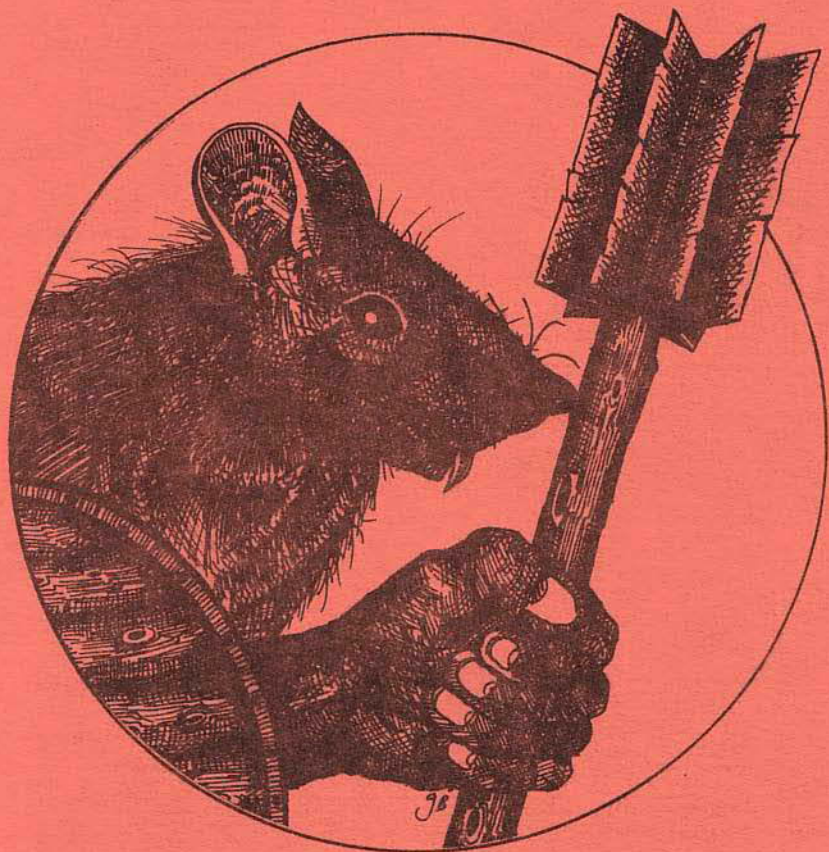


THE BEHOLDER

ISSUE
no 20

45p



1980 Games Day Awards

BEST GAMES FANZINE

EDITORIAL

This is issue 20 of "The Beholder", an amateur fanzine devoted to Dungeons and Dragons, a game produced by T.S.R. Hobbies Inc whose UK agents are T.S.R.(UK) at The Mill, Rathmore Road, Cambridge CB1 4AD. 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).

Well, Games Day has come and gone, and we should have a full report in this issue somewhere. Nice to have met so many of you up there. We must also heartily thank all of you who voted for us in the Games Day Awards. Yes, if you haven't heard already The Beholder won the "Best Games Fanzine" category. Wonder what the other mags'll have to say about that?

One good feature of Games Day for us is that we get to sell a lot of mags, but this then means our back issue stock is drastically reduced. At the moment we have some copies of TBH17, and a very few TBH18. That is all! Please don't ask for any other back issues, you'll just be wasting your time. The reprints for 8 to 11 seem to have been shelved, mainly because we can't get together all the cash to get them done and partly because there isn't quite enough demand from shops for them. Sorry, but that's how it goes.

Now an important notice. If you subscribe to The Beholder from now on don't ask for issues 26 onwards, stop with 25 (or earlier). The reason for this is that TBH will be closing down with issue 25 (around April 1980) due to exams and the two of us splitting up. If you have a sub at the moment that goes beyond TBH25 you will be sent the extra money back with one of your issues. The idea is that TBH can wind up in April, all square with everybody. However, don't despair! The chances are that either TBH will be handed over to new hands or will appear for a few more issues during the Summer. Please if you want more info don't write to us, but phone, it is so much easier and quicker.

Guy and Mike.

TBH20: CONTENTS

| | |
|------------|--------------------------------|
| Page 2.... | Editorial and Contents |
| Page 3.... | Developing Campaign: Peoples |
| Page 5.... | Alternative Combat |
| Page 9.... | Games Day |
| Page 10... | Tablets of Arnach |
| Page 14... | Shipwreck! |
| Page 21... | Spare Time |
| Page 23... | Phrases |
| Page 24... | Philomena's Florilegium (!!!) |
| Page 27... | Review (The Village of Hamlet) |



DEVELOPING CAMPAIGN peoples.

by Will Stephenson

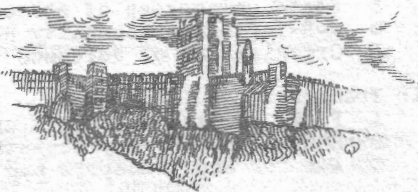
Most campaigns will contain several races, such as humans, elves or dwarves. It is inevitable that many of these races will be subdivided into units I shall call 'peoples', which live in different communities from villages to empires. The peoples will be encountered as players make inter-community journeys.

These peoples when encountered will improve a campaign's flavour, plus make it more realistic (! - GD) and therefore are useful to install. Unfortunately making the necessary notes to 'flesh out' these peoples is a very difficult job mainly because it is time consuming, and notes may be found to be incomplete after all the effort that has been expended upon them.

The intention of the system below is to provide a list of headings and sub-headings giving a comprehensive format for notes. Although I've been working on them for some months, I do not claim that the lists are 100% complete. Under each sub-heading details should be written, from a sentence to a paragraph.

- 1: General Name of People;
A Name they use themselves,
B Names foreigners refer to them by,
C Names of any sub-cultures within the people (thieves, knights etc).

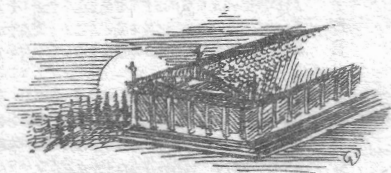
- 2: Major Dwelling Area;
A Name of major dwelling area,
B Population of above,
C Geographical site of above,
D Food supply available to residents,
E Water supply available to residents,
F Repeat A-E for Minor Dwelling Areas.



- 3: Ruler(s);
A Number of rulers,
B Name(s) of ruler(s),
C Statistics of above (HTK, AC, Alignment etc),
D Method of replacement of above (hereditary, election etc).

- 4: Nature of Government;
A Degree of law enforcement,
B Methods of above,
C Individuals enforcing the law (statistics etc),
D Numbers of officials of various types (administrative, military etc),
E Ranks of these officials,
F Methods of promotion,
G Corruption (if any),
H Loyalty of population (including revolutionary groups etc),
I Methods of trying criminals,
J Punishments given for offences.

- 5: Accepted Religions;
A List of above,
B Nature/position of places of worship,
C Number of worshippers of each religion,
D Number and statistics of priesthood,
E Regular observances required of worshippers and priests,
F Major festivals.



- 6: Social Strata;
A Nobility, ruling class (size etc),

- B Methods employed by above to remain in power,
- C Merchant/tradesman class (size etc),
- D Organizations formed by above (guilds etc),
- E Common class (size etc),
- F Typical occupations of members of above,
- G Positions of specific occupations within strata (eg mercenaries),
- H Material requirements of each strata (land owned, troops etc).

7: Taxes;

- A List of taxes made (tithes, gate passage etc),
- B Amount paid for each tax (2gp/month, 5% of property/year etc),
- C Variations to taxes(for members of certain guilds etc),
- D Who are taxes paid to?

8: Military Forces;

- A Numbers of each rank and experience level in armed services,
- B List of ranks, number of troops commanded by, and pay for, each rank,
- C Methods of promotion,
- D Activities of armed services and typical equipment used.

9: Buildings;

- A Building materials used,
- B Availability of above,
- C Costs of building,
- D Description of typical building types,



10: Community Defenses;

- A Typical city defenses/major community defenses (walls, towers etc),
- B State and upkeep of above,
- C A-B for minor community defenses,
- D Organization of defenses (patrol times, use of mercenaries etc).

11: Transport;

- A Forms of land transport used, and availability of same,
- B Statistics for any non-standard forms (carrying capacity etc),
- C A-B for sea transport and air transport (if any).

12: Trading;

- A Transport used for trading,
- B Other communities traded with,
- C Imports,
- D Exports,
- E Hazards (eg piracy),
- F Monetary system used (barter, coinage etc).



13: Farming;

- A Types of crop grown,
- B Times of harvest and typical yields,
- C Types of livestock bred,
- D Purpose of above,
- E Pests and diseases,
- F Intensity of farming (ie is yield maximised?),
- G % of land used for farming and ratio arable:pastural,
- H Methods and tools (eg rotation, horse-drawn ploughs, manures).

14: Industries;

- A List of major industries (weaving, dyeing etc),
- B Which are home-based and which are organized (eg by a guild)?
- C Are any monopolised?

15: Appearance of People;

- A Typical hair/eye/skin colour,

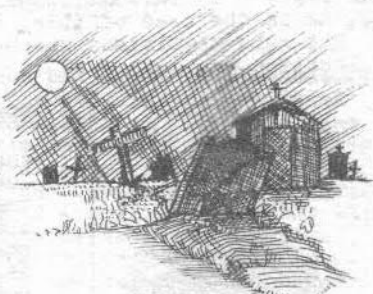
- B Typical height and weight,
- C Typical clothing,
- D Notable common mutations (eg dwarfism, colour-blindness),
- E Typical temperament,
- F Typical physique (eg athletic, lethargic).

