice is small: MU or fighter. He may not be a split MU/fighter. In both these classes he will be able to progress unlimitedly.

Hits for dragons are rolled on d8s, no matter what class the dragon is. Armour class is the same as for a standard dragon of the type (look it up in the Monster Manual) and, as dragons cannot wear armour or use shields it is likely that they will stay at this AC permanently.

All dragons have 60' infravision. As a character class they do not have the "aura" power and they cannot detect hidden/invisible objects. If they choose to be fighters they have no magic use. However, dragons do have their breath weapon, of the type appropriate to the type of dragon. This may be used only a limited number of times a day: 1/day at 1st to 4th level, 2/day from 5th to 8th level and 3/day at 9th level and up. The area of the breath weapon is the same as for the standard dragon, and damage done is equal to the number of hits of the breathing dragon (half this if a save is made). Note that even MU dragons can breath.

As a race dragons are naturally suspicious of everyone and everything. All races tend to accept them, mainly because of fear than real friendship!

Dragons attack on the table appropriate for their character class (the same goes for saving throws). MU dragons attack with two claws for 1d4 each and a bite for 2d4. High strength can increase hit probability and damage caused by the claw attacks, but not the bite. Fighter dragons always do 1d4 with each of their claws (plus bonuses for high strength) but bite damage increases with level. It starts at 2-9 (1d8+1) at 1st level, and one point is added for each level advanced, e.g. a 3rd level dragon does 4-11 (1d8+3) damage and a 10th level does 11-18 (1d8+10) damage. On reaching 10th level fighter dragons can bite twice per melee round.

All dragons can speak common, their type of dragon and alignment. They can also all read, but are unable to write. As dragons are magical creatures they can hit monsters that only magical weapons can hit. However, they have to reach 4th level to hit things only damaged by +2 weapons, and 7th level to hit Iron Golems, etc (only hit by +3 weapons).

Dragons move at the rate given for normal "monster" dragons. They may use magical items allowed to be used by their character class, but use sense here, a dragon just would have no use whatsoever for, say, a cloak.

As they have so many benefits dragons have one big disadvantage: they progress slowly. Fighter dragons suffer -20% experience and MU dragons suffer -40%. This is nasty, but needed to counterbalance the big advantages dragons have.

Issue three of "The Beholder" featured a small table of gems, showing various types and values. Unfortunately this table had few entries and was therefore rather limited. Well, here is another article that expands the subject.

MORE GEM TABLES

By Andreas J. Sarker

HOW TO USE THESE TABLES

First, roll percentage dice to find which table to use, e.g. a roll of 71 would mean use the "Uncommon" table. Then roll to see which item on that table has been found, using 1d8, 1d10, 1d12 or 1d20 (and reroll if 16 to 20 comes up). Next use the final table to find the exact quantity and quality of the item present.

KEY: c = carat , z = ounce , p = pound , e = each , t = pint , $\frac{1}{4}$ " = $\frac{1}{4}$ " diameter

<u>PERCENTAGE ROLL</u>	<u>TABLE TO USE</u>
01-40	Very common
41-67	Common
68-90	Uncommon
91-96	Rare
97-99	Very rare
00 (100)	Extremely rare

<u>VERY COMMON</u>		<u>COMMON</u>		<u>UNCOMMON</u>	
1	Agate 40/c	Astilate 50/z	Aquamarine 270/c		
2	Anethyst 300/c	Blue topaz 250/c	Common ruby 1000/c		
3	Carnelian 50/z	Carbuncle 20/c	Fire opal 670/c		
4	Chalcedony 48/z	Chrysoptase 70/c	Olivine 160/c		
5	Citrine 10/c	Common opal 100/c	Orange pearl 60/ $\frac{1}{4}$ "		
6	Common sapphire 640/c	Dwarf node 650/e	Red diamond 1300/c		
7	Garnet 80/c	Elf stone 750/e	White diamond 750/c		
8	Green Jade 200/z	Heliotrope 50/c	White jade 220/z		
9	Macre 16/p	Jasper 48/p	White pearl 70/ $\frac{1}{4}$ "		
10	Peridot 28/c	Orc eye 66/c	Yellow diamond 800/c		
11	Sard 32/p	Peltinate 35/c	Yellow topaz 280/c		
12	Sardonyx 44/z	Yellow jade 210/z	Zircon 190/c		
<u>RARE</u>		<u>VERY RARE</u>		<u>EXTREMELY RARE</u>	
1	Black marble 32/p	Green coral 40/p	Black coral 50/p		
2	Blue coral 44/p	Lapis lazuli 290/z	Black crystal 180/p		
3	Ebony 100/z	Maroon crystal 120/p	Gold coral 154/p		
4	Hemp 100/z	Orange crystal 70/p	Gold-veined marble 56/p		
5	Lavender marble 36/p	Orange marble 44/p	Hydra's teeth 100/e		
6	Marijuana 70/z	Psychedelic mushroom 500/z	Purple coral 56/p		
7	Onyx 25/p	Red coral 48/p	Rainbow marble 66/p		
8	Opium 200/z	Silver crystal 95/p	Silver coral 100/p		
9	Orange coral 36/p	Silver-veined marble 50/p			
10	Petrified wood 20/p	Unicorn's horn 2000/e			
11	Purple crystal 90/p				
12	Quinine 90/t				
13	Red marble 40/p				
14	Turquoise 220/z				
15	Yellow coral 30/p				

<u>Dice roll:</u>	<u>Carats:</u>	<u>z(ear-ring):</u>	<u>z(orb & crown):</u>	<u>z(drug):</u>	<u>z(other):</u>	<u>Pounds:</u>	<u>Pints:</u>
01-02	3	1	6	1	1	1	1/2
03-10	5	1	7/8	1	1 1/2	2	1
11-18	7	1	8/9	1	2	3	1 1/2
19-26	9	1	10	1	2 1/2	4	2
27-36	11	1	11/12	1	3	5	2 1/2
37-46	12	1	13/14	1	3 1/2	6	3
47-56	14	1	15/16	1	3 1/2	7	3 1/2
57-66	16	1	17-19	1 1/2	4	8	4
67-76	18	1	20-22	1 1/2	4 1/2	9	4
77-84	19	1	23-25	2	5	10	4 1/2
85-92	20	1	26-28	2	6	11	5
93-98	22	1	29-31	2 1/2	7	12	5 1/2
99-00	23/24	1 1/2	32+	3+	8+	13+	6+

EXAMPLE: Roll %age dice. A 72, so use the "Uncommon" table. There are 12 entries on this table so roll 1d12. A 12, which is zircon. Zircon is 190/c, so roll on the "carats" (c = carat) column of the above table. A 59 is rolled, to show 16 carats. So it is worth 16 times 190 = 3040gp.

