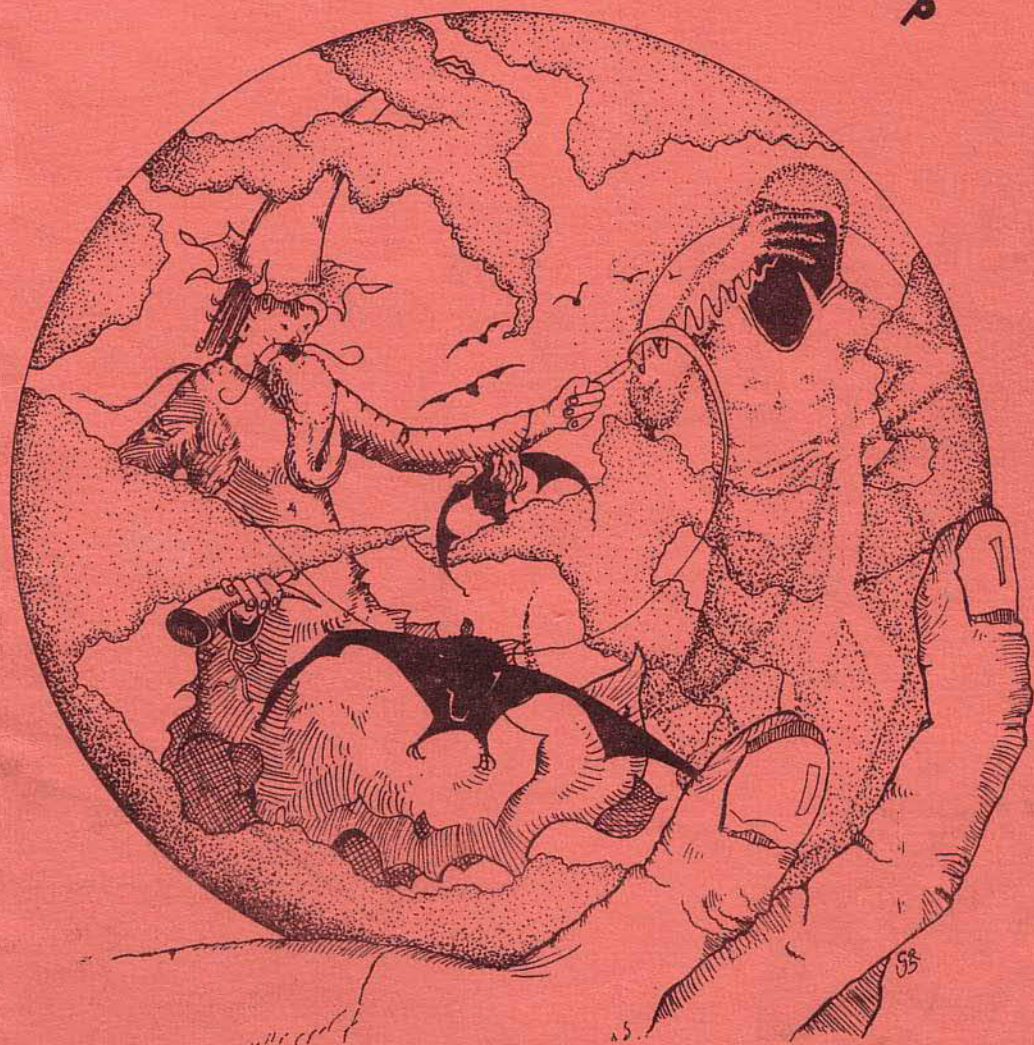


THE BEHOLDER

ISSUE
no.16

45p



EDITORIAL

Guess what? It's another issue of "The Beholder", an amateur British D&D 'zine. D&D (as you probably know) stands for Dungeons and Dragons which is a game produced by T.S.R.Hobbies Inc, P.O.Box 756, Lake Geneva, Wisconsin 53147, AMERICA. Their British subsidiary is based at T.S.R. Hobbies (UK) Ltd, 5 Greenlands, Red Cross Lane, Cambridge CB2 2QY and is headed by Don Turnbull. TBH is the creation of:

Mike G. Stoner of 29 Parkway, Dorking, Surrey RH4 1EX (Tel: D'king 87253)
and

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

If the above was new to you this probably will be too: if you want to send us anything through the post (including subscriptions) then write to Mike. Subbers: if there's a sub slip in this issue you know what to do!

Last issue we ran a "Monstrous Wordsearch" nano-competition. The response to this was amazing, i.e. over 70 'phone calls! However there could only be one winner and he was Matthew Realff who was the first to come up with the correct answer: Gary Gygax. Well done, Matthew!

Our back issue situation is constantly changing, but at the moment we have copies of issues 3,5,6 and 7 available, plus a couple of 2 and 14. If you would like these latter two please phone first to check they haven't gone.

Enclosed with this mag should be a copy of the Games Day Awards voting form. If you would like to vote fill in the form and send it to GW. A new category this year is "Best Games Fanzine", one which we have an understandable interest in!

The next major SF/FRP con is Dragonmeet III, which will be held on the 2nd August at the Chelsea Town Hall, King's Road, Chelsea. It'll feature exhibitions, competitions, participation games and demonstrations of D&D, Traveller, C&S, Runequest, Cosmic Encounter, computer games, etc. We'll both be there and hopefully TBH17 will be out in time for it, but with exams just round the corner this might not be possible.

TBH17 will be of interest to all entrants into our G.C.C. as the result will more than likely be given then. We will also be giving the details of your response to Q&A, with our comments appended.

Mike and Guy

BH16: C O N T E N T S

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P.S. We've just heard that T.S.R.-UK have moved. You can now contact them at:- T.S.R.-UK, The Mill, Rathmore Road, Cambridge CB1 4AD.

MONSTER SUMMONING

Frequency: Rare
No Appearing: 1-10
Armour Class: 10/0
Movement: 6"
Hit Dice: 3d8
Treasure Type: None
% in lair: 60%
No of Attacks: 1
Damage/Attack: 1-3
Special Attack: See text
Special Defence: See text
Magic Resistance: Standard
Intelligence: Low
Alignment: Neutral
Size: M
Psionic Ability: None

STONE MAN

by Jonathan White

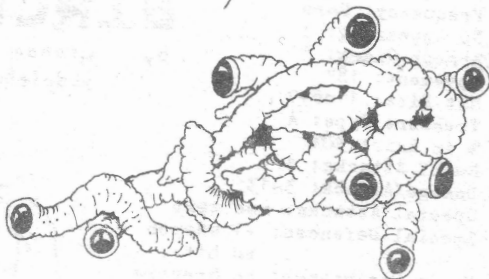


These men look like hairless gorillas made of stone, but they have no facial features other than a mouth. If they are disturbed they will turn from stone into a clay form (AC10) and try to grab someone nearby, pinning their arms. If this is successful they then turn back to stone holding their victim captive, and biting for 1-3 damage if it is not. As their average life-span is over ten thousand years the stone men will quite happily remain in stone form until their victim dies of starvation, whereupon they will devour the body. When in stone form they have double normal hits and ACO. If a group of these creatures is roused each will try to grab a different person. It is possible to free trapped fellows by chipping away at the stone man holding him, but this will be lengthy and noisy (remember those WMs all you DMs!).

Frequency: Very Rare
No Appearing: 1-10
Armour Class: 9
Movement: 9"/-
Hit Dice: 2 hit points
Treasure Type: Q
% in lair: 25%
No of Attacks: 0
Damage/Attack: N/A
Special Attack: Variable
Special Defence: None
Magic Resistance: 10%
Intelligence: Low (Animal)
Alignment: Chaotic/Evil
Size: S (1' long/tall)
Psionic Ability: None

WORM & EYESTALK

by Jonathan White



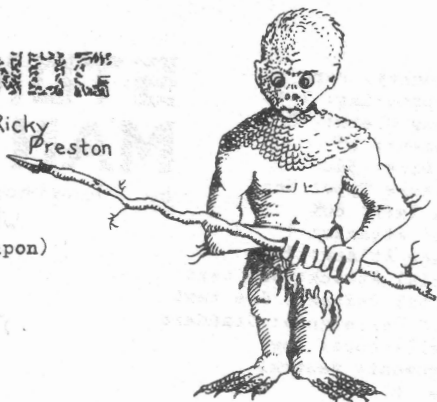
Worms and eyestalks are experimental creatures that were created by a lich who unfortunately underestimated them, and was disintegrated by one! They are, in fact, independent beholder eyes. The worms can move by wriggling, while the eyestalks are rooted to one spot. Each will have one of the normal beholder powers: charm person, charm monster; sleep, telekinesis, flesh to stone, disintegrate, fear, slow, cause serious

wounds and death ray. Normally these creatures will be found in a community (or, to use the correct term, "sphere") of 10, 5 wurms and 5 eyestalks each with a different power. These spheres, working together, achieve the equivalent of 'high' intelligence.

Frequency: Rare
 No Appearing: 3-30
 Armour Class: 5
 Movement: 18"
 Hit Dice: 3d8
 Treasure Type: J, K, L, M
 % in lair: 20%
 No of Attacks: 2
 Damage/Attack: 1d6/1d6 (or by weapon)
 Special Attacks: None
 Special Defence: Confusion
 Magic Resistance: 60%
 Intelligence: Low-Average
 Alignment: Chaotic Neutral
 Size: M
 Psionic Ability: None

GNOG

by Ricky Preston



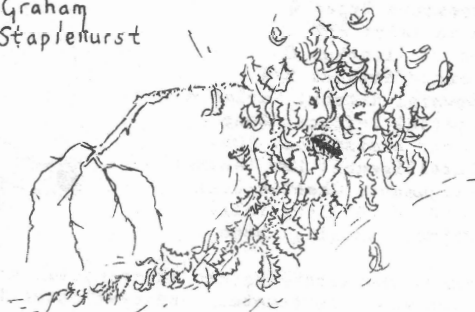
Gnogs live in caves and tunnels, though they do often roam secluded places. They are basically a cross between gnolls and troglodytes, this ancestry accounting for their purely chaotic alignment. As they are good diggers (4' per hour through solid rock) their homes often take the form of hollowed-out hillocks where the female and young of the species stay almost permanently. Note that the treasure they hoard is kept for its beauty rather than any usefulness or exceptional value. Though rather fearsome in appearance Gnogs much prefer to talk than fight. One of the reasons for this is that after a few minutes of conversation listeners with INT under 12 must save vs confusion (spells) or be bamboozled. In this state they will become extremely gullible and may easily be induced to go on totally useless ventures for things which do not exist, e.g.:

"Find the top leaves of the sky-blue-pink egg-tree, which grows in the river flowing up yonder hill; they are powerful cures for piles."
 (Imaginative DMs can have a great time with this one!).