16: Ownership

- A Land owned by social class,
- B Common land,
- C Land owned by nobility/rulers,
- D Ratio of land areas in above three categories,
- E A-D for buildings,
- F Servants and slaves (if any).

17: The Domestic Calendar;

- A Registrar of births/deaths (if any),
- B Schooling (if any),
- C Marriage ceremonies, dowries etc,
- D Multiple wives/husbands, divorce etc,
- E Death rites,
- F Inheritance,
- G Non-religious festivals (if any).



18: Speech;

- A Normal language(s) used/understood,
- B Dialects (if any).

19: Thieves/Assassins;

- A Existence of guilds and location of headquarters,
- B Legality of above,
- C Numbers of members in above.

As you might have noticed this is rather a lot of work to do at once, so I suggest making short, rough notes on each people and gradually expanding them according to the development of your campaign.

alternative combat

by Andrew Jarvis

Whereas a lot of role-playing games use strength and constitution as 'hit points', D&D uses a system where as the character gains experience levels he gains hit points. This is fine for combat because it doesn't reflect the character's ability to 'take damage' but his skill in avoiding the blows.

The problems start with the pit-type traps; a character falls a certain distance and takes 1d6 damage for every ten feet fallen. This system was explained in the AD&DPH where it says that although its not very realistic, it does give the characters a better chance of survival. I agree with this to a certain extent but it just doesn't make sense with high level characters. Imagine a 2nd level fighter and a 10th level fighter with hits of 12 and 60 respectively; although no one likes to lose 10th levelers, if they both fell down an 80' shaft how could he survive purely because he was more experienced?

So I think, at least for an alternative he can use occasionally, the D/M should make up a breaks and sprains table (thereby causing falls to be equally dangerous to 2nd and 10th levelers). I won't write mine all out because it's quite long, but all you have to do is roll the damage normally (1d6/10') and (instead of crossing this off hits) cross-reference the total on the table. Add 10% of distance fallen to the damage (eg: 30' fallen = +3 damage) for those wearing splint or heavier armour.

eg:

| Damage | Injury |
|--------|---------------------------------|
| 1-5 | none |
| 6-11 | sprained ankle |
| 12-16 | sprained ankle and wrist |
| 17-22 | sprained wrist and broken ankle |

This can go on indefinitely although at a certain stage it will just become more likely that the character dies (broken neck etc.). Its up to the D/M how much a sprained ankle etc should affect movement. This system also requires that traps be fairly limited.

I've often seen or heard the AD&D combat system criticized and I think rightly so in some cases. The basics are satisfactory but its nice, as in the case of pits, to have something more detailed to refer to. The main criticisms are on the lack of critical hits, fumbles and hit location.



FUMBLES

In melee this represents the chance that something goes wrong eg your mate lunges in front of you just as you're swinging your sword down. A system could be based on dexterity. The following table is based on the 'to hit' die. If a 1 is rolled on the d20 a second roll is made; if this indicates a miss then a fumble has been made, if it indicates a hit then there is no fumble and the blow is a normal miss. Once a fumble is indicated, roll a d10 to determine its effect;

| Die | Effect |
|-----|--|
| 1-3 | hit other opponent/mate |
| 4-5 | weapon dropped |
| 6 | stumble, opponent +2 to hit next round |
| 7 | stumble, opponent next initiative |
| 8 | stumble, lose next attack |
| 9 | fall; knocked out 1d4 melee rounds |
| 10 | weapon broken (magic weapons save) |

CRITICAL HITS

These represent the chance for scoring an exceptional hit. Naturally the opponents armour class should modify this chance. Thus an unmodified 20 should first be rolled, then a second roll to hit. If a hit is indicated, roll a d20 for the result;

| die | effect | die | effect |
|-----|--------------------------------|-----|--|
| 1 | opponent forced back/drops wpn | 11 | head hit, triple damage |
| 2 | shield arm unusable 1-10 turns | 12 | head hit, blinded |
| 3 | weapon arm unusable 1-10 turns | 13 | head hit, stunned 1-4 mr |
| 4 | shield arm unusable 1-6 days | 14 | head hit, knocked out 1-6 mr |
| 5 | weapon arm unusable 1-6 days | 15 | throat hit, double damage (1-4) or death (5-6) |
| 6 | leg limp 1-10 turns | 16 | weapon arm severed |
| 7 | leg maimed 1-6 days | 17 | shield arm severed |
| 8 | body hit, double damage | 18 | left leg severed |
| 9 | body hit, triple damage | 19 | right leg severed |
| 10 | body hit, quadruple damage | 20 | head severed |

(This system seems a bit dangerous to me; one in a hundred hits will cause a limb to be severed - the average character will be limbless before he reaches 3rd level! We play a similar critical hit system but to indicate a critical hit, two 20s must be rolled in a row; this gives a chance of 1 in 2000 attacks severing a limb on the above table - less realistic perhaps but more playable. Another problem is the fact that many monsters don't have arms or legs to be severed. And imagine severing in one swing the leg of a brachiosaurus, the thickness of a tree trunk! Against such adversaries as the gelatinous cube a critical hit system is redundant as the creature is one homogeneous mass. Nonetheless, critical hits serve to spark up combat and the above table could be developed to cover most adversaries.- GD)

HIT LOCATION

I like the idea of this very much but my table, because it tends to inflict near maximum damage is usually best for higher level characters or for speeding up the progress of melee! A friend of mine recently bought 'Boot Hill', the western style role-playing game. It's good on its own as a change from D&D but I was so impressed with the combat system that the hit location system I now use is very much based on it. The 'to hit' die is rolled normally; if a hit is indicated, the ~~age~~ dice are rolled, first to determine location, then to determine the severity of the wound (severity determines the amount of damage done, normal damage dice are not rolled). The new tables then, based on 'Boot Hill' are as follows:

| Age dice roll | Location | Light wound | Serious wound | Critical wound |
|---------------|----------------|-------------|---------------|----------------|
| 01-10 | left leg | 01-40 | 41-00 | - |
| 11-20 | right leg | 01-40 | 41-00 | - |
| 21-25 | left arm/hand | 01-75 | 76-00 | - |
| 26-30 | right arm/hand | 01-75 | 76-00 | - |
| 31-40 | left shoulder | 01-50 | 51-00 | - |
| 41-50 | right shoulder | 01-50 | 51-00 | - |
| 51-70 | abdomen/groin | 01-30 | 31-85 | 86-00 |
| 71-85 | chest | 01-25 | 26-70 | 71-00 |
| 86-00 | head | 01-20 | 21-50 | 51-00 |

| Normal damage inflicted | Damage using HL | | | Critical wounds - take max. dam. + 1 roll on this table |
|-------------------------|-----------------|-------|----|---|
| | Lw | Sw | Cw | |
| 1-3 | 1-2 | 2-3 | 3 | die |
| 1-4 (dagger) | 1-2 | 3-4 | 4 | d10 |
| 2-5 | 2-3 | 4-5 | 5 | 1 damage as shown (max.) |
| 1-6 (mace, s. sword) | 1-3 | 4-5 | 6 | 2 " " " " |
| 2-7 (flail) | 2-4 | 5-7 | 7 | 3 damage doubled |
| 1-8 (l. sword, b. axe) | 1-4 | 5-7 | 8 | 4 " " " |
| 2-8 (most polearms) | 2-4 | 5-8 | 8 | 5 damage tripled |
| 1-10 (2h. sword) | 1-5 | 6-10 | 10 | 6 stunned (1 hr) max. dam. |
| 2-12 | 2-6 | 7-11 | 12 | 7 " " " " |
| 3-12 | 3-6 | 7-12 | 12 | 8 instant kill |
| 2-16 (bas. sword vs L) | 2-8 | 9-15 | 16 | 9 instant kill |
| 3-18 (2h. sword vs L) | 3-9 | 10-17 | 18 | 10 instant kill |

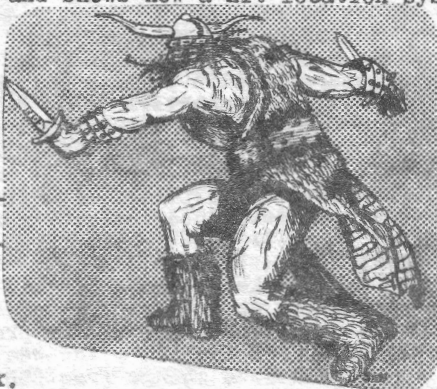
The D/M should decide what effect a wound will have. For example;
 Light wound in leg = halve speed (except walking)
 Serious wound in leg = halve speed (including walking)
 Critical wound in leg = no movement

(The hit location system suffers in the same way as critical hits; monsters have different appendages of varying sizes and different hit location tables are therefore required for each. However the table above is useful for man-to-man combat and shows how a hit location system could be developed.- GD)

UNARMED COMBAT

I must admit, I wasn't particularly impressed by the AD&DDMG section on unarmed combat, pummelling and grappling etc. What with rolling base chances to pummel, working out the many modifiers and determining damage, not only was I thoroughly confused but my dungeon had been drastically slowed down. Although I'm sure that once you get used to it, it's a lot faster, what's really needed is one table you can roll on and get the result straight away. Again a 'Boot Hill'-type table seems to do the trick.