COMPUTER PROGRAM

Given below is a BASIC computer program for random character generation. Minimum requirements may be entered for specialised generation of characteristics. Generation is continuously presented in tabular form until stopped. '18's generated for strength will be accompanied by a random percentage.

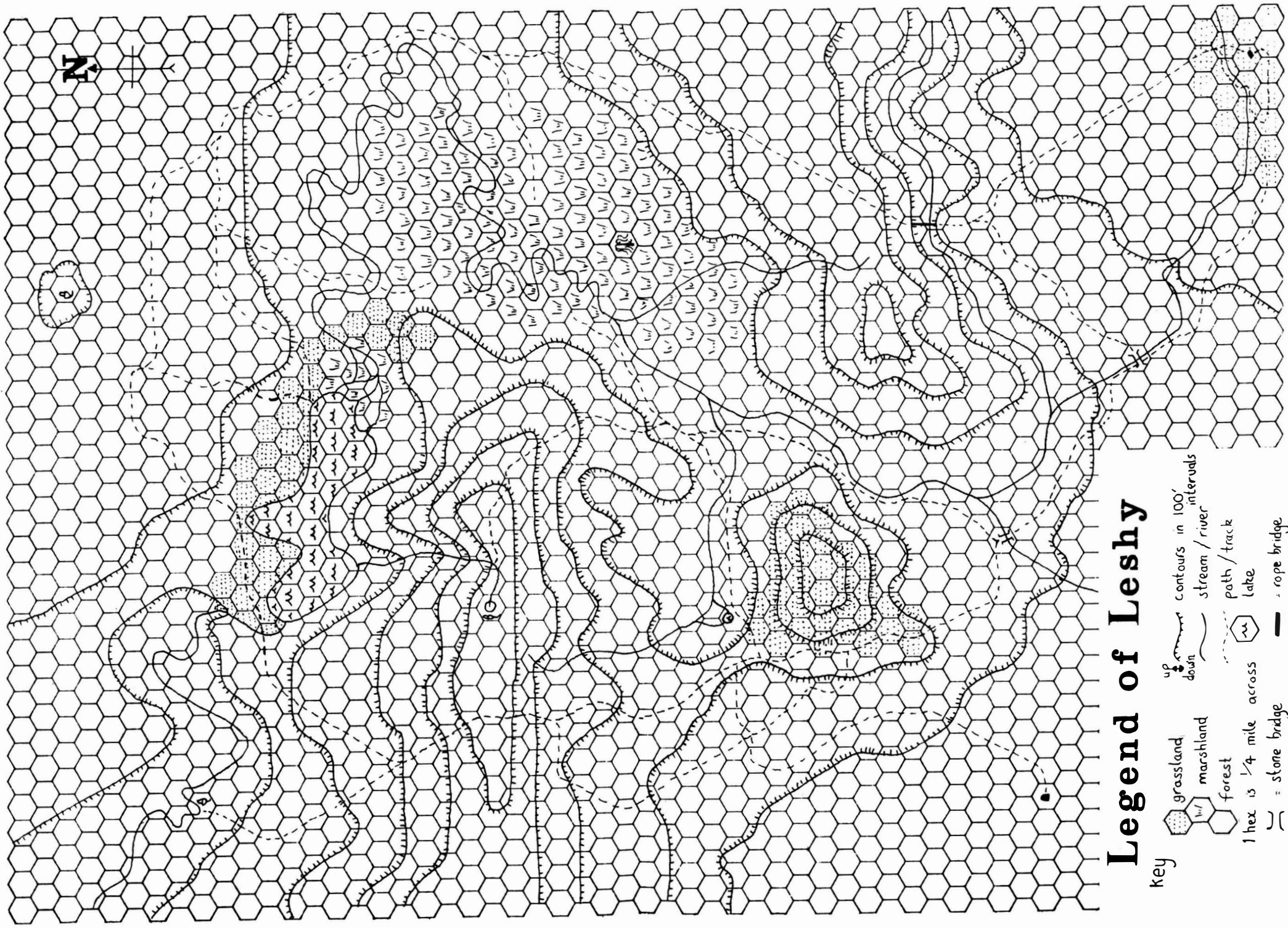
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10 ?" CHARACTERISTICS GREATER THAN OR EQUAL TO FOLLOWING:-"
20 ?" STRENGTH      " ;:INPUT S(1)
30 ?" INTELLIGENCE  " ;:INPUT S(2)
40 ?" WISDOM        " ;:INPUT S(3)
50 ?" CONSTITUTION  " ;:INPUT S(4)
60 ?" DEXTERITY     " ;:INPUT S(5)
70 ?" CHARISMA      " ;:INPUT S(6)
80 FOR N=1 TO 6
90 FOR X=1 TO 3: R(X)=INT(RND(1)*)+1: NEXT X
100 LET T=R(1)+R(2)+R(3)
110 IF N=1 and T=18 THEN T=1800+INT(RND(1)*100)
120 FOR G=1 TO 6: IF N=G and T<S(G) GOTO 90
130 NEXT G
140 IF N=6 THEN ?(TAB(24))T: ? "" : GOTO 80
150 ?(TAB(N*4))T:; NEXT N: GOTO 80

```

* = 'times'

If any interest is expressed in computer programs we will print more.



Legend of Leshy

- key
- grassland
 - marshland
 - forest
 - 1 hex is 1/4 mile across
 - up
 - down
 - stream / river
 - path / track
 - lake
 - stone bridge
 - rope bridge

contours in 100' intervals

Following the popular style of "The Villa of Menopolis" (BH 3), here's a similar "stage-by-stage" mini-scenario for low-level characters;

Legend of Leshy

This is an exiting scenario based on Slavonic mythology, to be tackled by 1st. to 4th. level characters. The total experience levels of the party should not exceed 15, nor should they be less than 9. There should be a wide representation of character types, a Druid being virtually essential. Once again, this scenario requires little physical expertise from the characters point of view, experience being gained, not so much for killing enemies, as for completing each stage in the task set. As with the Villa, an experienced G/M is of great value but player experience is not necessary. Indeed, this scenario may well be easier for newcomers than for old dungeoneers grooved into dungeon roaming and other such vices.

INFORMATION FOR PLAYERS OF THE LEGEND OF LESHY

Leshy is a rural deity of Slavonic mythology; he is the spirit of the forest. According to legend, he appears as an old man with a long green beard and a bald crown, able to become as large as a tree, or as small as a leaf. Although good-natured, he is known to lead wanderers astray. He speaks all the languages of the forest, from the roars of bears to the whistle of a songbird, as well as the common tongue of universal human knowledge.

You, as players will meet many other such rural deities in your quest, whose names and nature shall be disclosed to you in the course of play.

Your "quest" is to capture the "Leshachikha Bond" and, by doing so to release the Leshachikha from subservience to Leshy. Leshachikha is the mortal wife of Leshy, bearer of the Leshonki, the children of Leshy.

Your quest begins at a small farmstead which has been the possession of the Ivanovich family for generations. Arriving at the farm in the evening, you are given a meal and told that you may sleep in the barn. You are told to beware of Ovinnik, keeper of the barn, and not to enter the yard after 11.00p.m. for fear of strange meetings.

The above information is all that you have to go on.

You have met all the members of the household. They are as follows;

Pavlov; father, strong-looking, carries scythe (as scimitar). Dark-hair
Lusatia; mother, "housewife", defenceless, fair-hair.

Ottirik & Radigast; identical twin sons, in late teens, strong, dark.

Both carry a dagger.

Olga; daughter, mid-teens, defenceless, fairly good-looking, nimble, fair.

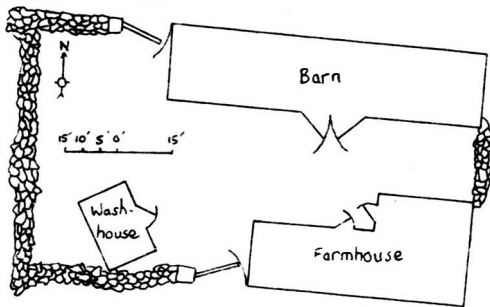
The farm is mainly given over to meadow land. The family owns 5 cows, 10 goats and 40 chickens. All animals are locked in the barn at night. Thus, you as the players are also locked in the barn between 11.00p.m. and 5.30a.m. There is however an open hatch in the hay-loft. This opens 25' above the yard. There is a washhouse as well as the barn and the farmhouse.



The following pages are for the G/M's use only;

The Farmstead

The layout of the farmyard is shown to the right. It consists of: a two-storey farmhouse divided into rooms as shown below; a two storey barn, the upper storey of which is a hay-loft with a hatch and winch (which squeaks) opening southwards into the yard; a wash-house containing a large tub into which water may be pumped from the well. The yard is surrounded by a 4' wall with gates to the north and south.



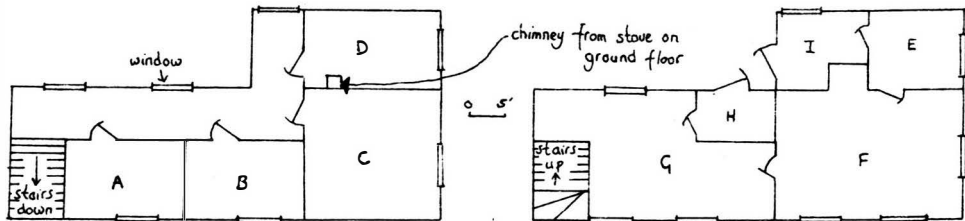
The occupants of the farm have the following statistics;

Pavlov: S 15 I 12 W 09 D 09 Con 17 Cha 10 A.C.7 6HTK
 Lusatia: S 07 I 09 W 09 D 14 Con 08 Cha 12 A.C.10 1HTK
 Otrrik: S 16 I 09 W 09 D 12 Con 15 Cha 14 A.C.6 7HTK
 Radigast: S 15 I 16 W 09 D 12 Con 15 Cha 14 A.C.10 3HTK
 Olga: S 08 I 09 W 09 D 17 Con 08 Cha 14 A.C.10 3HTK

None of these characters carry any money. They are all Lawful Neutral in alignment. Otrrik is a trained fighter and, as well as the dagger he always carries, he has a longsword in his bedroom. Like his brother, Radigast is trained to the first level of experience, but unlike his brother, he is trained in magic-use rather than in fighting. Olga, unbeknown to all members of the family, is a first level thief.

A Plan of the Farmhouse
 upper storey

ground floor



- Room A: Bedroom of Otrrik; window(15'drop) to south, bed against west wall, chest by window contains working clothes, longsword, bag of 60sp, 50' rope. Otrrik sleeps heavily; woken by shouting.
- Room B: Bedroom of Radigast; as room A but chest contains M/U's robe and hat, book of first level spells chained to lid, pouch of 2 sp +25gp. A light sleeper, Radigast is wary of anyone passing his room at night.