Frequency: Rare
 No Appearing: 1
 Armour Class: 1
 Movement: 18"
 Hit Dice: 11d8+7
 Treasure Type: A
 % in lair: 30%
 No of Attacks: 1
 Damage/Attack: 3-13
 Special Attacks: See text
 Special Defences: +1 weapon
 to hit
 Magic Resistance: as Spectre
 Intelligence: Very
 Alignment: Neutral Evil
 Size: L (14' tall)
 Psionic Ability: None

BIRCH SPIRIT

by Graham Staplenurst



The Birch-Spirit is a powerful undead inhabiting forests and dingy woods.

They are enemies of the ents, and will always attack these creatures and any associating with them. They appear as a windy swirl of birch leaves, with a ghostly white, long, spindly, branch-like hand and a pale face. When still they are 90% undetectable. The touch of the birch-spirit's hand causes 3-13 (2d6+1) points of damage and drains two life energy levels (see "Spectre", M.M.). If a strike is +6 or more over that needed to hit the opponent must save vs magic or go insane (roll 1d12+6 for type of insanity as per DMG). The victim, if successful with this save, must make a further save (vs death magic) or be feebleminded as MU spell. Once per day a birch-spirit may use the finger of death spell, but this needs a successful "to hit" roll to be effective. They are 66% likely to be able to take control of nearby air elementals (including wind walkers) and turn as ghosts.

Frequency: Uncommon

No Appearing: 1

Armour Class: 5

Movement: 9"

Hit Dice: 4d8

Treasure Type: N,M

% in lair: 20%

No of Attacks: 1

Damage/Attack: By weapon
(see text)

Special Attack: None

Special Defence: +1 weapon
to hit

Magic Resistance: 35%

Intelligence: Average

Alignment: Lawful/Evil

Size: S (4½' tall)

Psionic Ability: None

REDCAP

by Graham Staplehurst



Redcaps are solitary goblin-like humanoids. They are very vicious and totally merciless. They wield polearms, usually halberds, being stronger than they appear. They also carry a number of throwing knives and have been known to use bolas (see TBH1). They get their name from their habit of dying their caps in the blood of their victims. They are great enemies of Brownies and are often helped by wargs and wolverines, with whom they can communicate.

DON'T MISS
THE FOURTH
PART OF 'CHRONICLE'
APPEARING NEXT
MONTH IN THE
BEHOLDER!



D&D IDEAS

By GRAHAM PERRIN &
SIMON THORNLEY

Our group have used a slightly different system of D&D for some time and find that we prefer it to AD&D. The biggest change we have introduced is in experience. Instead of "lumping" experience together all in one category and rising in levels we divide the experience points (e.p.s) into different categories.

- 1) Fighting. All combat done by the character - missile, melee and weaponless, is added on to this category. Each level risen on the fighters table enables a -1 to armour class.
- 2) Weapons. The initial number of weapons each character class may be proficient at is chosen as per AD&D PHB p37. However, instead of automatically gaining a weapon prof every so often, 500e.p. per -1 to hit are needed in that weapon. When using a weapon the e.p. gained from that combat are added to the experience total of that weapon (as well as fighting experience). The levels go up starting at when a player gets 2,000, then doubling per level until 10th when 256,000 is added per level after, giving a +1 bonus with that weapon, each time. In AD&D e.p.s gained from finding some gold helps a character in many way, including combat. This sytem is more reasonable. We only use the first level AD&D combat matrices so you have to earn your bonus in that weapon.
- 3) Magic. We use the magic point system published in TBH3, but we use STR times level as the number of magic points. Any spell gains 20 times s.p.v. for the character plus 10 per creature overcome (if any). However when using a spell the s.p.v. is taken from your magic STR (STR times level); when this reaches 0 you are dead.
- 4) Other specials. e.g. thieving. All the e.p.s (using the Asbury system, White Dwarf) gained are added up and compared to the appropriate table (e.g. thieving, monk, ranger, etc).

Treasure

E.p. in our group are not automatically gained but must be spent at a weapons training school at a rate of 10-20gp per hour for e.p.s to be gained. This also stops large amounts of treasure being gained (and allows the factor of 1gp=1ep to be kept).

Our combat experience point system

The number of "man melee rounds" is calculated and the experience total/melee round is then worked out. If this is multiplied by the number of melee rounds each character fought this gives their experience total.

Strength

Instead of damage being taken off hit points we take it off STR; this also means that penalties due to low STR occur, i.e. a person down to 3 STR has -3 hit prob, etc. We set this up due to ridiculous situations of a fighter with 17 STR but only 1 hit still doing +1 damage. Magic users lose magic STR for spells done and ordinary damage comes off normal STR.

Armour

How does plate mail last for 1,000 years? It does not. We say armour has hit points and when so much damage is taken off it is an AC lower. Each armour has different amounts of damage that can be suffered:

Plate mail	120
Splinted mail	100
Chain mail	80
Scale mail	70
Ring mail	60
Leather	40



OGSCON 3

Ogskon 3 will be held from 6pm on Friday Sept 19th to late in the evening of Sunday Sept 21st 1980. The venue is the West Midlands College of Further Education, Gorway Road, Walsall. Walsall is dead centre for England and all major motorways link up there at "Spaghetti Junction". It's ten minutes by bus from Birmingham and about the same time by train.

COST: Ogskon 3 will cost £1 for convention fee, with bed and breakfast each night costing about £4.50 plus VAT. Accomodation is on campus with room for 100+ people. Meals can be arranged.

Strictly speaking Ogskon 3 will be a SF/F games convention, but people really play what they like. Poker, Diplomacy, etc players welcome.

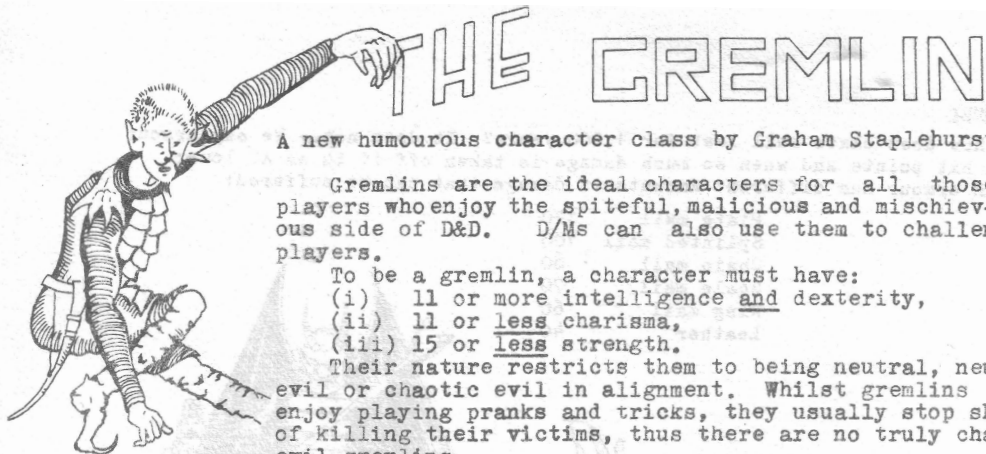
Bookings should be made by the end of August but we can be pretty flexible for late comers. Anyone arriving on the day without prior notice will be asked to pay £2.

Enquiries to: Chris Harvey, 11 Woodside Way, Aldridge, Walsall, West Mids.

ANYONE THERE TIME

Jon Crane is looking for fellow D&D, Traveller and Gamma World gamers. For details write to:-

24431312 Pte. J.P.Crane,
A.C.C. att. 1RRF,
BFPO. 29



A new humorous character class by Graham Staplehurst

Gremlins are the ideal characters for all those players who enjoy the spiteful, malicious and mischievous side of D&D. D/Ms can also use them to challenge players.

To be a gremlin, a character must have:

- (i) 11 or more intelligence and dexterity,
- (ii) 11 or less charisma,
- (iii) 15 or less strength.

Their nature restricts them to being neutral, neutral evil or chaotic evil in alignment. Whilst gremlins enjoy playing pranks and tricks, they usually stop short of killing their victims, thus there are no truly chaotic evil gremlins.

Though they prefer not to fight, they are quite adept in combat as they know many dirty tricks. They fight on the clerics' table but save as thieves. They get +2 to hit when fighting paladins. The gremlin may use the following weapons:

Dagger, hand axe, long knife, longsword, mace, sling and staff (D/Ms may also allow the use of the light crossbow).

Gremlins may wear leather armour, studded leather or padded leather; they may never use shields. They may use any magical items used by thieves.

The gremlin class is open to humans, gnomes, elves, half-elves and halflings. Humans and gnomes have unlimited level progression, elves half-elves and halflings are limited to the 9th level. At the D/M's option, there may be a gremlin race.

Table I : Gremlin experience levels

level	title	HD d6	magic points				experience points
			M	A	D	I	
1	Minx	1*	1	-	1	-	0-1 500
2	Boggart	2	2	-	1	1	1501-3 000
3	Pixie	3	3	1	2	1	3001-5 000
4	Sprite	4	3	2	2	2	5001-9 000
5	Spriggan	5	4	2	3	2	9001-17 500
6	Red Imp	6	4	3	3	3	17501-32 500
7	Bronze Imp	7	5	3	4	4	32001-60 000
8	Silver Imp	8	6	4	4	4	60001-100 000
9	Gold Imp	9	7	5	5	5	100001-160 000
10	Gremlin	10	8	6	6	6	160001-220 000
11	Gremlin (11th level)	10+1	8	7	6	6	220001-395 000

Notes on table I:

For each level above the eleventh, add

- (i) one hit point per level,
- (ii) one magic point per level in columns M and A,
- (iii) one magic point every other level in columns D and I
- (iv) 175 000 experience points to attain that level.