Note, for both pummelling and grappling, 25% of damage is actual. When 0 hit points is reached, the victim is unconscious. There is a single modifier depending on the higher armour class of the two combatants. The modifier applies to both combatants:



| | | | | | | | | | |
|----------|----|---|----|----|----|----|----|----|----|
| AC | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 |
| Modifier | +1 | 0 | -1 | -1 | -1 | -3 | -5 | -7 | -9 |

Pummelling;

| Adjusted die roll (d20) | Damage inflicted | | +/- for victim next round |
|-------------------------|------------------|------------|---------------------------|
| | left hand | right hand | |
| 1-2 miss | - | - | +2 |
| 3-4 miss | - | - | +1 |
| 5-7 miss | - | - | - |
| 8-9 blocked | - | - | - |
| 10-13 glancing blow | 1 | 2 | - |
| 14 jab | 2 | 4 | - |
| 15 hook | 4 | 6 | - |
| 16 combination | 6 | 6* | - |
| 17 rabbit punch | 6 | 8 | -1 |
| 18 uppercut | 6 | 8 | -1 |
| 19 haymaker | 8 | 10 | -2 |
| 20 " | " | " | -3 |

* = 6+6 damage if both hands are free

Grappling;

| Adjusted die roll (d20) | Damage | +/- for next round | |
|--------------------------|--------|--------------------|-----|
| | | opponent | you |
| 1- opponent knees you† | 8 | - | -4 |
| 2-3 opponent gouges you† | 2 | - | -2 |
| 4-5 no hold | - | +2 | - |
| 6-7 no hold | - | +1 | - |
| 8-9 no hold | - | - | - |
| 10-11 left arm lock | 4 | -1 | - |
| 12-13 right arm lock | 4 | -1 | - |
| 14 elbow smash | 5 | -1 | - |
| 15-16 throw† | 3 | -2 | - |
| 17 kick | 6 | -1 | - |
| 18 head lock | 8 | -2 | - |
| 19+ bearhug* | 2 | -4 | - |

† = if held in a lock, you break hold,

* = victim cannot punch etc but may only attempt to break the hold. Damage is per round the hug continues.



GAMES DAY

Games Day '80, the highlight of many D&Ders years, took place a little over a month ago at the Royal Horticultural Hall. This is the second time that venue has been used and, although still not perfect, it was a lot better than last time. One noticeable feature that improved no end was the PA system, not that it was especially marvellous, but compared to last year it was a god-send.

The vast majority of people went straight for the D&D comp on getting in but the first "round" (drawing the names of $\frac{1}{3}$ of the hopeful's from a hat) succeeded in knocking out all of the TBH entourage, so we grabbed an empty table and started selling mags. After a while we were joined by several other disreputable mag editors all desperately trying to sell off their own products. This provided quite a few laughs whenever a prospective buyer stopped at the table, and was instantly inundated with a barrage of "Buy this, ignore them they're trash, etc, etc" and various other comments.

Around 12 o'clock we were joined by a certain Pete Bright (one of our loyalist subbers) who proceeded to give us cynical remarks and attempted to sell "The Sorcerer" (his own amateur mini-fanzine). His dubious-looking companions, the FDC (minus their 10 year old member), milled around for a while (they had to get into TBH eventually!).

As far as the ongoing structured leisure games scene productwise was concerned (what USA influence?) there didn't seem to be too much in the way of new non-D&D stuff about, just a couple of interesting SPI board wargames (of which Time-Tripper seems pretty good). However there was a lot of good new material from TSR. Whatever you may think of them they do keep up an impressive production/quality rate.

This year many people were relieved that the phantom frisbee hurler of ole London town was not to be seen, but the World Champion Tiddly-Winks Team were again in evidence, desperately trying to be taken seriously (and succeeded once in a while!).

The much dreaded G.D. auction was forced upon a group of us, with the reserve prices on some of the games getting good laughs (but most stuff went eventually).

Mention of two of the TBH crew who got into the Helee final is only fair, so well done John and Ian.

Well there you have a mixed bag of comments on what seemed to be going on around us at GD. Predictably it was a good day out, and many thanks to G.W. for organising it all.

P.S. There may be a new con starting next year in Spring/Summer. Watch out for it!



TABLETS ~ OF ~ ARNACH

by Graham Staplehurst

The following notes give a geographical background for a campaign world and though few readers will wish to build their own campaign on someone else's creations, the notes contain useful ideas in how to set up a world and what to put in it. - G. DUKE

The Tablets of Arnach relate the creation of the world and its metaphysical subdivisions. The Grand Patriarch of Djobhabn translated them in 8646 PF and these writings formed the basis of several new religions claiming to be the devotees of the one True Spirit. Hereunder are extracts from the translation.

"The physical nature of the universe is this. The world is a flat disc some 6000 miles across. The kingdom of fire is in the centre and mixes with air. This is where lies the Tower of O that reaches the ether. The edge of the disc is where water meets the cold clay of the earth, and the water is frozen. Even the ether is frozen, thus none can fall off the edge. The thickness of the world is unknown but...

"...of the Tower of O is 3000 miles. In the fourth dimension, in between space and time, lie the enigmatic planes of opposites, the energy sources of Negative and Positive energy. No spirit or matter can come here but they balance the nature of the world. Beyond the ether lie the realms of the Gods: law and chaos...About these planes little is known but much is conjectured...

"The Tower of O is situated on a mighty volcano in the centre of the continent of Licia. This is surrounded by many subcontinent islands, Licia being central to the world. The heat of the volcano is matched by cold in an absolute phase at the world's edge."

Now follow extracts from Gaveston's Treatise on Geography

KEMBER, KARABAN & KALTUEL

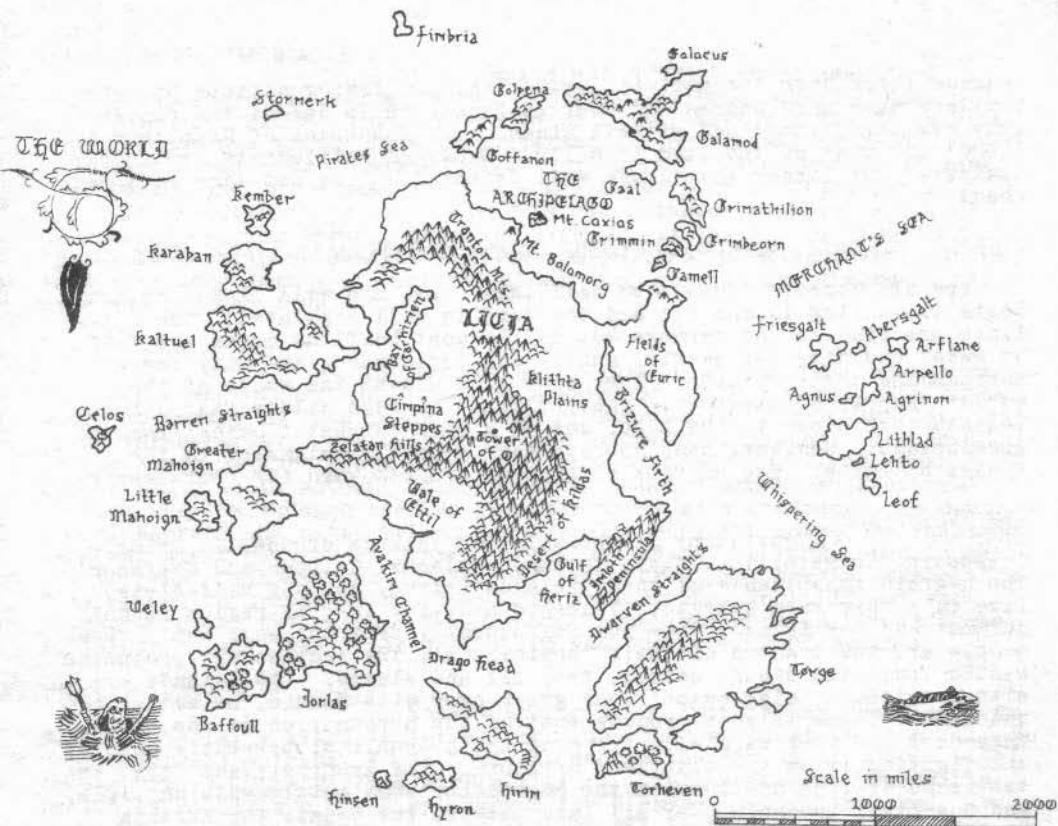
All harbour evil humanoid races; mainly orcs though most hobgoblins live on Kember. The orcs have enslaved kobolds and have control over many large bands of ogres, hill giants and ettins. The hobgoblins have a similar relationship with goblins as slaves, bugbears and trolls in their armies. Both races have strong leaders and in the past 60 years have launched a successful invasion of Licia. They now dominate all land between the Zelatan Hills and the Trantor Mountains. They have been unable to penetrate further due to non-Vadhagh settlements.

CELOS & THE MAHOIGNS

Are mainly inhabited by humans but like all human lands have a higher proportion of other races than is tolerated by other humanoid societies. Celos is densely wooded with all species of trees and wood is its only export. Most men are lumberjacks, wood-carvers, grovetenders or carpenters. The Mahoigns both have fertile soils and a rolling landscape and are highly productive agriculturally. Most land is under the plough or livestock and the islands are densely populated. Men are mainly farmers and most are sedentary. These lands are ruled by a council of druids.