- Room C: Bedroom of Pavlov & Lusatia; window to east, large double bed against south wall, chest beneath window contains family heirlooms; embroidered tapestry, 2 golden candlesticks(75gp each), ring box containing ruby ring (protects wearer against non-magical beasts of the forest. Both Pavlov and lusatia are deep sleepers.
- Room D: Bedroom of Olga; window to east, bed against south wall, wardrobe on north wall contains working clothes. False bottom contains thieves' picks and tools, elven cloak, pouch of 45gp. Door is locked at night by Pavlov (key under pillow). Olga is never in her room between 12.00 midnight and 04.00a.m. having climbed out through the window; she leaves a bolster in a body-like lump in her bed.

Room B: Dairy; window to east, two milk churns and butter-tub in centre of room. The cows are milked and butter made each morning and evening.

Room F: Kitchen; windows to east and south, stove in northern nook, table in centre of room, pans and cooking utensils around walls. During the day this is where both Lusatia and Olga are usually found. Also, by day, this is the home of Domovoi, spirit of the house. He normally sleeps by the stove in the guise of a cat.

Room G: Dining/sitting room; windows to north and south, table running east-west with 6 chairs. Stairs up to first floor. Breakfast and dinner are eaten here; lunch is eaten in the fields. When the family has retired to bed, this room is taken over by Domovoi who paces up and down, groaning and mumbling, keeping guard over the house.

Room H and I: Entrance halls.

All rooms have hooks on the ceiling on which lanterns are hung. All the windows are shuttered; the shutters are closed between 10.30p.m. and 5.30a.m.

The family retires to bed before 11.00p.m. and rises at 5.30a.m.

Domovoi and Ovinnik and Bannik

the deities of the farmstead.

Ovinnik: spirit of the barn. He is a figure that cannot be seen, nor his position determined by any means; he is the hay in the barn, the animals and rafters, the barn itself. During the players' first night in the barn he will talk to them saying;

"You wish to know of the whereabouts of Leshy; no one can say where he is, but I can help you. Bring me a lock of hair of the youngest in the house, at midnight, and with it bring a log hot from the kitchen stove; till then I shall say no more."

If the party succeed in this task and bring to the barn the hair and the log, Ovinnik will again speak;

"Hold, each one of you, a strand of the hair; throw the log into the hay and you shall find yourselves elsewhere"

If this is done, the barn will be set on fire, and the characters will find themselves on the track leading westward from the south gate of the farm; bobbing along ahead of them they will see a figure disappearing into the darkness.

Domovoi: spirit of the house. He appears, at night, as a hairy, old man but by day (and whenever he wishes at night) he appears as a cat or a bundle of hay in the kitchen. He may never leave the house. Domovoi is a form of Djinni; all characteristics applicable to a Djinni accrue to Domovoi except for those noted below;

20HTK(3d8+3)

Movement 9" - cannot fly
1 attack @ 1-6 damage

cannot whirlwind

cannot assume gaseous form
cannot wind walk

If Domovoi is killed, the house will fall down in 1-4 turns. Domovoi will attempt to prevent anyone from entering the house between 11.00p.m. and 5.30a.m. He will attempt to set the characters on a false trail saying;

"You are sent by Ovinnik, but he is held by all to be false and evil. I say to you, take the North path through the forest till you come to a rope bridge."

Domovoi will answer no questions but will threaten them with death if they don't take his advice. He is totally magic resistant.

Bannik: spirit of the washhouse. He is never seen at day but at night he appears as Domovoi. The yard fills with dancing light and woodland beings. Anyone attempting to cross the yard is (75%) stopped by 1-4 pixies. They will attempt to get rid of intruders by using sleep arrows, fearful illusions or, if necessary, confusion.

All the necessary information has now been given to lead the party away from the farm on a trail, either following a mysterious figure to the west or towards a rope bridge to the north. The two trails can be dealt with separately.

The figure in the dark

Confronted with the choice, the party is most likely to follow this mysterious figure and would be wise not to return to the barn they have just set on fire.

The figure moves along the track westwards into the forest, moving quickly but always keeping within sight of the party. The party might (10%) recognise the figure of Olga. If they start causing her any trouble (firing bows, using spells) she will don her elven cloak, thus disappearing. Turning northwards along the track, Olga leads the party alongside a river, past a bridge and then westward, downhill to another river, and a bridge. As she runs over the bridge, on passing the key-stone she disappears completely. No footmarks are to be found on the other side of the bridge, but an arrow points westward, lying on the track. Scraped in the earth of the north-eastern track is the word "death". The party will feel an evil aura emanating from it. If they should choose to take the north-east track, within $\frac{1}{2}$ mile, the plants will have closed around them, the movement going unnoticed (30%) until too late. The characters will meet a terrible death!

The west track soon turns north and comes to the base of a grassy hill, on top of which can be seen a ring of "Mallorn" trees (as per J. R.R. Tolkien). (See "The Mallorn Ring").

The rope bridge and beyond