* the first hit die is automatically a full six hit points.

Special Abilities:

- (i) +2 on all saves vs poison and paralysis
- (ii) surprise on 1-3(d6) base, 1-4 at 3rd level, 1-5 at 6th level, 1-7(d8) at 9th level and 1-9(d10) at 10th level
- (iii) backstab, move silently, pick locks and pick pockets as thief of half the gremlin's level (round ½s up)
- (iv) detect entrances or exits to rooms and buildings at 5% chance per level, -20% for secret door, -10% for concealed door, at a range of 60'
- (v) find familiar (as M/U spell); at 10th level, the familiar automatically becomes the 'special' type
- (vi) at 6th level, the ability to recognise cursed or harmful objects (ie harmful to itself) without using or touching it
- (vii) at 6th level, the ability to use a 'Word of Recall' (as M/U spell) once per week. The use of this ability forfeits all magical points for that day (see 'Magic Points' below) and reduces strength to 3 for the following 7 days
- (viii) the ability to use poison (NOT death types) at 10th level

Magic Points:

A gremlin can use the points allocated to him according to his level (see table I) in each of four sections:

M = mischief; A = attack; D = defense; I = information.

He can cast the magical spells listed below (as detailed in the PH) chosen WHEN REQUIRED (ie they need not be chosen before the adventure) up to the point value assigned to him for that day.

Table II : Spell tables

	MISCHIEF	ATTACK	DEFENSE	INFORMATION	
1	Animal mimicry	Command	1 Hold person	Clairaudience	
	Dancing lights	Deafness	1 Invisibility	Detect evil	
	Darkness	1 Jump	Obscurement	1 Detect good	
	Erase	Reduce	2 Prot. from evil	Detect invis.	
1	Mending (only the reverse)	Scare	Feign death	Detect magic	
	Push	Cause fear	3 Fly	Detect charm	
2	Affect normal fires	Cause lt. wounds	Invis. 10' rad.	2 Detect illusion	
	Audible glamor	Enlarge	Dimension door	3 E.S.P.	
	Fools gold	Entangle	Phase door	4 Clairvoyance	
	Forget	2 Fumble	Polymorph self		4 Know alignment
	Hold portal	Sleep	Repulsion		
	Misdirection	Strike dumb	Mass invis.		
	2	Pollute food & water	Suggestion	5 Passwall	
		Shatter	Charm person	6 Planeshift	
	3	Ventriloquism	Fear		
		Warp wood	3 Hold person		
Destroy water		Snare			
3	Distance distortion	Bestow curse			
	Fog cloud	4 Cause disease			
4	Hallucinatory terrain	Confusion			
	Undetect. lie	Phantasmal force			
6	Control weath.	6 Feeblemind			
7	Maze	7 Otto's irresist. dance			
		7 Animate object			
		Programmed illusion			
		8 Symbol (pain, discord, fear)			

example: Groucho the 3rd level gremlin has 3 mischief points, 1 attack point, 2 defense points and 1 information point. During the course of the day, he uses his entire point quota with the following spells:
M; Fog cloud A; Jump
D; Hold person & invisibility
I; Detect good

J.G. REVIEWS

By PETE BRIGHT

Two new D&D scenarios:

SWORD OF HOPE (By Dave Emigh)

This was the second round scenario of the official D&D tournament at WinterWar IV (the first was "Tower of Ulission", also now produced by JG for £1.99).

The quest this scenario is based around is to recover the Sword Myrlani (known as "Hope") and solve the Eldritch riddles surrounding the Sword Wars of over a millenium ago, and to "Give life to she who was slain by the Sword of the Sightless Eye". The Sword was originally presented as a gift from the dwarves to the elven queen Myrlani, as a gesture of peace between the two nations. However a being of great evil, Pwatok, knew that this was the only sword which could defeat him; so he declared war on the elven lands of Thelenon. After a few weeks most of the land was conquered. Pwatok and Myrlani then engaged in individual combat before the last siege, and she was slain. All that remained at the spot was Pwatok's shattered sword, he and his army had fled. (????...Mike) The dungeon is filled with rumours about itself, artifacts in it, etc. If the party are reasonably intelligent they will survive. If not, well.... Generally, there is only one way through the dungeon, although some back tracking may be necessary. Special rules are provided for this. The room descriptions, taking up about half the book, are adequate for the situation, and there are a few traps sprinkled about as in any good dungeon.

"Pwatok's Black Forces": new monsters, functional but not particularly special, are also included as they drop into the adventure from time to time.

All in all an interesting little scenario, with a well-detailed background, and well worth £1.99.

(And now a joint offering designed by Ed & Tom McCloud:)

TEMPLE OF RA ACCURSED BY SET (Whew!..Mike)

This scenario is designed for an expedition of 6-10 2nd level characters. Their aim is to rescue a captured princess and, if possible, rid the temple of its evil inhabitants, who hold several good creatures captive. The temple itself is well designed, with everything explained with clarity. As well as the monsters in a chamber there is always something extra to test the mettle of the party: an inscription, trap, etc. The rooms themselves are given with sub-headings: monsters, comments, traps, treasure, misc, etc. Of course not all of these is always used. One complaint is that the map will almost certainly have to be redrawn, if the DM uses dungeon floorplans and figures. This is because the map scale, one square equals one square yard, is different from that of the aforementioned playing aids. The reason for the unusual scale is given by the designer as being that he uses a sort of lego-type plastic bricks for making dungeons, and these bricks neatly fit the yard scale. Other than this there cannot be many other complaints about this offering and it is another good buy for the money (£1.99 again).

MORE LETTERS

Despite the title this isn't a true letters' page, mainly because we get very few letters that could be printed in anything like entirety. Therefore, as before, relatively short sections or comments are used, and, just to be on the safe side, we're not going to give the writers' names. From now on if you definitely don't want something of yours to go on a page like this please say very clearly in your letter.

"In my opinion "The Beholder" would be better with more artwork by the readers..." "How about some more interior artwork?"

Well, we can only use stuff you send in. Interior artwork is most welcome and will be used within a month or two of receipt.

"Use different coloured card for the covers; unless closely inspected numbers 5,9,13 and 14 look identical"

To that you can add the reprints of 6 and 5: they're on red card too! Yes, I sometimes wonder how many readers we lose simply because they don't realise that a new month's issue is out, because it looks like so many earlier ones. There's not too much we can do about this really, although we try not to have two consecutive mags the same colour. The best way round this problem is to subscribe (hint, hint), then you'll get each issue delivered right to your door.

"You have articles on 'Traveller' but why none on Runequest or C&S, games far more closely related to D&D and also very popular?"

Now that's an easy one to answer! Basically the only games we play regularly are D&D and Traveller, with Superhero '44 having a growing following. Therefore although we have Runequest and C&S available we haven't really taken to them, so we haven't the experience to write articles on them. However if anyone wants to send some in they'll get equal priority with all the other stuff.

"What's happened to competition dungeons?"

We found that the competition format was too limiting for really good dungeon/wilderness design. Wildernesses especially proved a problem in the comp style, so we dropped it for issues 5 and 6 (Legend of Leshy and Brae-land & Wold). The results were so popular that we decide to drop our original plans and go in for large and detailed scenarios, of a level more advanced than the now rather tedious "mini-dungeon" used by various other publications. Apparently some of our all-time top features have been Ring of Fire, Gorge of the Afterlife and the Goblin Complex, and very few people have request a return to competition style.

"I hope you will like the enclosed monster...."

Recently many people have sent us creations that are based on some work of fiction and this is fine, as long as you acknowledge the source of your inspiration.

"TBH is easily the best mag around, keep up the good work!"

What can we say except; "You have excellent taste, sir!"

"To think I had to advertise in The Beholder!"

Thank you Brian, and goodnight!

MAGIC JAR

By DEREK SUTHERLAND

Sword +1, Spiderbane

This magical sword is normally +1, but against all types of spider it becomes +4. Against one (pre-chosen by DM) spider type it does triple damage. If a phase spider is wounded by this weapon it loses its ability to move in and out of phase for 1 week, and even after that time must make a save vs magic (failing requires another week's delay followed by another attempt). The sword is flame-red in colour and can slice through spiders' webs without difficulty.

Sword +1, Orcblade

Looking like a normal (magical) sword this weapon has "Elf-bane" engraved in an ancient form of orcish on the blade (those who have orcish as one of their learned languages are unlikely to be able to decipher this). It acts as a +1 sword unless used by an elf or half-elf, orc or half-orc. In the former case 1-6 points of damage will be inflicted on the wielder each round he holds the sword, while in the latter case the following powers will be gained:

- a) the sword's bonus becomes +3
- b) whenever it hits an elf or half-elf 8 orcs will be magically summoned to help in the fight. They all act as orc bodyguards (see Monster Manual) with 14HTK, AC4, attacking as 2HD monsters doing 2-8 damage. These orcs remain until killed or all (half-)elves in the vicinity are dead or captured. Orcs which are killed cannot again be summoned by the sword.

Standard of the Goblins

The possessor of this standard can summon 10-60 goblins who will come in 1-6 turns. However, they are not automatically friendly to the bearer unless he is a goblin (or powerful evil creature). These summoned goblins and any others met must roll on the following reaction table: (Roll 1d10)

- 1-9: Very friendly, great respect for the bearer of the standard. Will aid him if he is attacked.
- 0 (10): Will attack bearer immediately without fear or morale checks to "rescue" the standard from "foreign" hands.

(Note: friendly goblins will stay for a maximum of 1 day of service).

Whip of Deafening

Appearing as a normal leather whip this radiates magic and will do 1-4 points of damage if it hits someone. If it is whipped in the air instead of cracking it will give out a deafening crack of thunder. This will deafen for 2-12 days and daze for 1-6 melee rounds all those within 40' (except the wielder) unless they save vs magic at -2.