FORLAS, UGLED & RAFFOULL

Are all ruled by elves. The landscape of all three is low hills covered with deciduous woodland and moorland. There are large stretches of both, but little sign of habitation. Many woodland gnomes live here and do much of the technical or mechanical work.



The elves are generally nomadic herding goats and sheep, weaving and tending communal gardens. They are fairly tied to their beautiful islands and do not concern themselves with worldly events.

HANSEN, HYRON & HRIM

These are fairly rugged islands, somewhat cold, rocky and arid. Much of the land is unsettled, being moorland, marshland or coniferous forest. Almost entirely inhabited by humans, active traders who seek out other lands. Many are merchants, making Hirim the trading centre of the 'hemicycle'. Others are pirates, fishermen etc. Recently there has been much migration to Licia, mainly to the lush Fields of Euric. It is rumoured that frost giants and cold wyrms abound in the furthest reaches of these islands. The rugged coastline is split by many fjords like Torge and has many excellent harbours. The only real resource is oil, casked in the pitch-lake areas of Hyron and Hirim.

TORHEVEN & TORGE

Are the lands of gnomes and dwarves. Gnomes are excellent sailors and boat-builders as well as farmers and thus run most of the outside trade and coastal towns. The soils are best on Torheven where the land is much flatter. The dwarves of Torge mine gold, silver, iron, copper and zinc as well as precious stones in the Mountains of Kahrlak and work the smithies, foundries, smelters and gencutters. The Kahrlak Mountains are generally more plentiful in minerals than the mountains of Licia with two exceptions: diamonds and mithril. Both are only found in the Plateau of Durindal and many mountain dwarves have

removed there over the past ten centuries. Following attacks by evil invaders many more gnomes and dwarves have gone to defend the fantastically wealthy diamond and mithril mines. The Mountains of Kahrlak reach 20000' and most of the land is hilly. Dwarvish settlements are fairly scattered but larger and always well defended. They use many well-made roads.

LYCJA: LEAF, LENO, AGRINON, AOKS, ARPELLO, ARYZAQ, ABERGALZ & FRIESALZ

Are all loosely 'ruled' by halflings. All are well linked by many boats travelling to and fro and the land is well populated. The halflings are fishers and farmers but unlike most halfling races are fond of water and dive for pearls, shells and coral among the many reefs surrounding their islands. They also grow almost the whole of the world's supply of pipeweed. Their climate is much milder than other islands that close to the Edge, due to a warm current flowing from the Archipelago. However, many hobbits have recently emigrated to the Fields of Euric. The hobbits of Agrinon are renowned for beer-brewing.

THE ARCHPELAGO

Consisting of the volcanic islands of Gamell, Grimmin, Grimbeorn, Grimathilion, Gaal, Galamod, Galacus, Golpena and Goffanon. The negroid inhabitants of these islands (elves, men and half-elves) live in a very warm climate. Volcanic activity in this region is not dormant and new islands rise not infrequently from the warm sea. These people are the traders of their 'hemicircle', the Archipelago producing exotic fruit and wines, cotton, jet, oil and slaves. The islands are either volcanic 'slag heaps' long grown over with jungle, or actual volcanos. These islands produce most of the mercenaries of the world. They have had long wars with the orcs and hobgoblins; presently most of the fighting is on the continent of Licia. The Archipelagans first established trading stations on the coastline, then settlements on Licia, and now claim lordship over all land between the coast, the Klithta Plain and the Trantor Mountains.

LYCJA: FIELDS OF EURIC

These are flat, well-watered and warm plains connected to Licia by the Isthmus of Fengel. At one end lies Mount Lyhart, an active volcano. The soils are fertile being aeolian and volcanic. Many old Vadhagh cities, ruined to their foundations are to be seen, and a few crumbling towers and castles. The area is now farmed by humans and halflings in a number of kingdoms and has many scattered villages and towns in a free society.

LYCJA: KLITHTA PLAINS

Are the gently undulating lands of the Vadhagh nomads. In this savannah country with many coppices and shrub-woods, the Vadhaghs ride horned horses, herding strange roan cattle, flightless birds and antelope. Their camps of multicoloured silk tents stand out against the green and earth-browns of an area rich in wild-life.

LYCJA: DESERT OF KILDAS

This lies towards the Imloth Peninsula and has several trails crossing it, much used by dwarves and traders venturing to the Plateau of Durindal. Here also live many Vadhagh, riding camels and flying beasts (such as griffons) between the oases, finding plenty of game even in the heart of the desert. The desert Vadhagh are known to be drug-takers, though in what corner of the desert these are grown is unknown. The 'spice' as it is known is obtainable at a high price in other countries in extremely limited quantities.

ZTCJA: IMLOTH DENNSUA

A hilly region about 5000' above sea level with steep-sided valleys and dense evergreen montane forest. Many still occupied Vadhagh castles are to be found, mainly situated on hill tops. These are virtually self-contained and completely isolated. Each castle has several slaves capable of riding flying mounts of various sorts, and these take artifacts and inventions to trade them for food and essential supplies. There is one interior city and a number of coastal trading towns. These Vadhagh occupy themselves inventing 'machines', creating sculpture and music and producing pictures. It is said that they have very good relations with many beings living in the area who protect them.

ZTCJA: VALE OF ETTIL

Lying between the Zelatan Hills and the south arm of the Plateau of Durindal, this is a warm and humid region. The landscape is gently rolling downs covered in moss except for in the low-lying marshy areas. The only trees are enormous 'baobabs'. The deep springy moss is dark green in winter, yellow in spring, light green in summer and pink in autumn. Many granite outcrops occur, half-covered in moss and the Vadhagh castles resemble these at a distance. In wet areas, marrows and water melons proliferate among the moss; the Vadhaghs send out giant beetles in droves to collect these for food. Due to the wet terrain, Vadhaghs use 30' stilts, boats or flying beasts (especially flamingoes) to travel unless they have trained dogs to sniff out safe pathways across the vales. They occupy themselves much as the Vadhaghs of Imloth do and they trade with Hirim and the dwarves of Durindal.

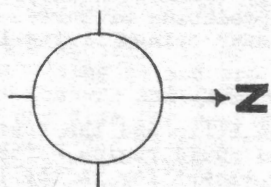
ZTCJA: PLATEAU OF DURINDAL






Mostly around 12000' with peaks reaching over 30000' especially right in the centre. The central mountain is a flat-topped extinct volcano, Mount Leveson, and is thought to be 41000' high though not even the Vadhagh have scaled it. The mountains towards the Desert of Kildas are mined by dwarves for diamonds and mithril and have been for over a millenium. There are several large stone-built towns which trade with the Vadhagh of the Vale of Etil and are also the end of trade routes from Torge. Food is supplied by goat and ibex herds and by the Vadhagh of Klithta. For all their smithyng skill, the dwarves admit to being second to the Vadhagh in the working of mithril and a few Vadhagh are thus to be found in the towns as well. Many non-workers have been arriving lately to stand off repeated attacks by the orc and hobgoblin invaders.

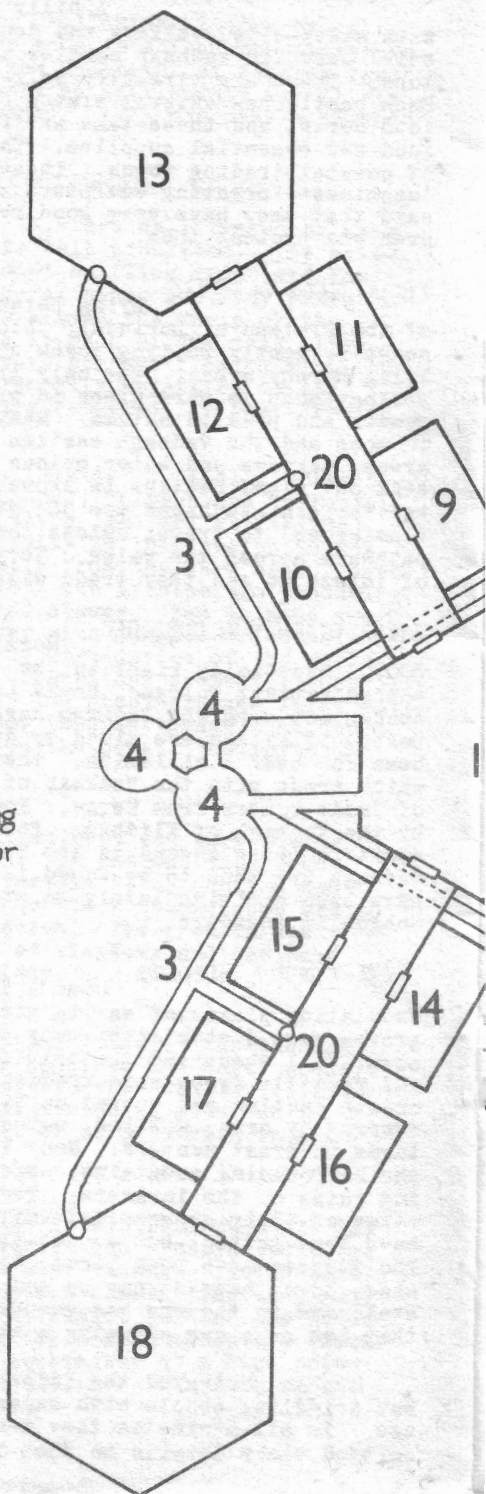
ZTCJA: AMPHINA STEPPES

Once a Vadhagh kingdom of great natural beauty. Undulating plains of waving grass with occasional cactus and pampus groves were dissected by many streams with thickets of bamboo and mimosa. All these and the brilliantly coloured clumps of rhododendron and magnolia trees were trodden by the Vadhagh. They dwelt in huge, ornate castles and hunted on bipedal reptilian mounts. These lands were overrun by orcs, goblins, ogres, hobgoblins and all manner of evil creatures in great numbers. Many Vadhagh fled the Steppes and live now in the surrounding mountains, defending their remaining kingdoms and launching raids on the invaders. Two towns, Finglas and Wynn Pass hold out because of their supreme defensive positions. Other castles and cities have been gutted, but due to their enormous strength are not destroyed. The Steppes have been burnt, dug up, camped on, streams choked etc. and shack towns have sprung up and hovels below the earth have been dug. A stalemate in the war has ensued for the past 5 years, but it is thought that the orcs are planning a new offensive.