The track from the farm passes steadily to the north-west, downhill through the forest converging with a track from the south-west to a 60' gorge spanned by a rope bridge. The bridge is 440 yards long, a fantastic structure, just 2' wide and full of holes, sagging in the centre to 6' above the raging torrent below.

The rope with which it is constructed is immensely strong, requiring a full turn to cut through with a good sword. 20 such ropes support the bridge.

The prospect of crossing is fearful, what with the holes, the torrent and the swaying of the bridge in the strong wind which constantly blows through the gorge. Each character must save against magic to be able to cross. For each character that saves, the others add 1 to their die roll. Having managed to save, it takes $\frac{1}{2}$ hr. for each character to cross, during which the hazards are great; there are 3 12' gaps to cross, violent swinging to survive (chance of gust of wind = 40% per turn (10mins); chance of falling off during gust = $(30 - \text{strength})\%$) and a pair of pteranodons to fight off (as per Monster Manual, 17 & 22 HTK, appear from east when characters are $\frac{1}{2}$ way across bridge). The G/M is expected to use judgement in deciding chances of falling, panicking etc. when crossing gaps, during fights etc.

If any of the characters survive the ordeal (the intention of Dornovoi being to lead them on this false trail and kill them off), they should reap rich rewards of experience. On the far side of the bridge they will meet an old centaur who says;

"You have done well, my friend(s). As a reward I give to you the Pipes of the Forest, but use them sparingly for fear of angering Leshy."

He then mumbles a few words and the characters find themselves on the northern side of a stone bridge, an arrow pointing along a westward path, the word "death" written on a path winding to the north-east (as above).

The Pipes of the Forest are as in TB2 (call woodland beings, 150' range + 10' per level if Druid, + 15' if Bard, 20% chance of failure if dexterity is less than or equal to 7).

The Mallorn Ring

This is a ring of 15 silver-barked, golden-leaved Mallorn (Mellyrn) trees of Tolkien's creation. They grow on the summit of a round-topped, grassy knoll. They shed such light as to attract the attention of anyone passing the foot of the hill. When some of the party (preferably all of them) enter the ring, the branches of the mallorns form an impenetrable dome, 40' in diameter.

Suddenly, Olga, dressed in gold and surrounded by a force field impervious to weapons or magic, appears in the middle of the ring saying;

"I am Olga, youngest of the Leshonki, known to you as Olga Ivanovich. If you seek the Leshachikha Bond, you must consult the Rusalki of the lake in the light of the moon."

Slowly repeating the word "Rusalki" she fades away and disappears.

The Rusalki

The party should, by some means, find their way to the lake in the north of the map. The waters are an idyllic blue and very inviting to bathers. Anyone entering the lake however is dragged below in sudden whirlpools. The northern shore is green meadows with small groves of ash and oak. On the banks of the lake grow birches and weeping willows. When the sun has faded and the moon risen, the Rusalki climb from the lake; they appear as nymphs clad in robes of mist and all characteristics of nymphs (as per Monster Manual), other than blinding and killing abilities due to looks, apply to these creatures. The Rusalki climb into the willows and swing in the branches.

If interrupted during their play, the Rusalki become silent and one steps forwards. She asks from whom the party was sent. On hearing the name of Olga or the Leshonki, she will say;

"You are seeking the identity of the Leshachikha Bond. Go to the Mirror Pool which lies a mile north-west of the Mallorn Ring; see what is to be seen and do as you are told. But first put these rings on; they will protect you from the craft of Leshy."

She will give to each character a ring, each ring doing as she says but one causing the wearer, within 3-12 turns of putting the ring on, to save against magic or return in a hypnotic state to the Rusalki. The ring cannot be removed by force (unless the finger is removed) and a Remove Curse spell is required to reclaim the wearer.

The Mirror Pool

Water runs through this pool in a canal adjoining the nearby river. The surface of the water in the pool is smooth and acts as a mirror. If the party has come to the pool after visiting the Rusalki, they will see the following vision.

A picture of Leshy and Leshachikha appears. Leshy takes a strand of his wife's hair and a strand of his own and knots them together. He then places the hairs inside a golden acorn and locks the nut with a small diamond key. The scene changes to an entrance to a cave. Leshy enters with the key in his hand. The scene changes again to a part of the forest and Leshy is hanging the acorn on an oak tree. Finally the pool shows an arrow pointing south-east with the figure 28 (indicating a distance of 28 furlongs ($\frac{3}{4}$ miles)).

If the party has not yet spoken with the Rusalki, the vision will be of an arrow pointing north with the figure 40 (40 furlongs = 5 miles).

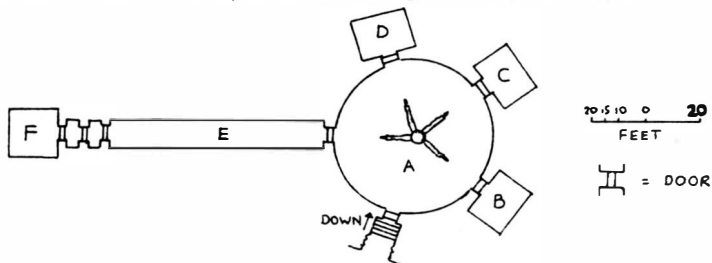
The Cave of the Key

The entrance leads to a staircase and a series of rooms as shown on the next page.

A: This circular room has 5 doors, each carved of marble, fitting perfectly into their respective doorways so as not to leave the slightest gap. In the centre of the room is a statue of a 4-armed idol. Each

arm points to a door, the door not pointed to being the one through which the characters have entered. The statue can be rotated by depressing its left eyeball, but can only be rotated in an anti-clockwise direction. Having rotated 72° the statue clicks into position, arms pointing to all doors but the one to room B, and can no longer be moved in either direction.