Denmedoc's Never-Emptying Pipeweed Pouch

When this pouch is found it will be full of the finest quality pipeweed. It radiates magic. When any pipeweed is taken out of this pouch it will refill within 5 melee rounds, (but never more than five times a day). Several of these items were made for the hobbit Denmedoc Proudfoot by a wizard, as reward for a good deed.

Ring of Sobriety

Any person wearing this ring will never become drunk, no matter who much alcohol they take in. Adverse drug-induced effects are also prevented 50% of the time.

Libram of Engrossing Tales

This has the appearance of any of the other magical works, however this one is not beneficial to any class. As soon as the first line is read the character so doing will become totally engrossed in the stories herein and do nothing but read for one hour. After this time the reader will have completed one story. He must then save vs magic or go on to read the second story (which again takes one hour), after this he gets another save, etc, etc. There are ten stories in this book.

Potion of Coma

When this potion is drunk a save vs magic must be made or the person so doing will fall into a deep coma, 99% likely to be mistaken for death. He will be in this state for 5-8 hours, and even only then by pretty violent action.

Shield of the Sun

This shield is +2 in combat and gives out light equal to full daylight in a 40' radius at all times (thus causing goblins, orcs, etc to fight at -1). Also upto 3 times a week, but never more than once per day, the shield can unleash a lightning bolt of 8d8 intensity. This is similar to the 3rd level MU spell except that the bolts may not be forked. 10% of these shields have intelligence as per swords (see DMG p166-168) and alignment.

Illusionist's Staff of Might

This item is usable only by illusionists (suprise!). It may not be recharged, but starts with more charges than normal: 30-35. It may be broken for a retributive strike (see DMG p134). Abilities and charges used are given below, where necessary assume them cast from an 18th level illusionist.

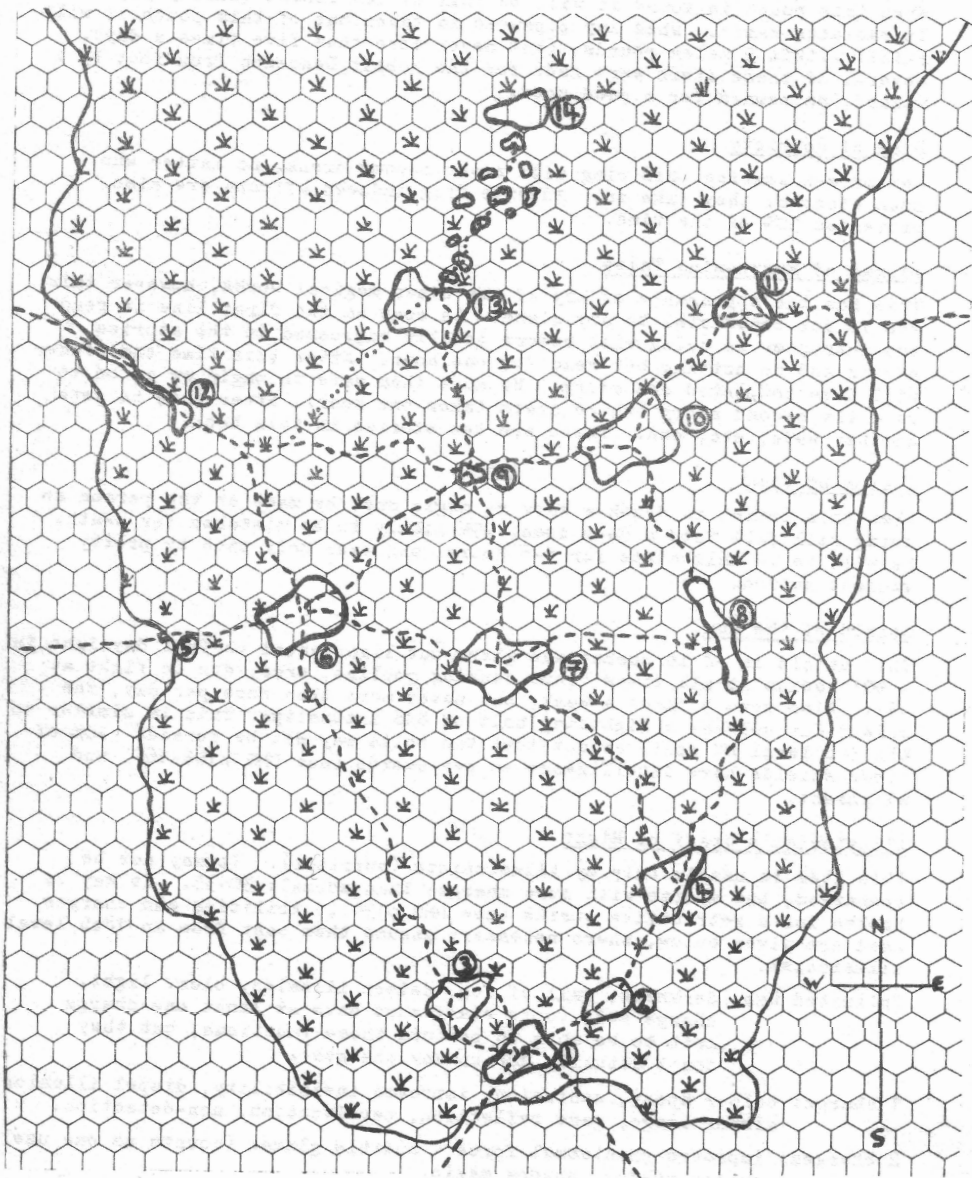
Unlimited Use: darkness, wall of fog, detect illusion, blur, light, change self (note staff must have at least one charge left to be able to perform these functions, but they don't actually use up any charges).



1 charge: colour spray, confusion, improved invisibility, dispel illusion, mirror image, gaze reflection, paralyzation, non-detection.




2 charges: improved phantasmal force + audible glamor (counts as one use), summon shadow, shadow magic.

3 charges: prismatic spray

THE DEVIL'S QUAGMIRE

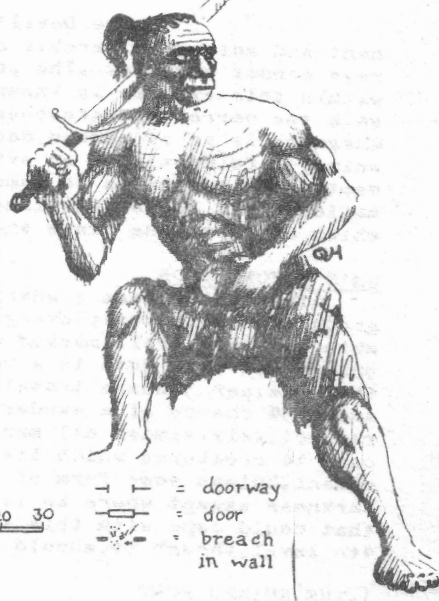
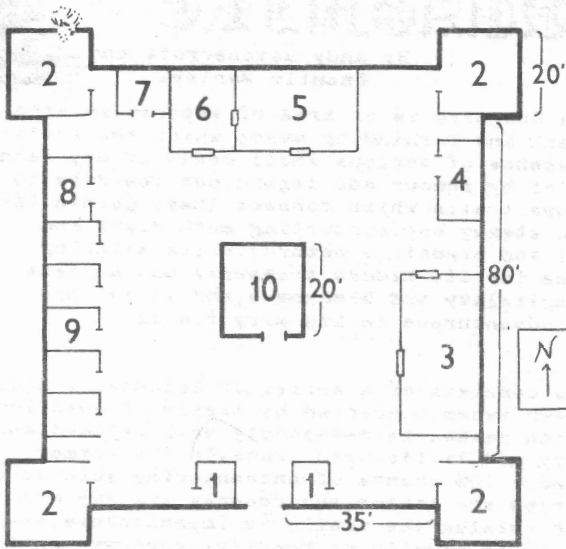


 = swamp
 = island

 = main trail
 = secret trail
 = border of marshland

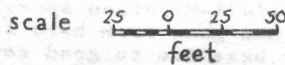
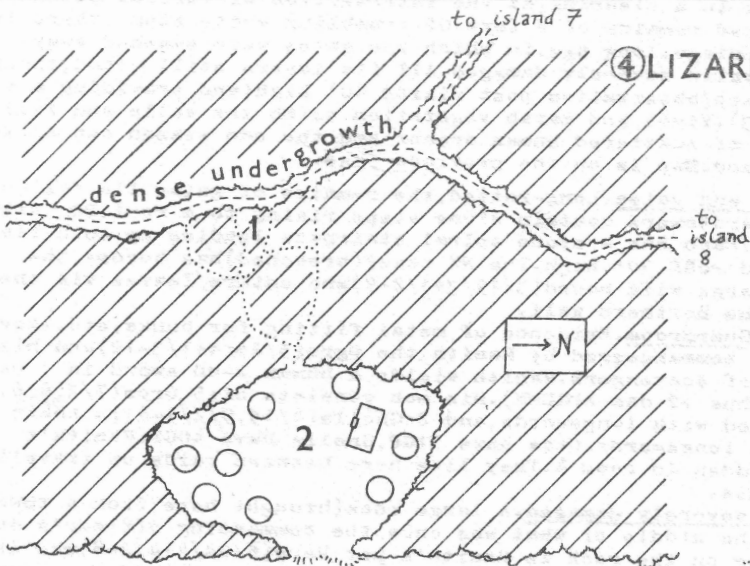
1 hex =
300 yards

① THE RUINED FORT



- |- = doorway
- | = door
- x- = breach in wall

④ LIZARDMEN CAMP



- = secret trail
- - - = main trail
- = lizardman hut
- ≡ = swamp
- // = undergrowth

DEVIL'S QUAGMIRE

By Andy Ravenscroft and
Quentin Manley.



The Devil's Quagmire is an area of especially stagnant and entangled marsh, a dark and forbidding swamp which the sun's rays cannot penetrate. The presence of various small areas of dry land within this expanse is known of by rumour and legend, but few dare to walk the narrow and treacherous trails which connect these points. The Quagmire is an overgrown, dark steamy bog, supporting much plant and animal life (mostly of an evil and predatory nature) in its stinking depths. The region is as famous for its hidden treasures and ancient magics as it is for its inhospitality and bleakness, and it is this which attracts the brave and adventurous to its miry trails.