Graham portrayed the Vadhagh as the oldest race on earth, a powerful but dwindling people with expertise in fighting and all types of magic use. In all attributes they are more adept than other races. I have omitted their details so that G/MS may design them to suit their own needs.



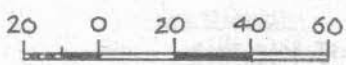
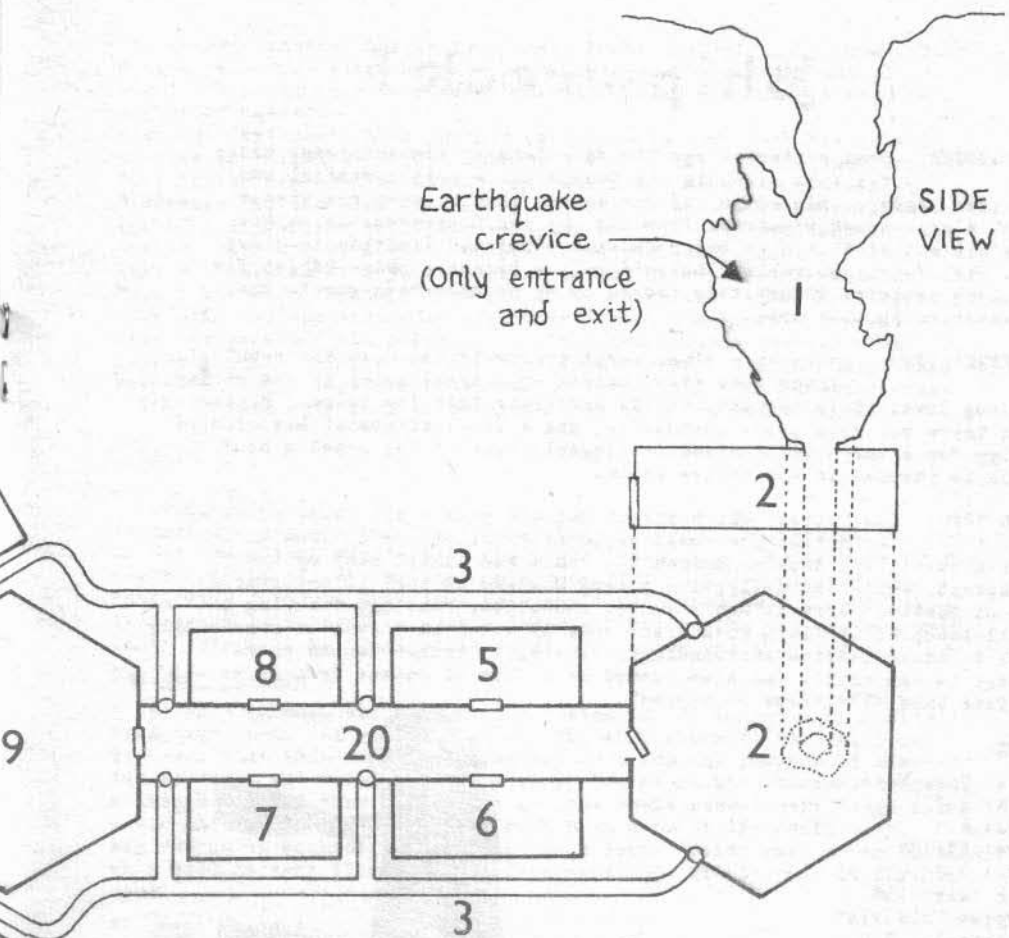
-  = Door
-  = Half open door
-  = Opening of skyt tunnel
-  = Skyt tunnel passing over corridor
-  = Skyt tunnel



Shipwreck!

Earthquake
crevice
(Only entrance
and exit)

SIDE
VIEW



Scale in feet



Shipwreck!

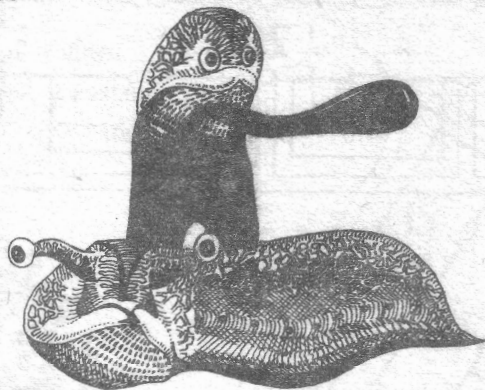
BACKGROUND: Many centuries ago the fair land of Ismithia came under the rule of Balra the Destroyer, a most tyrannical and despised leader. His reign was cut short, though, when one Winter night a huge comet plummeted from the sky and destroyed his palace. This act was attributed to the gods, and permitted Ismithia to start anew with fair leadership. Balra's palace became a prime target for treasure seekers, though this proved to be no easy task due to the devastation in that area.

PLAYERS' INFO: Recently a minor earth tremor in the area where Balra's palace once stood opened up a great crack in the ground, leading down, it is thought, to the catacombs that lay below. Exploring down there may well prove worthwhile, and a local alchemist has offered 1000gp for a large (fist-sized or bigger) piece of the comet's head, which he can use in his future works.

DM'S INFO: The "comet" which struck Balra's palace all those years ago was actually a small exploratory space craft, from another star system. The impact damaged the craft and killed many of the occupants, while the collapsing palace managed to bury it under about 30' of rubble. Here it has lain for centuries, rusting, decaying but still occupied by wierd creatures, some of which have adapted suprisingly well to their limited surroundings. The earth tremor caused extra damage to the craft, and also opened up a form of access from it to the surface (and vice versa of course).

SKYT

Freq: Very Rare
No A: 1-20
A.C.: 6
Move: 6"/18"
E.D.: 1+1
% in lair: 75%
T.Type: Variable
No Attacks: 1/0
Damage: 2-5
Special A: See below
Special D: See below
M. Resist: Standard
Int: Average
Align: Neutral
Size: S
Psionic Ability: None



The Skyt (rhymed with "bite") weren't the original crew of this ship, but rather were used almost as "slave labour". However when the ship had its crash the Skyt were the ones most suited to the new conditions and live quite happily. They take one of two basic forms, both basically soft and jelly-like. One of these is slug-like (2' in length) and is used for quick movement, and enables small shafts on the ship to be used, although attacks in this form aren't possible.

The second form is similar to a small humanoid (1½' tall), but with a single pseudopod extending from what would be its chest, instead of arms. This can vary in length between 2 and 5 feet and is used as a weapon if needed.

Although Skyt don't have psionic abilities as such they are able to project an invisible feeler upto 10', whilst in their second form. This feeler can be used to perform relatively simple functions at distances and can also move/carry objects of upto 20gp weight. At the DM's discretion this feeler may be used for complex task such as picking pockets, at a very low probability of success.

Skyt are able to form joint bodies, by one full round of contact. Upto 4 may meld together into one form, which will still have the same size and appearance as any other normal individual, but will have the combined hit points of all its constituent members. On seperating all members of the joint form suffer ¼ of the damage that they took while together (round up). It takes one round to separate. Changing from slug form to humanoid form takes only one segment.

DETAILS

1) The Crack

Amongst the overgrowth that covers what is left of Balra's palace there is one place that stands out: the crack. Simply a gaping hole in the earth, 20' by 10' at the top, going down 30' to a roughly circular base, with a ragged hole down to a small cavern below. The bottom of this crack is covered by a thin layer of debris from the earth tremor. Under this will be found solid metal (the outer shell of the ship).

2) Main Airlock

A 15' drop through the hole at the bottom of (1) brings you to this hexagonal room. As with almost all the ship there is virtually no evidence that this is a technological area and the passage of time has rendered the walls and floor very similar to the standard dungeon, although a short time working on an area would reveal very tough metal under all the mess. There is a half-open door in the South wall, big enough to squeeze through, but only just. Being part of an airlock this door is very thick and would require 100+ STR to push it further open.

3) Skyt Tunnels

These are part of the ship's equivalent to a ventilation system, about 6" across with exits high up the walls of rooms (2), (13), (18) and corridors (20). They are just large enough for first form Skyt to use them, giving them quick travel throughout most of the ship and a chance to spy on anyone entering it. The drop from the exits to the floor of rooms is of no concern to the Skyt, their rubbery bodies being able to take the impact with ease.

4) Skyt Communes

Three roughly spherical areas. Each can take upto 8 of the 30 Skyt that inhabit the ship. They "live" in these places in large masses, without forming into joint forms. The edges of these areas are covered in a glowing light blue fungoid form, which cures one point of damage per turn on any Skyt in here. It has no beneficial effects on humans, etc.