The only door which can be opened is the one not pointed to. No two doors can ever be open at the same time; one always closes before the next is opened. Closing doors cannot be pegged open. A door to which an arm is pointing cannot be opened by any physical or magical means.



B: The room of earth. At the far side is a 3' pedestal on which lies an emerald key (worth 65gp). The floor is of earth. As soon as the key is moved, grass leaps up from the floor, filling the room, strangling everyone in it for 1d8 damage per melee round. The grass is A.C.10 and has 6 hit points per square foot.

If the key is successfully removed from the room, the door closes and golden letters glow on it spelling the name of Mati-Syra-Zemlya. If the name is spoken aloud, the statue of the idol can again be turned 72° anti-clockwise, so that the door to room C is not pointed to.

C: The room of air. The room is full of swirling air currents and all surfaces are painted so as to give an impression of infinite space. Seemingly hovering in mid-air at the far side of the room is a 3' pedestal on which is a sapphire key (worth 100gp). Anyone entering the room is attacked by a whirler (creation of Simon Muth, featured in W.D.8). There are 5 of these creatures in the room.

If the key is successfully removed from the room, the door closes and golden letters glow on it spelling the name of Svarog. Procedure as above results in the door to room D not being pointed to.

D: The room of fire. The fuel is oil, supplied by small inlets in the walls. The ceiling height is only 7' and the flames leap to a height of 5'. Just inside the doorway, on the ceiling is a flue from which oxygen is supplied to the room. If this is blocked, and the door is shut, the fire burns out in 1 turn. At the far side of the room is a 3' pedestal on which lies a ruby key (worth 140gp).

If the key is removed from the room, the letters on the closed door spell the name Svarogich. Pronouncing the name allows the statue to be turned a further 72° and so that the door to corridor E is not pointed to.

E: The floor of this corridor is 10' below that of the other rooms and the area below the level of the doors is full of dark water. The waters are inhabited by 4 Ixixachitl (6, 5, 6, 9HTK; latter can use the reversed 1st. level clerical spells Darkness and Cause Fear).

At the western end of the corridor is a series of three doors. The first has an emerald lock, the second a sapphire lock and the 3rd a ruby lock; each can be opened by their respective keys.

F: A diamond key hangs on a golden thread in the centre of the room. It must be removed without exerting a downward force on the thread or part of the ceiling will collapse causing 1d8 damage to everyone in the room. NB: Once used, none of the keys can be removed from their locks.

As the party emerge from the cave, they will find Olga standing before them once again. This time she says:

"Now all that you must discover is the whereabouts of the golden acorn. There is a great marsh to the north-east, about a days walk away. Take care not to take the path of death to the west of the river. In the middle of the swamp, visible for half a mile in all directions, is a bank of willow trees. Among the trees dwell three sprites. Before approaching the bank, call out from whom you are sent, Olga of the Leshonki, and you shall be safe. Each sprite will tell you where the acorn is, but only one of them will be right."

With that she disappears once again.

(NB The statue will turn automatically to let the party out of the cave once the diamond key has been taken from room F and is present in room A).

The willow bank

The Sprites, having been addressed by the party, will invite them onto the bank. With the characters seated in the middle of the ring of willows, and the sprites still hidden among the trees, the first sprite will call out saying;

"You seek the Leshachikha Bond, the Golden Acorn. I can tell you where it is. Cross the river to the west and go uphill until you are at the summit; there you will find a strange pool to which no water is supplied but from which a gushing stream continually flows. In the centre of the pool stands a large oak tree and on the first twig of the first bough of the tree is the golden acorn."

(This is NOT the golden acorn but is made of copper. The tree is actually a 9 hit-die Treant (64HTK) who though good-natured, will not take kindly to anyone climbing in his branches).

The second sprite then says;

"Do not listen to my friend, for I can tell you where the real Golden Acorn hangs. Go north to the lake and follow the waters downstream from the western end of the lake; the river flows northwards and then in a large southward curve. Cross the river at the ford where it curves northwards again and follow the course until you meet a track from the south. At the end of the track, beside the river is a large oak tree. Hanging on the third twig of the third bough is the golden acorn."

(This is NOT the golden acorn but is made of bronze. On the top of the tree is the nest of a Microsphinx (see Monster Summoning), 19HTK. In the nest are 6 amber stones worth 40, 50, 50, 80, 100 & 130gp)

The third sprite then says;

"Listen to what I have to say, for I alone tell the truth. Go due east of here until you strike a path. Follow the path northwards for 4 miles. At this point the path divides; take the north route. After a little way it will turn west. Journey one mile from the turning. Then leave the path and strike downwards through the forest to your right. After a mile, you will reach the bottom of a hollow, and a clearing in the centre of which is a great oak tree. On the fifth twig of the fifth bough of the tree will hang the golden acorn."