GM'S INFORMATION

This wilderness scenario consists of a series of islands of solid ground in the heavily-overgrown swamp, connected by trails of questionable safety. A trail marked with dashes is reasonably well-defined, and one marked with dots is a very old, little-used track. On the former, there is, per 3 hexes travelled, a 10% chance of encountering quicksand, and a 5% chance of a wanderer; on the latter, the chances are 20% and 3%, respectively. Almost all marsh outside the trails is impenetrable, except to creatures which live in an aquatic or heavily-overgrown environment. Unless some form of lighting is carried, the party will be in darkness except where an island is exposed to the sky. The sort of party that could cope with this scenario is 6-9 characters averaging 3rd to 4th level (though it should be a tough test for them).

1. THE RUINED FORT

Standing in a clearing, at the intersection of various pathways, are the battered remains of a fort. Of crumbling white stone, there is evidence of a siege, long ago, in which the gates were smashed away, and parts of the walls severely damaged. All its towers still stand, though, the central keep/observation post rising 40' high (and providing a view of islands 2&3). Vines and marsh vegetation climb the walls and fill cracks; pieces of scattered human armour and the odd weapon can occasionally be found. Map is on the previous page.

- 1) Guardtowers and gates. Long-rotted, the remains of gates lie fallen here. The guardtowers contain stone steps rising to a roof, 20' high.
- 2) Main Towers. Each has a stone spiral staircase leading up to a flat, battlemented roof 30' high. The NW tower (breached) has become the home of a large wild hound (5/19/3+1/2-9) who enters/leaves via the breach in the northern wall.
- 3) Formerly a Guardroom. Evidence of metal fitting for bunks, etc. Now it has been commandeered by Ranith the Ogre (5/25/4+1/3-12) and his merry band of scavengers. Ranith wields a human 2-HD sword in 1 hand in combat (thus +2 dam-AD&DMM). His mob consists of: 5 Orcs (7/2, 8, 6, 7, 4/1/1-8) armed with longswords, and 2 Gnolls (4/15, 9/2/1-8) in chain and shield with longswords. Orcs have 31GP, Gnolls have 40GP. Ranith's hoard is hidden in room 4. They live here between raids on travellers and merchants.
- 4) Tumbledown, severely damaged. A large rock (brought here from a tower) stands in the middle of what was once the commanding officer's quarters. Sitting on the rock is Ranith's pet Warg (6/24/4+4/2-8) who is in a bad mood, being distinctly uncomfortable in this putrid, hot swamp. Beneath the rock (19 STR points to move) is Ranith's hoard-212GP and 3 Red gems (worth 50 GP each).
- 5) Former offices. Full of rotting wood (desks, etc.) which has cultivated a growth of Yellow Mold (9/-/-/1-8+poison spores).
- 6) Storeroom. Though all food has gone from here long since, a group of Giant Rats use it as their base due to good cover and well-established rat holes going out under the walls. 4 Giant Rats (7/1, 8, 7, 7/1/1-4).

- 7) Empty. Once the storemaster's quarters.
- 8) Once the stable-hands' quarters. The usual rotting furnishings, but also a cracked, curiously-wrought leather saddle, too vertically inclined for use on a horse.
- 9) Former stables. The mounts of these men were not horses. In the middle stable remain the bleached, gnawed bones of a Giant Lizard.
- 10) The Central Keep. Primarily built as an observation post, it affords a view of islands 2 and 3, having an elevation of 40'. Its stone steps are in bad condition (10% chance of collapse/10' ascended or descended) and the top is the adopted home of a group of 9 Stirges (8/7, 3, 8, 4, 7, 2, 4, 7, 6/1+1/1-3+slurp).

2. GAJAAN'S CAVERN

The trails from islands 1 and 4, when they arrive on this island, enter a tunnel and slope down into the earth (gradient about 1 in 3) for some 200' until they join Gajaan's Cavern. Apart from the Cavern, there is no other way to cross island 2, except by spending a day and a half cutting overland, at a 25% chance of quicksand, and a 20% chance of a wanderer (all that noise attracts them) per 2 hours.

The Cavern

The cavern is some 30' across and 40' long at its widest point. It has a domed ceiling reaching a maximum height of 50', and is filled with still, cold, black water; in the approximate centre stands a flat, bare 'island'. The water is 25' deep, and is inhabited by 3 Giant (Conger) Eels (6/27, 25, 32/5/3-18) who rest at the bottom of the water unless they feel it being disturbed.

On the island can be seen a hut built of debris of various sorts; moored next to it is a small boat (seating capacity of 2). Lights or sounds will bring the attention of Gajaan—the owner of building and boat. He is a stunted humanoid—rather like a cross between a dwarf and an orc—with oversized eyes (120' infravision, 60' day vision); all-in-all an ugly character. However, he holds the ferrying monopoly on the cavern, as he charges a fee to carry people across. His boat is magical, and operates without oars, responding only to ballads sung by Gajaan. His fee is normally something on the passenger's person that he takes a fancy to (or, if female, the passenger herself for a few hours!!), or a useful piece of knowledge (G decides its worth before carrying the passenger), or even (if he's desperate) food. Fees are charged for each individual (and only one passenger can be carried at a time); remember that G may value an amusing riddle or useful fact more than a pot of gold. Gajaan is AC:5, HTK:19 (3+1HD), MR:6" (boat moves 9"), ALGN:N(C), STR:15 IQ:14, WIS:15, DEX:8, CON:11, CHA:3. In his shack are his treasures: 850GP, a jar of Keoghtom's Ointment (AD&DDMG p149), a dozen assorted gems (total value 623GP), and several books on geography, history and basic magic. Gajaan has some magical abilities (from study) and can cast Sleep, Detect Magic and Prot/Evil once per day each; he is armed with a longsword (+1HP). He always collects his fee first, deposits it on his island if material, and then carries the passenger direct to the other side. Gajaan's greatest treasure is his knowledge of the swamp and the outside world (treat as a Sage—DMG p32—knowing all categories, but always having chance of knowing as under "Out of Field"); for a fee, he will answer questions.



3. PILLAR OF THE THREE TESTS

The three trails leading on to this island intersect at a clearing, about 20' radius, at the centre of which stands a three-sided obelisk. Each side is 7' wide at the base, rising to a point 21' high. The obelisk is shiny black (obsidian) in colour, covered in runic carvings, each side having a large marking on it; one side has /, another has \, and the third has Δ.

A 'Read Magic' cast on the runes will reveal that the pillar was established as a test for the youth, of a race called the Piasa (swamp-beasts-see islands 10&11), who was ready to achieve adulthood. He had to take the three tests in order /, Δ, Δ. For each one passed, he would receive a gift and passing the third test would make him a fully-fledged warrior. To take the tests, he had to trace each of the large markings in the order given above. No further information is given. The pillar detects as evil and magic.

If a character traces the runes, as above, with his finger, he will find himself in the first test.

Test 1: character appears in an extra-dimensional space (inside the pillar), 20' x 20' square; no doors. Opposite him (15' away) is the first test—a Giant Spider (4/21/4+4/2-8+poison); an even match for a young Piasa, but for a human? If he fails, the body is deposited from the face marked /. If he succeeds, a potion bottle appears (Healing, 3-12 once)—the first gift. Once he takes it, he is put to the second test.

Test 2: character appears in another room. It is 20' x 80' and across the middle is a 15' wide pit, 15' deep, in which swim 3 crocodiles. On the other side of the water-filled pit (ie 75' from the character) is a doorway. The Piasa would be expected to swim the pit in defiance of the crocs, fighting them off, to reach the far door. Crocs are: 5/17, 13, 14/3/2-8. If he fails to make the far door, the body is deposited from the face marked Δ when dead. If he succeeds and leaves via the door, he receives the second gift—a Piasa war spear (2-9 dam-see 10&11)—and test 3.

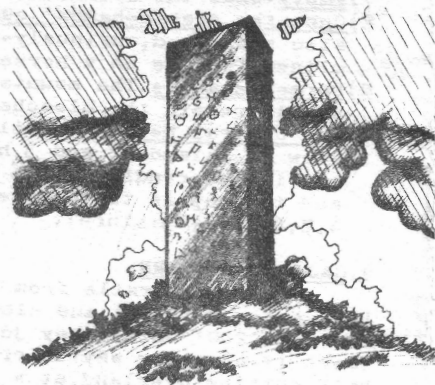
Test 3: The final room is 30' x 30', and the Piasa would face a clone of himself to defeat in combat. A human will meet a Piasa with as many HTK as he has, armed with a war-spear. If this test is failed, the body joins the "hallowed dead" who almost succeeded—now in extra-dimensional space within the column, full of Piasa corpses. If he succeeds, he steps out the third face of the pillar, with the third gift to add to his previous two—the Piasa warriors' emblem—a highly carved shell pendant worth 500GP.

Knowledge of the secrets of the pillar has been lost to the decadent Piasa. Only one person may be under test at a time; a person will find it impossible to go through twice (he has already passed the test of warriorhood)—the runes will simply not work for him. The test is the same for everyone who goes through.

4. LIZARDMEN CAMP

This island is the base for a group of Lizardmen living in this part of the swamp, who are currently warring with the Spiders and the Piasa. Here, they ambush the unwary moving along the trail near their camp, and launch their hunting trips into the swamp. For the map of this island, see the page with the Ruined Fort map.

- 1) Lizardman Ambush Area. There are always 4 Lizardmen at each of the points where the secret trails meet the main trail. They are armed with javelins and longswords, and use shields. The total force is: 4/12, 6, 8, 11, 9, 11, 11, 12, 4, 16, 6, 10, 11, 16, 8, 11/2+1/1-8. The standard ambush technique is to wait until the party are midway between the two outermost trails and then rush them. Any corpses/victims go back to the camp to be the next feast. One Lizardman always goes back to report the minute a party is sighted.
- 2) Lizardman Camp. There are 10 crude huts here which are the homes of the 16 Lizardmen above, plus their females and young (now quite few).