5) Storage Room 1

Once a food storage area this has been taken over by a colony of ant-like insects. They are general harmless, although their pyrimidical "hive" contains quite a substantial amount of yellow mold.

6) Storage Room 2

Full of mechanical parts, that will obviously be very unfamiliar to the standard dungeoneer. Nothing, however is in a functioning state. A good search (including the smashing of most objects) will find 4 300gp rubies, used as part of lasers.

7) Storage Room 3

Robot sections were kept here, and may well seem to be the remains of wierd creatures long dead to dungeoneers. A robotic head, still connected to one of the few functioning power units, still has some "life" in it, shown by a dim glow in its eye sockets. It is an engineering robot, and will only respond to questions on appropriate subjects. It will only understand the common tongue, all of the ship's crew having been taught it to help their mission to find specimen creatures from Earth.

8) Storage Room 4

Used for holding the bodies of dead crew members for reincarnation when the ship returns home (or so they hoped before it crashed). 3 of the crew are here, held in vats of green liquid. They look like a mixture of an octopus and a lemure. There is also another, smashed vat which holds the dregs of the liquid (will work as a hallucinatory drug if taken in large quantities) and the decayed remains of one of the crew (worth 500gp as a curiosity). The liquid in the vats that are still operating is kept at an extremely high temperature by micro-wave treatment. Anyone putting their hands into them will get a nasty sort of burn, (1d8 damage per round).

9) Pet Room

Set on shelves around this room are 1' cubes made of an opaque material. There are about 5 of them, and another 15 broken open lying on the floor. There is also a 5' diameter raised platform near the door, which functioned as a matter diminisher, shrinking captured creatures and transferring them into the cubes for the journey home. If one of the intact cubes is smashed (takes 20+ hits) there is a 40% chance its occupant will survive, but still be miniturised, 30% chance of return to normal and 30% chance of instant death. These cubes hold:- Leopard (14hits), Pseudo-Dragon (9), Dwarf (driven insane by this ordeal) (6), Troll (27) and a Kreeel (as per Couatl but CE aligned, cannot fly, no magic-use or psionics) (34).

10) Computer Tie-In

Three computer terminals in a row, all with VDUs and two in workable condition. They allow direct communication with the computer, but remember what state it's in at the time before deciding its reactions, see (13).

11) Artifact Storage

This room is full of, what to adventurers, would be ordinary, everyday bits and pieces. However to the crew of this ship they represent valuable treasure of a far-off world. In with all the weapons, clothes, etc there are also:- a 100gp gem in a ring, a wand (no charges), a potion of healing and a +1 mace.

12) Living Quarters

The Skyt use this room as a large "nest" for their young. The floor, walls and ceiling are all covered with 2" thickness of slime, which makes movement in here for humans very difficult. There will normally be 2 Skyt here at any time, along with 30 young. These are in the form of 3" diameter spheres of a rubbery consistency, and are normally almost buried in the slime of the ceiling.

13) Computer Bank

As in all the best (worst?) SF this comp has gone off its rocker, mainly through boredom. What would you do for several centuries to keep you busy? Each turn roll on the "Insanity Table" (DMG) to see how the comp is going to react. It doesn't have as much power as it used to have, systems are continually failing, but it can still see and hear into all rooms, work the emergency machinery (sprinklers, fire foam and klaxen) and control four robots. These are usual in room (18) but can be sent anywhere on the ship. Count these robots as "metallic ogres" for their characteristics. The computer is able to lock shut the door to room (13) (50+ STR to force it open) and also has a mini-laser for defense purposes, although this often malfunctions. Count it as one shot as from 10th level fighter, doing 2-8 damage, each melee round. However a miss will cause the computer to switch it off for one turn (unless in a very nasty insanity). The computer itself counts as AC4 and can take 100 points of damage before being put out of action. When it goes below 20 hits a fail safe cuts in, letting self-defense override any potentially suicidal insanity actions. Note that the computer is able to switch off all its flashing lights, etc making it appear dead. But if it "does" anything (controls robot, fires laser, etc) the lights must be on.

14) Engineering

Most of this room is taken up with the framework of a 15' diameter decahedron. Within it lie the remains of the ship's main power crystal, worth 800gp if all is collected to the average dungeoneer to sell.

15) Clean-Up Crew

Keeping the ship in a neat and tidy state was the duty of a group of robots, remotely rat-shaped and measuring 1' long. Count as Giant Rats, but with AC4. Four of them are still active, and wait in their "holes" (actually battery rechargers to keep them going) until they detect some problem somewhere on the ship, which needs clearing up (literally). Most rubbish is coped with by a mini-disintegrator, which will be used as an attack if necessary, (damage as G.Rats). As most of the serious damage done to the ship is beyond their ability to put right, they ignore it. Only new damage will be attended to.

16) Medical Lab

This room used to hold a wide range of wierd and wonderful chemicals, but the crash caused all the containers to smash, making a real "soup" on the floor in here. The results of this have been to burn a 2' deep depression into the floor, fill the room with a very heavy rusting gas, and a very light blinding gas and make the whole place a hothbed for various virulent diseases (see DMG). All-in-all not a healthy place to be!

17) Amusements Room

The mini-computer that controlled this room runs seperately from the main comp, and spends its time with the various amusement devices here. Holograms, null-gravity, emotion-control and hypnotism are its specialities. It would be only to glad to try them out on someone. (For the effects of these use appropriate spells; Phantasmal Force, Emotion, etc).

18) Robot Quarters

Controlled by the main computer (room (13)) these robots would appear to dungeoneers to be metallic ogres, possibly even iron golems. Their characteristics are as per the former monster though. There is a mini power unit in here (glowing red cube in a larger cube framework) which keeps the remaining ship's systems going. Dungeoneers will not have the knowledge or capability to switch this off, unless they can teleport the small cube out of the framework or similar. That will cause the ship and all in it (not living creatures) to go "dead".

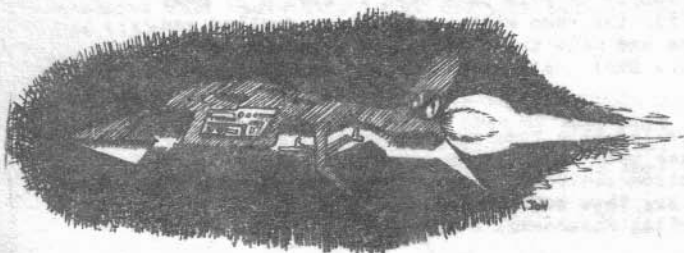
19) Command Centre

Virtually the bridge of the ship, with walls covered in dials, panels and electronics. Obviously this should be made as mysterious and magical as possible to dungeoneers. Roughly $\frac{1}{4}$ of lights/systems are operating/operable. There is a direct computer link (in constant action, permitting voice communication).

20) Corridors

Unlike the average dungeon passage these are, for obvious reasons, very easy to walk along and nicely smooth. In the walls there are panels to the ventilation system (see (3)), klaxon speakers and indecipherable writings. Close inspection of the ceiling will reveal holes (for the sprinkler system) and the floor has occasional sliding panels, with foam hoses beneath (for combatting electrical fires, etc).

NOTES: Obviously this is a very non-standard "dungeon" and the DM must have a good imagination to fill in the details of the ship. Players must be made aware that this isn't like the dungeons they're used to, but should take quite a while to realise what's going on. Although quite a few of the rooms will be explored for little gain it is upto the DM to inject the action. Objects "moving by themselves" (thanks to hidden Skyt), the crazy comp going through moods, and playing with ship systems, unintentional "attacks" by the cleaning robots all play parts in giving the dungeoneers a real tough time of it. Keep them on their toes, but be fair. Don't throw everything at them at once. This scenario is meant to be a challenge, but also enjoyable to all concerned. Play it with that in mind. No suggestions of character levels for playing this scenario have been given, mainly because it can vary widely. First levelers could survive most of the rooms, but what if they release the Kreeel? Really no-one above 3rd level (or maybe even above 2nd) should be allowed in, mainly because they would spoil the effect of certain aspects. The robots from room (18) should be feared and avoided, but if characters can dispatch them with ease, this point is lost. Anyway, try out this scenario and see how it goes for you. Feedback on how it went down would be very welcome. Have fun!



IMPORTANT

Would anyone who knows Gordon Rodman please ask him to 'phone Mike on Dorking (0306) 87253, as soon as possible.

Spare Time

By
GRAHAM
STAPLEHURST

DMs may often be stuck for characters and what to do with them in between adventures. Most characters seem to have no life from one dungeon to the next, and this small article hopes to furnish some ideas for those characters who feel the need for something more than endless goblin-bashing and dragon-skewering.

The basic idea is that any ability of 15 or more is only that high by using spare time to practise this. If spare time is not used for practice, the ability drops by 1 point per month until 14 is reached. These points may be regained at a similar rate. Note that the ability score rolled is a MAXIMUM; it may drop and rise again, but no-one may use spare time to increase an ability score above their original roll. This may also prevent characters with 18 in all categories, since they will be so bound up practising that they will have no time for anything else.