(This too, is not the golden acorn, but is made of silver. The glade is inhabited by a group of 5 thieving, invisible Leprechauns (3, 4, 5, 2HTK).

When the party has visited all three trees and not found the true golden acorn, Olga will reappear once again saying;

"We have been fooled by the caution of Leshy. He could not hide the identity of the Leshachikha Bond from the Mirror Pool, but he has subtly tricked the wisdom of the waters; the bond is an acorn - naturally the waters believed him when he hid it in an oak tree. But his accomplices have finally given us the clue. All three lied; the acorn lies on the seventh twig of the seventh bough, that much we can deduce. Also the tree will be yew, which lies in natural opposition to oak; the only yew ever grown in this land lies beside the Ivanovich farmhouse."

NB; The Sprites of the willow bank cannot be ESP'd, lie detected etc.

All the information has now been given to break the Lashachikha bond. When the acorn is opened and the hair is burnt, there comes a great wail from the forest and Leshachikha will materialise among the characters. At first she appears as a young and beautiful woman, but she visibly ages and withers as the characters look on. She says;
"Leshy tried to make me immortal, but it was not to be, and I can now die free. But first I am able to grant each one of you a wish." (G/M's discretion as to power of wish based on how much of a trial this scenario has been to the characters).

Notes, Occurrences, Wanderers etc.

The Pipes of the Forest should not be used more than twice a day, nor more than 3 times every three days or they will automatically disintegrate.

No horses or mounted steeds to increase speed are permitted in this scenario (pack animals may be used for carrying equipment, wounded or dead characters etc.)

Movement speed is as follows;

1 hex per 2 turns (20 mins) ie. 3 hexes per hour

Through forest (off track or path) = 1 hex per 3 turns (½ hr)

Through swamp = 1 hex per 4 turns (40 mins)

Crossing river or contour line takes 1 turn (10 mins)

G/M - Keep track of time at all moments. Max. 10 hrs. travelling permitted each day (change according to vigorous activity (fighting) etc). Keep track of food and drink supplies; all river water is drinkable. Deer and rabbit etc. can be eaten:- don't forget time to hunt them.

Roll for occurrence each ½hr. 6 (on d6 (d20 when party not on the move)) = occurrence:- check table below. Roll d6 + d10 (eg, 2;9 = 09, 5;7 = 27).

01-08 = wanderer; at G/M's discretion (45% humanoid)

09-12 (f) = trick of Leshy; noises of groaning, sobbing, screaming etc, or distant lights or delicious smells or sound of water to divert party. NB These must be balanced with REAL sounds etc. tricks are non-illusory, thus cannot be detected as such.

09-12 (e) = wanderer

13 = tripwire causes arrows to hit character at front:- cause sleep, paralysis or death (save vs. poison)

14 = covered pit (10-30') containing hungry beast (lion, bear etc).

15 (f) = Jaguar lies in wait above path. (e) = Giant Owl swoops from above.

16 = Wild Boar track crosses way of party:- 1-4 charging boars.

17 = Group of 3-30 Stirges attack from above.

18 = Quicksand. 19 = Old Man; gives directions (less than 3 miles).

20 = Berry bush. 21 (e) = deer (1-10). 21 (e) = rabbits (2-20).

22-24 (a) = birds (with accompanying song) 22-24 (u) = bats (squeeks).

25 = Potion flask (25% = poison, 25% = water, 50% = other).

26 = Pouch (25% 10-60sp, 25% 20-80sp, 25% 5-20pp, 25% empty).

27 = Dead wanderers (10% with treasure, 45% humanoid).

28 = Eagles circling overhead:- no significance, just scary.

29 = Cloud of mosquitos:- 1-2 damage each. -2 morale

30 = Wren speaks to last in party; "I'll lead you alone to the Leshachikha Bond if you follow" If follows, taken 2 hexes to Roper!

Some of the above are obviously usable but once. The tricks of Leshy do not apply once the party have the Kusalki rings. Off the path in the forest, only weapons requiring 3' space may be used. Up to the G/M, there may be a chance of getting lost.

f = forest only e = elsewhere d = daytime only n = nighttime only.

GOOD LUCK

Especially for clerics, druids, magic-users and illusionists:

NEW SPELLS

From the
BARAD-DUR SPELLBOOK

MIRAGE (Illusion/Phantasm)

Level: 1
Range: 9"
Duration: 2 rounds/level
Area of Effect: 3" radius sphere

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

Explanation/Description: With this spell an illusionist makes an object appear to be something likable e.g. a pile of gold or a tasty meal. Every creature within a 3" (30') radius sphere around this object, that looks at it, must save vs magic or it will be drawn toward the object. Very intelligent creatures get a +2 save, highly get +4, exceptional get +6 and genius, supra-genius and god-like all save automatically. This spell cannot distinguish between people so both friend and foe must save if they look at the mirage, (but the illusionist is immune). When a creature is drawn toward the mirage, and reaches it, it finds that it is really an illusion and, for it, the spell has no further effect. If unable to reach the mirage for some reason a creature will just stare at it, unless it is attacked (and damaged) in which case it will be "freed" from the spell.

PREMONITION (Illusion/Phantasm)

Level: 1
Range: 3"
Duration: 1 round/level
Area of Effect: One creature

Components: S
Casting Time: 1 segment
Saving Throw: Neg