There are four males (4/7, 15, 10, 6/2+1/1-8), eleven females (6/7, 6, 3, 3, 8, 5, 3, 8, 9, 10, 8/1+2/claw:1-2, bite:1-6), and four young (7/4, 3, 1, 3/half/-) residing in these mud huts. In the chief's hut (the rectangular one) is the chief (3/20/3+1/2-9) and his mate (4/13/2+1/1-8) and the communal treasures of the Lizardman colony: 759GP, 11 gems (total value 1,100GP).

5. KEEPER OF THE ROLLS

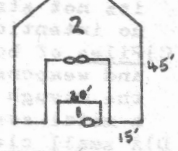
Two grey, brick buildings stand at the edge of the swamp.

1) The Keeper's House. Small, one-roomed, with a wooden door. Here lives the Keeper of the Rolls—the Rolls being a listing of all those who have entered the swamp by this trackway. The 'Keeper' is a young-looking man with very quick and oddly hopeful eyes. He is AC:10, HTK:10.



The Rolls were began by a powerful wizard with a sick sense of humour. The Keeper is one who has been tricked into keeping the listing by the previous one, in one of several ways. If the present Keeper:

- a) Persuades a character to paint in his own name on the board in the Hall,
- b) Persuades a character to have his name in golden paint on the board,
- c) Persuades a character to spend a night in the Hall,
- d) Is killed by a character,

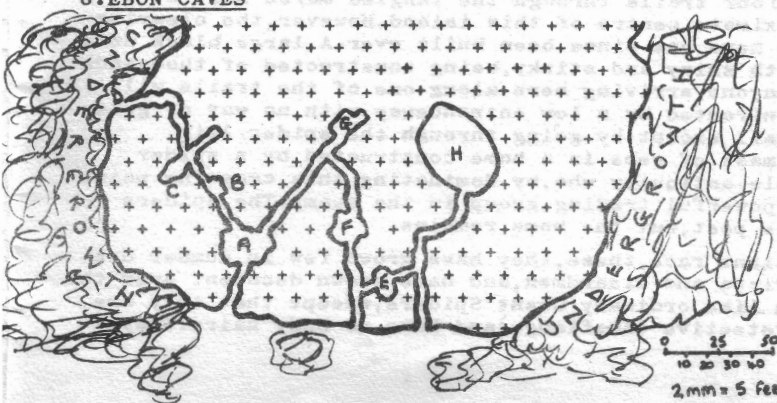


then the character concerned becomes the new Keeper—and enchantment comes upon him, and he may not leave untill he satisfies one of the conditions given above. The Keeper may invent whatever lies he wishes to persuade a character to do one of the conditions (except d). Keepers do not age while they are in office (like Elves); only a Wish can break the enchantment.

Remember, the Keeper has been here for years, and will be as guilful as possible in his persuasion. Anyone who has read 'Guyal of Sferre' in Vance's 'The Dying Earth' will know well how to handle the situation.

2) The Hall of the Rolls. A windowless building with steel doors (locked—the Keeper holds the key). Around the walls on the inside are polished wooden boards, upon which are the names of those to enter by this way. The names are painted in silver, apart from the odd one in gold, and just under 1/3 of the available space is used up (some 6,000 names). Any character who has his name put here may use the trail leading off from the Halls, and will be safe from misfortune (wanderers, quicksand, etc.) on the next 3 trails that he takes. The Keeper knows this and must tell it to anyone that agrees to have his name on the board (though not necessarily before). No one is obliged to give his name for inclusion, though only by this means may he use the trail going from here to island 6. The doors from the Hall onto the swamp are locked.

6. EBON CAVES



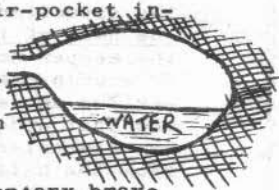
To one side of the point where the five trails meet stands a smallish hill of black, silver-flecked rock. Though the top of the hill is now totally overgrown with vegetation, and is deeply rotted, several cave entrances can be seen in the side.

The 'hill' is, in fact a meteorite which came to earth in this swamp centuries ago. It skidded south through the bog until it came to rest on this island, cutting a great groove in the swamp. The groove has long since been infilled and overgrown, but the strange black rock remains. The rock, after years of cooling and rotting, has become soft and crumbly and has been mined at several points—an enterprising Dwarven smith financed this, knowing of the special properties which star-metals sometimes had. Either he found no useable ores, ran out of money, or some such, for all digging ceased a century ago and the caves they had dug were left to the denizens of the swamp.

- A) Floor covered with debris of various sorts—soil, wood, odd bits of metal, faeces, bones and dried blood stains.
- B) Alcove. Residing here is the cause of the bones and bloodstains in A: a Giant Constrictor Snake (5/31/6+1/1-4&2-8). Coiled here, sleeping in the darkness, it will be alerted by noises from A, and on its guard. It finds this a safe place to take its prey for swallowing and digestion. It lives in uneasy truce with the Otyugh in D, mainly because its not strong enough to kill the Otyugh, and the Otyugh seems to have no intentions of harming it.
- C) Files of bones, the odd whole skeleton, and scattered pieces of armour and weapons adorn this cutting. The snake dumps its refuse here, and the Otyugh takes its pick. Among the rubbish are 463GP, a +1 mace, and a metal scroll-case (contains scrolls of Fireball and Wizard Lock).
- D) A small clearing. A mound of mixed filth dominates the northern part; home, sweet home to an Otyugh (4/27/5/1-6x2, 1-4). It tolerates the snake in B as it provides good offal and faeces (though infrequently). It isn't however, especially keen to preserve the snake's life. The Otyugh does some hunting of its own via narrow, difficult trails it has cut through the undergrowth.
- E) Empty
- F) The daytime roost of 7 Giant Vampire Bats (5/12, 10, 8, 12, 6, 9, 9/2/1-3 bite, 1-4 drain per mr (like Stirges); see A.N. Other Publication for further details). Attack if disturbed.

G) Empty

- H) This is a 'natural' cavern. Formed from a solidified air-pocket inside the meteor, it is roughly spherical in form, with a radius of about 25'. The miners cut into it about 40' off the base, giving the cross-section shown right. Through seepage (quicker through the cracked roof than the base) the cavern has filled with a cool murky-brown water. The pool is the spawning ground for groups of Giant Frogs; at present there are 4 pairs in residence here: 7/9, 4, 11, 12, 9, 9, 10, 13/2/1-6. The water is 30' deep; any brave enough, or with the capability to go to the bottom (and see clearly in this murky water) will find several crystals from the rock which have ended up here, worth 150GP each.



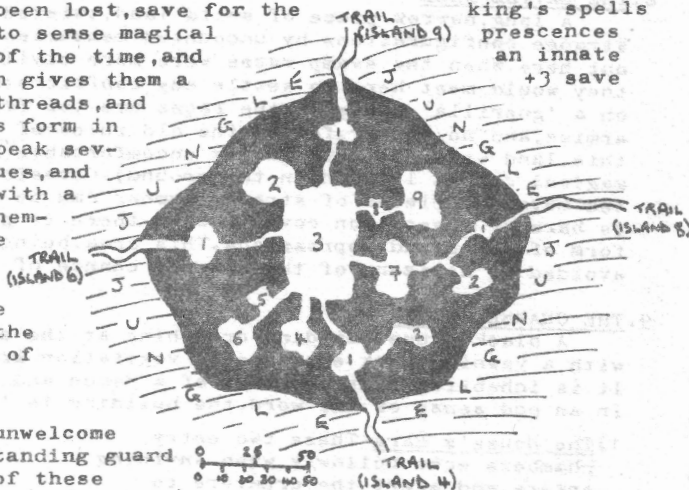
7. SPIDER COLONY-THE CROSSROADS

The four trails through the tangled marsh meet at a point at the approximate centre of this island. However, the clearing which was formerly here has since been built over. A large, black dome now stands here, both shiny and sticky, being constructed of thousands of spider's webs. Anyone arriving here along one of the trails will find themselves confronted by a low entranceway, with no way of getting on another trail except by going through the spider lair.

The mass of webs is a home constructed by a spider race of considerable antiquity who, by dominating this crossing point made themselves a powerful trading group in the swamp. The spiders no longer hold this post, but the home remains.

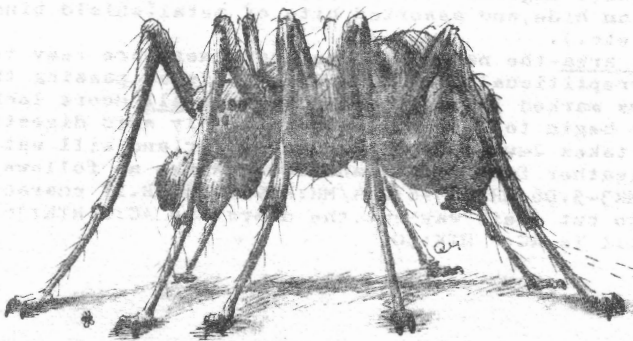
The Spiders: An ancient race, these, they have grown few in number due to wars with the Piasa and Lizardmen, and have grown decadent over the ages. They are much like ordinary Giant Spiders, except that they are green in colour (protective camouflage) and have no body hairs. They

are quite intelligent, and used to possess inherent magical powers. All these powers have since been lost, save for the king's spells and the ability of each to sense magical (MU's, objects, etc.) 1/6 of the time, and resistance to magic which gives them a vs. magic. They can spin threads, and can tie up an unconscious form in one minute. The spiders speak several of the ancient tongues, and are prepared to bargain with a group if they can make themselves understood. Because of sensitive threads strung out on the approaches to the colony, the guards will be aware of the nearing of any group 1/2 of the time.