Time is divided into 6 blocks per day, each of 4 hours:-

| | | |
|-------------------|-----------------------|---------------------|
| 0100 - 0500 Night | 0900 - 1300 Morning | 1700 - 2100 Dusk |
| 0500 - 0900 Dawn | 1300 - 1700 Afternoon | 2100 - 0100 Evening |

Characters need 3 blocks of rest per 2 days, and a minimum of 16 per 7 days. Rest blocks need not be sleep, as long as only mild activities that strain neither mental nor physical capacities are undertaken. Note that no more than 3 consecutive rest blocks may be taken - characters may not mope around all day. Characters will normally take around 1 block (not to be split into more than 2 sections, each of at least 1 hour) per ability over 14 per day, but only around 5 blocks per week is necessary (10 blocks is the maximum allowable, after all, who has that kind of concentrating power?). A popular way of training is to spend time training others - mages may teach spells, fighters weapon training, thieves backstabbing, pickpocketing etc. A secondary profession e.g. acting, entertaining, smithying, lawyer, sage, guard, spy etc. may also be a profitable alternative, enabling ability practice to bring in a good salary. Note that clerics are a special case, generally being expected to attend temple gatherings and ceremonies or recruit new members. Alternatively, the DM as god(dess) can set tasks to be performed etc. Most clerics should be free to adventure, however.

Here are the detailed notes on what needs to be done by characters to keep up their ability scores. All blocks are per week.

STRENGTH: 5 blocks:-
2 blocks weight training
2 blocks weapon training
1 block general exercise
Diet:- plenty of meat etc. approx. 100 gp/week.

Trainers: 1 block of training others = 1 block of weapon training.
Trainers receive 20-50 sp per hour per trainee.

Guards: Equivalent to 2 hours of weapon training per week,
work 7 blocks per week for 10-100 sp per block depending on danger;
bonuses of up to 10 gp may be paid

Manual

Labourers: e.g. smith, lumberjack, mason, builder etc. equivalent to
general exercise or weight training on a 2 blocks work = 1
block of training basis.

12 block week (6 days) for 10 sp per block.

Light Labourer: e.g. messenger, carpenter, tanner etc. is equivalent to general exercise on a 3:1 basis.

Work is generally at least 12 blocks/week, pay being 10 sp per week or by productivity.

INTELLIGENCE: 5 blocks:- 1 block problem solving
1 block meditation
2 blocks reading OR practical application
1 block communication & discussion
Diet:- plenty of fish etc. approx. 50 gp/week

Trainers: negotiate fee individually.
1:1 equivalence to practical use or 2:1 equivalence to practical application.

Clerk: 8-12 blocks per week for 10 sp per block
2:1 equivalence to problem solving or practical application

Design/Workshop: 8-10 blocks per week for 25 sp per block
2:1 equivalence to problem solving, practical use or practical application.

Astrology/Sage: work as wanted, pay as demanded
1:1 equivalency with reading or practical application.

WISDOM: 5 blocks:- 3 blocks religious devotions
1 block reading/research
1 block discussion and communication
OR meditation in isolation.

Diet:- depending on religion - eg fasting, locusts and honey, blood etc. 0 to 250 gp per week

Devotions: include hearing confessions, taking ceremonies, preparing sermons, recruiting members, making sacrifices, preaching, praying, converting, advising, healing, counselling, spying etc. special devotions and tasks are up to the DM.

DEXTERITY: 5 blocks:- 2 blocks general exercise
EITHER 2 blocks weapon training & 1 block secondary manual skills
OR 2 blocks thief training & 1 block weapon training
OR 2 blocks secondary manual skills and 1 block class ability practise

Diet:- non-fatty foods to keep weight down, except for buttered scones, as well as carrot juice

Thief-training: no pay for if within Guild, but also free training from others in return. 1:1 basis for thief training.
Street practice accrues at 3:1 basis for thief training.

Light labourer: 1:1 for secondary manual skills OR 2:1 for general exercise. See strength for details.

Weapon-master: see strength, trainers.

CONSTITUTION: 5 blocks:- 2 blocks general exercise
1 block body treatment
1 block sport
1 block mental practises

Diet:- healthy, large and balanced, approx. 75 gp/week

Body Treatment: massages, saunas etc. cost around 10 sp per hour.

Sport: includes training and practice. Swimming, running, athletics as well as fighting are all common.

Mental Practice: mostly meditation in isolation to bring mind over body; to resist pain for instance, and self-denial.

General Exercise: This is provided on a 2:1 basis by any fairly active job. Note that some sports and body treatments can get quite expensive, and the DM should try to encourage these.

CHARISMA: 3 blocks:-

1 block social appearance

1 block body cultivation

1 block etiquette

(Houris +2 blocks body cultivation

Bards +2 blocks music/poetry research)

Diet:

Cucumber for face, caviar for showing off, other beauty foods approx 150 gp per week.

Social Appearance: attendance at functions commensurate with level and alignment; hob-nobbing with the people that count.

Body Cultivation: make-up, hair care, beautifying, body building for men, manicure, skin care; all are essential. Either servants must be hired or the 'trade' be learnt, trainers costing up to 5 gp per hour for very high class.

Etiquette: this is also an essential - how do you address a satyr? - and is learnt in the same way as body cultivation. Note that druids learn both during druidical studies, which will not have to be paid for; being servants of nature, their down-to-earth style is acceptable.

Music/Poetry Research: This involves instrument tutelage and researching/composing/learning lays and ballads. Practical use accrues at 3:1 basis. Bards are expected to act, sing and recite, as well as spreading news etc. and some bards can be very highly paid.

The beginner to D&D may be interested to learn some of these, often used:-

PHRASES

- 1) Run away!
- 2) When do the pubs open?
- 3) Stuff my alignment, I'm going to kill them!
- 4) Are you sure this isn't loaded?
- 5) I attack it/the kobold/demogorgon/the DM.
- 6) Ah, but I'm using the 1st/2nd/327th edition of the Monster Manual.
- 7) How many Asmodei?
- 8) I disbelieve it.
- 9) Oh well, he wasn't a very good character anyway.
- 10) ~~C&S~~+~~%~~ it!
- 11) Cover the druid's eyes while we burn down the forest.
- 12) What's wrong with calling my dwarf Gandalf?
- 13) Watch out, there's a (hobbit) thief about.
- 14) This sort of thing never happened in LoTR!
- 15) Wouldn't you rather be playing C&S/Space Invaders/Homeling?

(With thanks/apologies to Pete Bright)

PHILOMENA'S FLORILEGIUM

Of this vast treatise on plants and plant life only a few leaves remain. 3000 years after Philomena started pushing up daisies, a voracious but stupid plant attempted to eat a passing Julub tree; the resultant explosion may have been ecstasy for the plant but it destroyed the hothouse built by 16000 ants hooked on the juices of the Dewlap and run by the vegetable men of Etremos. Who knows what strange creatures were released that night; accompanying hurricanes are said to have spread seeds to the thirteen corners of the earth.

Later, into the hands of sages came odd, half-burnt, half-soaked indecipherable scraps of the book that was concealed in the hothouse. These were passed to Bostix, the Great Druid, whose lore of natural things surpassed all others, but to no avail; the language remained a mystery. Thus those few descriptions remaining passed to I, the ACID SORCERER, and herein I reveal some of those mutated and magical plants so loved by Philomena.

BRIARS

Freq: uncommon
No. App: 10'sq to 120'sq
A.C.: 7
Move: 1"
H.D.: 3 per 10'sq
%inL: 100%
T.T.: nil
Attacks: 2 per 10'sq
Damage: 1-10
Special Attacks: poison
Special Defences: unharmed
by blunt weapons
M.R.: standard
Int.: non-
Algn: neutral
Size: L

Briars are mobile plants that encircle sleeping or helpless creatures. Anyone pushing through suffers 2 automatic hits every round. 10% of hits splatter poisonous berry juice into the wound; the victim must save vs poison at +3 or die. The plants are very springy, sharp and tough, hence their resistance to even magical blunt weapons. Anyone killed will be shredded and turned into compost, making it very hard to raise them. Though they take normal damage from magical fires, they only take half damage from normal fires.

Briars are found in all manner of wild and temperate areas.

BURNING BUSH

Freq.: very rare
No. App.: 1
A.C.: 3
Move: non-mobile
H.D.: 8+2
%inL: 100%
T.T.: Q,T
Attacks: $\frac{1}{3}$ chance of
burn every round
Special Defences: totally
fire & cold resistant
M.R.: standard
Int.: high
Algn.: any
Size: L(7'+)

Burning Bushes are planted by clerics and druids to guard holy treasures, shrines etc. They will detect anyone not of the correct alignment, or anyone with hostile intentions if they approach to within 20'. If they come any closer they will attempt to burn them, having a 1 in 3 chance every round of doing so. Damage is:

| | |
|------------|--------|
| up to 5' | = 6-48 |
| 5' to 10' | = 4-32 |
| 10' to 15' | = 2-16 |

The victim takes half dam. if he saves vs dragon breath but attempting the save means that he cannot attack that round. DRUIDIC Bushes are also lightning resistant and can fire 6 fire seeds per day.

CREEPING IVY

Freq.: rare
No.A.: 1
A.C. : 7
Move : 3"(grow)
H.D. : 1 per 30'
%inL : 100%
T.T. : 1 diamond
Attacks: 1 branch/30'
Damage: pin or 1-6
Special Attacks: pinning
Special Defenses: none
M.R. : standard
Int. : non-
Algn.: neutral
Size : L

This strong stemmed plant grows 30'/turn or can put on spurts of growth and grow at 10'/round in a melee. Its roots grow from a diamond worth 1000-8000 gp. It strikes as a 5th level monster. When it hits, roll for hit location; if arm or leg is indicated then that limb is pinned and useless. If head or chest, 1-6 points of internal damage due to constriction are done that round and every thereafter until released. Each branch has 3-18 STR, use difference in Bend Bars/Lift Gates %age to find chance of breaking free; -20% if one arm pinned; no chance if both arms are pinned. It may also lure adventurers into a room with but one door, then grow across the door in an attempt to starve them to death. Mainly they feed on smaller creatures however.