Explanation/Description: This is another illusionist spell, and is unusual in that it has just a somatic component. The actual movement is for the illusionist to run his finger over his neck, as if to cut it, and then point at the victim of the spell. When he does this the victim gets a sudden "bad feeling" that if he isn't careful he is about to be killed, literally a "premonition of doom". This causes the victim to save vs magic, and if he fails he must flee away from the illusionist for the duration of the spell.

DETECT SOUND (Alteration)

Level: 1
Range: 6"
Duration: 3 rounds + 1 round/level
Area of Effect: The magic-user

Components: V,S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: On casting this spell a magic-user improves his powers of hearing for a short time. While the spell is in operation the MU can hear noise as a 15th level thief (i.e. 50% chance). He can also, if he presses his ear to the ground, hear any creatures within spell range which are burrowing e.g. Bulettes, Ankhhegs, Purple Worms, etc and get a rough idea of where they are.

CURE PARALYSIS (Abjuration) Reversible

Level: 2
Range: Touch
Duration: Permanent
Area of Effect: Creature touched

Components: V,S
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: This clerical spell cures paralysis as caused by Ghouls, Carrion Crawlers, etc. The reverse "Cause Paralysis" paralyzes a touched creature, unless it saves against paralysis.

LIVING VINE (Alteration)

Level: 3
Range: 6"
Duration: 1 turn/level
Area of Effect: 1 vine

Components: V,M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: When a druid casts this spell on a vine it comes to life. For the duration of the spell the vine will be at the druid's command, but it must always stay within the 6" range. If taken beyond this (the druid is teleported away, perhaps) the spell cancels at once. This spell may only be cast on a vine once, after that another vine is needed. While alive the vine can do many things. Although it cannot really see or communicate it can still be useful, pulling people out of pits, entangling enemies, etc. If attacked the vine counts as AC7 and has 1 hit point per foot of length. It can move at 6"/turn, but has no damage inflicting capability.

DEATH BOMB (Evocation)

Level: 4
Range: 0
Duration: Until triggered or dispelled
Area of Effect: 2"r sphere around MU

Components: V,S,M
Casting Time: 3 turns
Saving Throw: $\frac{1}{2}$

Explanation/Description: If you are a nasty MU this spell is for you! It places a fireball inside the MU, with a delayed trigger. This trigger explodes the fireball the moment the MU with it inside him dies. The body of the MU takes no damage from this explosion so his body will still be ressurectable, etc, but everything on the body must save against the destructive powers of the fireball. The fireball's strength depends on the level of the magic-user when he cast this spell. If a magic-user is 18th level but he cast Death Bomb on himself when he was 7th level the fireball would do 7 dice of damage, not 18. The material component of this spell is a 5000gp Diamond.

REVERSE (Abjuration)

Level: 2
Range: 4"+1"/level
Duration: Varies
Area of Effect: One spell

Components: V,S
Casting Time: 5 segments
Saving Throw: Special

Explanation/Description: This magic-user spell reverses the power/effect of a spell. If it is successful the "victim" spell will run to its full duration, but will be reversed. Only spells that have two variations can be reversed, e.g. Protection from Evil(Good), Enlarge(Reduce), Cure(Cause) spells, etc. The basic chance of success for a Reverse spell is 40%, adjusted by 5% up/down depending on the level of the original caster and the "reverser". For example, a 10th level MU casting Reverse on a 5th level druid's Cure Disease would have a 65% chance of making the spell become Cause Disease.

PROBABILITY TRAVEL (Divination/Alteration)

Level: 3
Range: Touch
Duration: 4 rounds/level
Area of Effect: One Person

Components: V
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: This MU spell gives its recipient the power to see a few seconds into the future. This means that he will be able to see what his actions are going to do, and thus improve on them. In game-terms this means that while the spell is in action the person may, whenever he must roll for something, roll twice and choose the best roll. This applies to attacks, saving throws, avoiding falling into pits, etc.

Thoughts On NPC's

In most games of D&D you will come across N.P.C.s. In case anyone doesn't know NPC stands for Non Player Character or, in other words, a character in the game that is run by the DM. The most common type of NPC is the anonymous one, one who lives "somewhere nearby" and gives party members resurrections, cure diseases, etc. (but often at a high cost). The reason for including one of these NPCs into a game is to help characters to survive. If none of the players has a cleric/druid (or paladin) and someone gets a deadly disease from, say, a Mummy how can he stop it? Without the NPC it would be impossible, and characters would die at a most alarming rate. This is not, in my opinion, a desirable thing. In a D&D world there are sure to be many "retired" characters (NPCs) who are willing to help (even if they want payment).

However, DMs shouldn't let players get away with too much. Some spells, e.g. Wishes, should be impossible to "buy" from an MU, they take too much work. The same goes for Permanency, would you lose a point of CON for someone else? Spells that can be bought should be VERY expensive. A resurrection should bankrupt whoever paid for it, and magical items should be part of the cost. In D&D money is next to useless, so NPCs will not want it nearly as much as they will want magical items, especially ones they can use. Remember also that if the NPC is being called upon to cast a high level spell then he must be quite high level too, so he will only be interested in good items.