The Colony

- 1) Guardroom. To keep out unwelcome intruders, there is a standing guard of one spider in each of these alcoves (4/7, 12, 13, 14/2+2/1-6+poison).
- 2) Sleeping Quarters for the colony's fighting spiders. In each room at any given time will be 1-3 spiders (4/-/2+2/1-6+poison).
- 3) Main Gathering Chamber. Where the spiders socialise, and also where the four trails meet. Occupied at present by 3 fighting spiders (4/15, 15, 13/2+2/1-6+poison), and 4 young (6/5, 4, 7, 5/1+1/1-2).
- 4) Female Quarters. The spider society's rules keep the females and young in separate living areas. Present are 5 females (6/9, 9, 10, 4, 3/1+2/1-3), and 7 young (7/1, 2, 1, 4, 4, 2, 6/1/-).
- 5) 'Storekeeper'. A large guard spider (4/17/3+1/2-7+poison) guards the foodstore (room 6).
- 6) Foodstore. About the room are various animal corpses wrapped in cocoons of web and hung from the roof. There are two human corpses in chain.
- 7) Minor Gathering Chamber. Empty.
- 8) Spider King's Guards. Two of them - 4/18, 23/3+1/2-8+poison.
- 9) Spider King's Quarters. The spider's chief, by name of Chlokka, resides here. He is rather large and powerful, as follows: 3/29/5+1/2-9+poison. As well as the standard abilities of these spiders, he can Detect Magic automatically, and can cast Sleep and Hypnotism (as Ill. spell) once per day each. He insists that anything found of a magical nature or of great value is his for safekeeping. Thus, in his lair are: Gems to value 2500 GP, a magic sword (+1/+1), 2 potion bottles (Hill Giant Strength and Invisibility), a mound of 650 GP, a scroll (Fireball), and an iron key (magic - opens the Prisoner's lock).



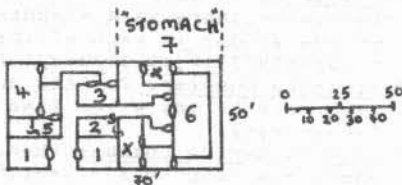
8. THE BATTLEFIELD

A long, narrow piece of solid land, twisted and scarred into strange configurations by uncounted centuries of warfare carried out here. When the swamp races were more civilised and organised, they would meet here to settle any conflicts; now, warfare is done on a 'guerilla' basis as the races are too fragmented to raise armies, and no longer follow the old rules of combat. MU's crossing this land will feel distinctly uncomfortable (the traces of past magical combat live on in the ground). Occasionally, pieces of twisted metal or pieces of strange armour can be found. The battlefield is bare of vegetation cover, though there is plenty of cover in the form of hills and depressions. This area, being open, is generally avoided by denizens of the swamp ($\frac{1}{2}$ chance of wanderer).

9. THE CHARNEL HOUSE

A black stone building crouching at the edge of the pathway, with a yawning, dark entrance. No vegetation grows on the building. It is inhabited by the spirit of a demon and is, in effect, its body; In an odd sense of the word, the building is 'alive'.

- 1) The House's Ears—These two entry chambers echo hollowly when anything enters, and alert the creature to wakefulness unless the entrants are very silent (eg, Thief moving silent). Clerics and Paladins crossing the threshold feel a sense of foreboding and unease on entering.



- 2) Behind a secret panel is a dark room containing a pedestal on which sits a glowing red gem—the House's 'heart'. If this is pierced by a magic weapon, or attacked by spells, it becomes solid crystal (a gem, detecting as evil, worth 3,000 GP), and the house dies. Guarding this vital organ is a Hell Hound (4/41/7/1-16+Fire Breath).
- 3) Rooms 3, 4 and 5 lead up to the house's 'brain', and therefore contain deterrents to force potential killers away. This room contains a possessed Grizzly Bear (6/32/5+5/2x1-6, 1-8, +possible hug 2-12 and +2 damage due to ferocity).
- 4) Second Guardian—A Carrion Crawler (2/29/4+1/8xparalysis).
- 5) Guardian of the 'brain'—a Demon Type I (0/40/8/2x1-4, 2x1-8, 1-6). Behind the secret panel is a 10'x10' room. On a pedestal in the centre is a black orb, soft and warm to the touch. This is the House's 'brain'. As for the heart if attacked, but worth 5,000 GP.
- 6) Door requires 30 combined STR points to open. This room contains the House's 'kidney stones'—undigestible matter which it dumps here. Contents are: 2,500 GP, 910 SP, 321 CP, 11 battered suits of armour, 8 swords (1 magical at +1/+1), 3 maces and 10 daggers, a scaly reptilian hide, and assorted bits of metal (shield bindings, belt buckles, etc.).
- 7) The 'Stomach' area—the nasty bit. The doors here are easy to open but close surreptitiously once all have finished passing through. Once the rooms marked 'X' are passed through, all doors lock shut and the walls begin to secrete a liquid (highly acid digestive juices). This takes 2mr to seep through armour (and will eat away clothes and leather fastenings) and does damage as follows: MR1-2: D4/MR; MR3-5: D6/MR; MR5-8: 2D4/MR; MR9+: 2D6/MR. If characters wish to try to cut their way out, the doors are AC:2, HTK:16, and each 5' of wall is AC:0 HTK:50.

Should some form of extreme pain be inflicted on the House, or if it decides that it has had enough (DM's discretion), it may spew the characters out through the main entrance. It may be damaged by normal weapons, and takes damage from other attack forms as per the table on p16 of AD&DMM ("Demons"). Wounds on the house heal at the rate of 50HTK per day. If the house is killed by destroying heart or brain, it will fall apart in 3-12mr of shuddering, screaming convulsions, a random room collapsing each mr until final collapse.

10. HUNTING GROUND OF THE PIASA

The Piasa, mentioned earlier, are a swamp race of some antiquity who once waged large-scale war against the spiders, but have been reduced to guerilla-type warfare by a reduction in numbers over the centuries. Like the spiders, they have regressed and become a shadow of their former selves.

They once held a large portion of the swamp, but have been reduced to two islands, this one being their forward outpost from which their hunting parties operate. Whenever a party is on, or within 3 hexes of this isle, double the chance of a wanderer; roll % dice: 01-70=Piasa hunting party; 71-00=normal roll on wanderers table.

The Piasa

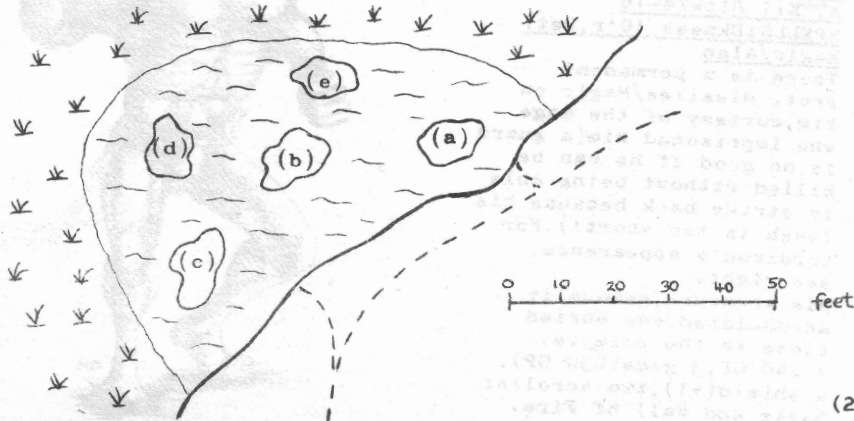
AC:4 HD:2+2 MR:10"/12" Align:CN Int:Low
ATK:2 claws/2-7 NA:2-8 % LAIR:5% TT:Nil

These scaly horrors, pictured right, spend much of their time in water, having developed from aquatic creatures, thus moving faster in this medium. They are extremely fond of raw meat, and are ferocious fighters and fearless predators. Some, a very few, carry Piasa War Spears; these are handed down from the past, as no Piasa carries knowledge of the purpose of the Pillar of the Three Tests. About 1 in 20 Piasa has a Spear (2-9 dam); they travel in hunting packs of 2-8. The concept of 'surrender' is alien to them, and they attach no value to treasure. Piasa are very wary of fire (almost afraid).



11. PIASA ISLAND

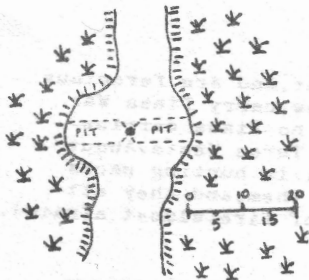
The home lair of the Piasa. Here, they have a rough encampment centred round an ancient stone effigy of the Piasa god of carnage. The encampment is on the NW edge of the isle, and is treated as semi-quicksand by non-Piasa (heavy weight=sink).



- (a) Three Piasa warriors-about to go on a hunt: 4/14, 17, 11/2+2/2-7
- (b) Here stands the Carnage God's effigy, looking suspiciously like a double-sized Type II Demon. Carved of stone, it has been much-weathered, but two red gems remain in the eye sockets. They act as a Scarab of Enraging Enemies upon the bearer whenever he becomes angry, or is in combat; 20 charges; value: 800 GP each. On the isle are 6 Piasa lounging around: HTK: 12, 17, 14, 16, 13, 7.
- (c) A group of 5 Piasa, sleeping off lunch: HTK: 8, 13, 11, 13, 11.
- (d) What passes for the Piasa dinner table. When they don't devour prey on the spot, it is dragged back to here for later consumption. Thus this isle is piled with bones, pieces of armour, the odd weapon and some coinage: 564 GP, 253 SP and 5 gems (value 412 GP). It takes some time to find this among the debris.
- (e) Chief's Isle-Here resides the chief of this vicious crowd. He is: 2/24/4+4/2x2-11 (D10+1). When he leads an attack, all Piasa that can see him attack at +2 HP/+1 DAM, such is the inspiration he gives. If he dies, the Piasa will flee to the swamps to reform, elect a new leader (the next strongest in line), and set about ambushing the party if they have sufficient numbers to do so. With him are 4 warriors, each with a Piasa War Spear. They are: 4/14, 13, 14, 14/2+2/2-9.

Over half the Piasa are out on hunting expeditions, their total number being 54.

12. THE PRISONER



The causeway opens out to a small semi-circle of clear ground, dominated by a huge figure. Chained to a colossal metal pole (buried deep in the earth) is a giant Swamp Demon. This is Cordiron, who was imprisoned here centuries ago by the mage responsible for the Hall of the Rolls, to guard this approach to the swamp. The enchantment which made Cordiron perform this function died with the mage, but that which held the chains was permanent, so he remains here, a prisoner.