ITSI GRASS

Freq.: rare
No.A.: 20-200 sq ft
A.C. : always hit
Move : non-mobile
H.D. : 2 per sq ft
%inL : 0%
T.T. : nil
Attacks: 1 pull/person
Damage: special
Special Attacks: smother
Special Defences: fire
has no effect on it
M.R. : standard
Int. : non-
Algn.: neutral
Size : 2' tall

Itsi Grass grows out of doors only, generally on plains and steppes, and looks like any other type of grass.

It attacks by attempting to pull and trip creatures over. It strikes as a 2HD monster. If it is successful in pulling a creature over, it will be smothered and die in 2-5 rounds. To prevent this the 4 square feet around the creature's head must be destroyed. Note that creatures as massive as a large horse or hill giant are not affected by this monster, neither can it affect those moving at speeds of 15" or more. Bodies in the grass will only stay for 3 hours; after that time they will have been broken down beyond recovery.

LOTUS

Freq.: rare/very rare
No.A.: 1-3
A.C. : 5
Move : 4"
H.D. : 2
%inL : 0%
T.T. : M,N
Attack: 1 bloom/round
Damage: special
Special Attacks:see text
Special Defences:immune
to mental magic except
'Charm Plant'
M.R. : standard
Int. : semi-
Algn.: neutralish
Size : M

Lotuses come in many colours, and have 11-20 blooms at all times. These blooms are coloured as dragons are, blue, black, bronze, gold, red etc. Each round the Lotus can explode one bloom and this releases a breath weapon identical to that of a similarly coloured dragon. In the case of the dragon having two breath weapons, there are equal chances for which type will come out of any particular bloom. Damage done is 2x the plants hit points, or 1x if a save vs dragon breath is made.

A Lotus will only attack if molested, but will react violently if cornered. It will release 2-5 blooms simultaneously in its death throes, in the round after it is killed. Any blooms left at the end of this time may be collected by adventurers, and have many strange and mysterious properties.

PUFFBALL (PUFFBALL PLANT)

Freq.: rare
No.A.: 1-6 (1)
A.C. : 5 (7)
Move : 12" (0")
H.D. : 1+1 (3)
%inL : 0%
T.T. : 3 N
Attacks: 1 (2 tentacles)
Damage: nil (2-5)
Special Attacks: paralysis
(swallow)
Special Defences: none
M.R. : standard
Int. : non- (semi-)
Algn.: neutral
Size : S (M(5' tall,3' across))

Each puffball has 4 spore chambers, and can explode one each round; each causes a 1" cube of paralysis gas - anyone within it must save vs paralysis or fall paralyzed for 2-12 melee rounds. It stops after all 4 spore chambers have been used. A puffball plant has 6 puffballs which it controls telepathically to a range of 12". It also has 2 tentacles and a huge gaping maw. If both tentacles hit in the same round, the victim will be dragged to the maw and swallowed next round. That will die in CON/2 rounds (round down). It can only swallow creatures up to about 6' tall.

50% of puffball plants also have a gas spore near them. Note that the plant and its puffballs are all unaffected by paralysis and all but the most virulent of poisons.

SUCKER FLOWER

Freq.: uncommon
No.A.: 1-3
A.C. : 6
Move : 3"
H.D. : 4
%inL.: 0%
T.T. : nil
Attacks: 2-5 kisses
Damage: drain $\frac{1}{2}$ level
Special Attacks: draining
Special Defences: none
M.R. : standard
Int. : semi-
Algn.: C/E
Size : M

A sucker flower is an evergreen plant with many richly coloured variegated leaves. It has numerous roots which allow it to shuffle along in search of prey but it must rest every third turn. It gains its sustenance directly from its prey; the large, deep red blossoms end in a tight splay of petals somewhat like a tulip. These can drain life energy through their tongue like stamens whenever they hit. One half of a level is drained each hit; drop to the bottom of the present level, then halfway down the next and so on.

These plants do not require much light if they can get a fair amount of energy this way, so they are often found underground as well as in the hotter regions of the world.

GIANT SUNDEW

Freq.: rare
No.A.: 1-6
A.C. : 8
Move : non-mobile
H.D. : 5
%inL.: 100%
T.T. : 2Q
Attacks: 5(1/person)
Damage: 1-8
Special Attacks: acid
and stickiness
Special Defences: none
M.R. : standard
Int. : non-
Algn.: neutral
Size : L

This marsh and woodland plant is 90% indistinguishable from any other plant. It has 5 leaves, each 10' long, radiating from a central stem with flowers. If a leaf hits, it does 1-8 acid damage that round and all subsequent ones until the round AFTER the central stem (5 HD) is destroyed. The leaf also sticks victims to it with its juices; it takes a combined strength of 32 to pull someone loose and even then an extra 1-10 rending damage is done in the process. Each round someone is in the grip of a leaf, starting with the second, all their exposed equipment must save vs acid (at +2) or disintegrate and be absorbed. Finally, anyone stuck on the leaf for 8 melee rounds will die after the 8th round irrespective of damage. Note that damage to leaves has no effect; only the destruction of the

stem of the plant will kill it.

Graham Staplehurst strikes yet again with:-

REVIEW

Dungeon Module T1:
THE VILLAGE OF HOMMLET

This is a very good quality module, well up to the standards of the G and D series, although without the plethora of artwork that came with S1. Both style and presentation rate very highly, it is clear and easy to understand, well detailed and written more as a book than a disjointed series of elements, it also has a good plot and is at once complete yet leading onto Module T2.

COMMENTS: Hommlet is a sleepy village which was aroused by evil forces a decade ago. These were routed by powerful good factions, who have kept a watch on the village ever since. They in turn have alerted adventurers in the region that evil is creeping back, and perhaps some taming of it will be both profitable and fame bringing. The scenario is designed for 1-3 level characters just starting on their real careers and looking for some 'action'.

A good map of the village is supplied, as well as detailed descriptions of major buildings - the church, inn etc. The village is mostly farmers and artisans, and all people are detailed to some extent. Though somewhat pretentious in saying: "There are wheels within wheels in Hommlet, and behind each character is another, the circles growing wider and the figures shadowier but very powerful", since none of these other figures are included, there is still plenty of chance of interplay and a good deal of game value can be had from this Module. Though designed for low level characters, as noted above, there are some surprisingly powerful characters in such a small village, being up to 8th level.

Also included in the Module is a mini-dungeon, sited below a wrecked moathouse, once an evil stronghold. This is also well-planned and should not be too difficult for fairly experienced players who have their wits about them.

Both maps and illustrations are good and helpful, and the detail in many sections is awesome. The Module will probably lead on well to T2, the Temple of Elemental Evil. Possibly more information on the people behind Hommlet will be found there, even though this means that purchase of T2 becomes almost necessary.

One rather bad point is the role of Druidicism in the scenario. The villagers are heavily biased towards the Law/Good end of the spectrum, and to me the Druids here should be insinuating evil into the village to "preserve the balance" as happened in the WD scenario, 'Pool of the Standing Stones'. However, it is really up to the DM to play the characters provided as he sees fit.

Another criticism is the lack of points of interest outside the village aside from the Moathouse. An inventive DM will provide brigands' lairs, rumours, trails, marauders, merchants etc. since otherwise characters will be at a loose end for much of the time. However, despite these criticisms, the Module is probably worth your expenditure, and as in all TSR Modules I have seen so far, both quality of detail and of presentation far outweigh anything else I have seen.

DON'T FORGET: The Beholder Supplement 1- GLOSSARY OF MAGIC

Contains all of the magical items from TBH1 to 10 plus many, many more. All in a high quality booklet for just 50p. Send cheques/PO made payable to J.P.Stoner, 29 Parkway, Dorking, Surrey RH4 1EX.

TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH

ADVERTISEMENTS

There are two types of ad. in "THE BEHOLDER", full page and half page. Full page ads are £5 and half page are £3. If you want an ad. send Mike a cheque for the appropriate amount together with the ad. It must be on A4 paper (on the bottom half for a half page ad.) and will be printed just as we receive it. Please state which issue you would like it to appear.

COPYRIGHT

"The Beholder" is Copyrighted (1980) by M.G. Stoner and G.R.J. Duke.

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 in to us. If they are printed you'll get free issues of this 'zine. Please type out anything you send in, if possible, and if you want it back enclose a SSAE.

TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH

TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH

SUBSCRIPTIONS

If you want to subscribe to "The Beholder" send a cheque made payable to M.G. Stoner for a multiple of 45p and that is how many issues you will get (e.g. £2.25 for 5 issues). Don't forget your name and address and also state which issue your sub. is to start with. If you live outside the UK and want a sub. send £1 per issue, this will enable us to send airmail. NB We can only accept sterling.

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

CONTACT

If you would like to get on to our "contact" list then send in your name, address, telephone number, list of games you play, etc. to Mike. We'll then print it all when we have a chance. If you want to buy/sell anything the cost of a "classified" ad. is 2p a word, maximum 75 words.

TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH*TBH