DMs should not let players just say "We get a resurrection". Things like resurrections will be in incredible demand in a D&D world and the chance of finding a cleric willing to cast one should be small. This is especially important with diseases which usually have a time by which they must have been cured, or the victim dies. To bring this into the game a table is necessary, it should be devised by the DM to show the length of time it will

take characters to find the spell they are looking for. The length should vary (use a die roll) and a table made showing average costs (and by how much certain NPCs will overcharge). Remember that resurrection will be very much in demand (high cost) but that few people will be able to afford them (low cost). These two factors must be balanced out by the DM.

The other type of NPC found in D&D is much better defined than the above. These are DM controlled characters who adventure with players, betray them, burn their houses down, help them explore the City State, etc. etc. These NPC are given full backgrounds, descriptions, level, characteristics (STR, INT, WIS, etc) hit points and so on. In fact they are just like normal characters, but the DM runs them.

The use of this type of NPC is that it allows DMs to get more involved in an adventure, and normally in a way that characters don't. If a party is full of characters who are good aligned the DM might send a chaotic evil assassin along with them, pretending that he is a paladin or something similar. In this way the party will fight itself, as well as the monsters, and this never happens with good parties if the DM doesn't intervene.

Often a DM will use a NPC to toughen up a party. If he has just gone out and bought, say, a T.S.R. dungeon module, he will probably find that it is far too powerful for his players to explore. So he gives them a nice strong NPC who will go along and help them, this makes them strong enough to explore the dungeon, and the DM hasn't wasted his money.

Contacts & Info.

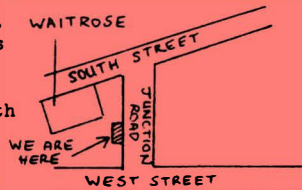
Simon Washbourne of 74 Welch Road, Arle, Cheltenham, Gloucestershire would like to get in touch with any D&Ders in his area. He and his group play AD&D (with variations (don't we all?)) and are hoping to expand into Traveller soon.

At Games Day V on the 20th October the first ever Games Day Awards will be presented, by Games Workshop, to the best game of '79, best games magazine, best range of SF/F figures, etc, etc. If you got a copy of The Beholder issue 4 it should have included a voting form. If you didn't get one of these they can be obtained from Games Workshop, but voting closes on the 30th September, so be quick!

In case you didn't know Games Day has moved. This year it will be at the Royal Horticultural Hall, Greycoat Street, Westminster, London SW1. It is on from 10.30 a.m. to 6.00 p.m. and both of us (Guy and Mike) will be there. With luck we should have copies of The Beholder issue 8 out in time for Games Day and also we hope to have lots of back issues for sale. It is also quite possible that we'll be running a competition dungeon there (our own, unofficial one) so get there early!

If you can't wait for Games Day we should also be at Dragonmeet 2 and Lilliput. Our next issue (number 6) should be out just in time for those. Again we hope to get some sort of game going at these meetings so get to them early!

Now for a little "self-plug". Almost all of our gaming takes place on Sundays at the DWG (Dorking Wargames Group) meeting place. This is the Mulberry Centre, Junction Road, Dorking. (See map). The gaming starts at 10.00 a.m. and goes on until about 6.00 p.m. We play AD&D (with minor variations on spells, character races, etc) and our party strength is high. Characters average about 6th level and most have several good magical items. At the moment we are going through the T.S.R. modules. If you'd like to come please 'phone Mike first (on Dorking 87253).



Incidentally, the DWG is hoping to get a couple of tables at the Model Railway Show which will be on sometime in September at the Dorking Halls. If we do there'll be an invitation dungeon there (probably run by one or both of us) so hope to see you there too. (We get about a lot don't we ???)

Nigel Proudfoot of 22 Halla Way, St Ann's Hill, Carlisle, Cumbria and his local group are looking for anyone who plays D&D or any other SF/F games in the Cumbria area. Is there anyone there?

We are always very interested in your opinions of "The Beholder". What do you like and dislike? Do you prefer standard or competition dungeons? Should we have more or less monsters each issue? To find some of these things out we may soon print a questionnaire in this 'zine, but until then your letters would be appreciated. Also, if you're feeling bored, why not give us a ring (numbers in the Editorial) and discuss BH with us directly? If you want to talk about a particular article remember that Guy deals with artwork and dungeons and Mike with monsters and "discussion" type articles.

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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 a half page ad) and will be printed just as we receive it. Please state which issue you would like your ad. to appear in and also whether you want your money back if we can't fit it in and plan to put it into the next issue.

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CONTRIBUTIONS

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

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CONTACT

If you would like to get onto our "Contact" list then send in your name, address, telephone number (if any), list of games played, etc. to Mike. We'll then print it all when we have a chance. If you want to buy/sell something the cost of a "Classified" ad. is 2p a word, maximum of 75 words per ad.