Cordiron is: AC:1 HTK:44
(8+2 HD) INT:MED ALGN:NE
ATTK:1 Blow/4-16
SPELLS:Dkness 10'r, Det.

Magic/Algn

There is a permanent Prot. Missiles/Magic on him, courtesy of the mage who imprisoned him (a guard is no good if he can be killed without being able to strike back because his leash is too short!). For Cordiron's appearance, see right.

His treasure, gradually accumulated, and buried close to the pole, is: 1,240 GP, 3 gems (250 GP), a shield (+1), two scrolls: Haste and Wall of Fire.



Obviously, what Cordiron desires most is his freedom, and he will thus assess the potential of any party which approaches him, to decide whether they can help him. He will offer treasure to anyone who will agree to search for the key to his chains, which he knows to be located somewhere in the swamp. The alternative to the key is a 16th level Dispel Magic, but the party with that much power should be off fighting gods, not bothering poor little Swamp Demons! Should a party be belligerent toward him he will, quite naturally, be nasty back. If it looks to him like they're not going to be any use to him, or if they won't agree to help him, he will charge a toll for passing by—a largish sum of gold or a magic item—and he will kill anyone who tries to get by without his consent.

His chains allow him to reach only to the edge of the clearing, and thus a good way to get by him would seem to be to have one person distract him one way, while someone else gets by the other. However, Cordiron has prepared for this, after years of experience, and has made a covered pit 15' deep by 5' across, running over the clearing's centre. Anyone trying to rush past will only notice the pit on a 20% chance (30% for Elves), and Cordiron has a new pet to play with! Cordiron is also quick on his feet, despite being 14' tall, and is wary about committing himself too much to one side.

13. THE GATEWAY OF EVIL

Standing in the marsh, beside the trail going north, is a colossal black stone gateway. It is 50' high and 20' across, with 8' wide supporting pillars; constructed of shimmering black stone, strangely unweathered despite the look of centuries about it, it is curiously and ornately decorated with gruesome carvings.

The gate was constructed as an accessway to a safe path to the Arioch temple. Anyone peering through it will see a glowing red path running northward; this path is magical, and provides a totally safe route to the temple (it was originally meant for pilgrims). The only way to get onto the path (which cannot be seen when not looking through the gateway) is to pass through the gate. Anyone doing this will immediately be confronted by the porter—a demon. It has the appearance of a powerfully-built human, about 9' tall, with wings. It is AC:1 HTK:32(6+1 HD) ALGN:N(C)E ATTK: 2xclaw/2-8, bite/1-6 MR:12"/18"(flying) MAGIC:Detect Good/Magic, Magic Missile(4-9 pts dam) and Burning Hands(7 pts), all 3xper day.

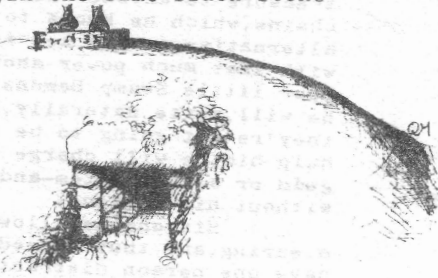
It will demand to know their purpose. The only purpose for which it will allow the path to be used is to pay homage to Arioch at the temple. If it detects Good among the party, it will immediately attack to drive them back; the reception others get depends upon how blandly they can lie. If the demon is unconvinced, out they go. If it is happy as to the party's intent, it will leave; it may not pass beyond the gate to this dimension as its sole purpose is to guard the path. At the far end of the path, just before the temple, is a normal-sized gate which brings anyone who has used the path back to this plane.

The alternative is to use the normal trail going north; which should be treated as a doubly bad little-used track (ie 40% quicksand, 6% wanderers). There is no quicksand or wanderers on the magic pathway.



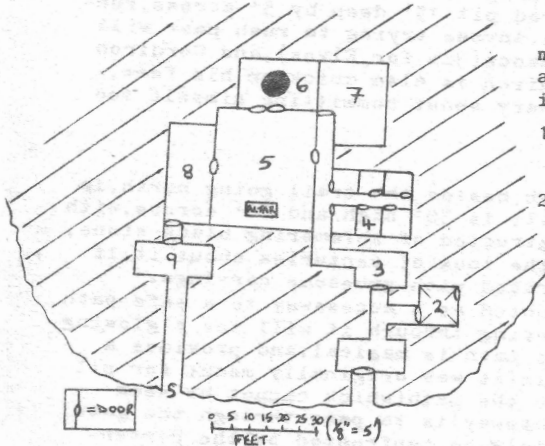
14. ARIOCH TEMPLE

From a distance can be seen a humanoid statue standing upon a low hill. Closer to, it is a 15' statue, in the same black stone as the gateway, of a youth of unearthly beauty standing upon a block of rune-carved stone; his eyes are of jade. At the foot of the hill is a cave-like entrance to a passageway. Under the hill is an ages-old temple to the Chaos god, Arioch. Though his human worshippers are long since dead, his temple here is maintained by an undead priesthood which sacrifices any human (save for true Arioch worshippers) that comes this way.



The Temple

All passages and doors are made of the same unwearing rock as the statue. There is no light in the temple.



- 1) Guardian of the entrance-An Undead Giant Lizard (4/22/4+1/2-8+possible chomp 4-16).
- 2) Trap-apparently a bare room, the far door is covered in golden runes which glow faintly. MU's saving under IQ will be able to read the odd word-"treasure" and "magic"; enough to entice them in. If someone does enter, the floor will part beneath them once they reach the far door, dumping them in a pit full of quicksand. The floor closes up again after 5 mr.

- 3) Temple Guardian-a Gargoyle (5/25/4+4/2xclaw/1-3, horn/1-6, bite/1-4).
- 4) Cells-where any prisoners are kept prior to sacrifice. The doors are magically locked, and will only open at the touch of the High Priest.
- 5) The Temple-Walls are covered in murals of bloody and unholy scenes. A black stone slab stands to the S, and all doors leading from the room are black and rune-carved. Sacrifices are prepared on this slab by being slowly cut up by razor-sharp knives; once suitably cut up, still alive, they are cast into the pit in room 6.
- 6) Chaos Pit-The room radiates an immense aura of evil. In the centre is a 5' diameter pit; 10' down into it is a bubbling black morass-Chaos fluid which swallows up the souls of sacrifices. Anyone not CE who peers upon it must save vs Magic or be blinded; ST modifiers: LG:-3, CG:-2, LE:-1, N:0, CN:+1, LN:-2, NE:+1, NG:-1. This room is directly below the statue. If the doors are opened by a non-Arioch worshipper, all the priesthood are summoned to the Temple room. Incidentally, blindness is not permanent; duration is as long as the character remains in the hill.
- 7) Lesser brothers of the Priesthood-6 Ghouls (6/4, 9, 7, 15, 8, 6/2x1-3, bite/1-6).
- 8) Elder brothers of the Priesthood-3 Ghosts (4/23, 17, 22, 14/4/2x1-4, bite/1-8) If the elder brothers are all killed, all the lesser brethren will turn to dust.

9) The High Priest-A Wight(5/23/4+3/1-4+level drain).If it is slain, all undead in the hill turn to dust.It is present at all sacrifices though,for obvious reasons,it does not touch any victims itself.In its room are the treasures which have come the way of the temple on the persons of victims: 1,546 GP,2 scrolls-Sleep and Fireball,a magical dagger(+1 HP),and the symbols of a dozen different religions who have lost followers here,including a Pentagram of Power(see 'Magic Jar' in TBH 13)which will absorb up to 10 energy drain attacks before this function is negated.

--ooOoo--

NOTES

*Monster Statistics are given in the order:

Armour Class/Hits To Kill/Hit Dice/Attacks+Damage.

*Books to which this scenario owes a great deal:

Bloodstone by Karl Edward Wagner,LOTR,Merlin's Godson by H.Warner Munn, Jade Man's Eyes by Michael Moorcock,Dying Earth by Jack Vance.Having read them is a help,though by no means a necessity,in running the scenario.

*Quicksand-this occurs in small isolated patches in the swamp, represented by the % chances given under GM'S INFO.If someone steps into it,they sink at the following rates:

Unencumbered:1' per mr;Leather-Chain:1½'per mr;Plate:2' per mr.

To pull free;U/C needs 14 STR PTS,L-C needs 18 STR PTS,P needs 34;these are the numbers of strength points needed by bystanders to pull someone free of quicksand.Only those in no armour or leather can work their own way out by 'swimming' out.

Additionally,anyone who falls in must save vs Wisdom on 2D8 or panic.Panicking individuals sink at 1½ times the normal rate,as they thresh about,are no help in saving themselves,and cannot cast off backpacks to lighten their load.Each time quicksand is encountered, roll % dice again;on a 96-00,that patch of QS is too wide to be circumnavigated,and the hardy adventurers must find a way of getting over, or turn back.There is no quicksand on islands.

*Wanderers;Roll on the following table:

01-12:Gt.Frog	(1-4)	73-82:Poisonous Frog/Toad	(1-2)
13-24:Gt.Leech	(1-6)	83-90:Spider	(1-2)
25-36:Gt.Toad	(2-5)	91-96:Marsh Hag(TBH no.14)	(1-2)
37-48:Lizardmen	(2-7)	97-99:Will-O-Wisp	(1)
49-62:Gt.Lizard	(1-2)	00 :Shambling Mound	(1)
63-72:Piasa	(2-8)		

Numbers given in brackets are Number Appearing.

*Movement Rates-On the reasonably well-defined tracks(shown by dashes on the map),characters move at a rate of 10 minutes per hex at normal walking speed.On the less-used tracks,this rate is halved;ie, it takes 20 minutes per hex.

*The Quagmire should be made an offshoot of a larger swamp,or a backwater part of a river,if it is incorporated into a campaign;it should be a fair distance from any civilised habitation of notable size

*Thanks goes to whoever is responsible for the Marsh Hag and the Pentagram of Power.

HAVE FUN!

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