

THE BEHOLDER

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50¢



EDITORIAL

Hello 1981 and hello all you readers out there. This is the twenty-second issue of "The Beholder", a British D&D/RPG fanzine. D&D is produced by TSR Hobbies Inc, P.O.Box 756, Lake Geneva, Wisconsin 53147, AMERICA. Their British subsidiary is TSR(UK) at The Mill, Rathmore Road, Cambridge CB1 4AD. This issue we also feature material on a new game: Space Opera. This SFRPG comes from Fantasy Games Unlimited, P.O.Box 182, Roslyn, N.Y. 11576. Going back to TBH, it's run by:-

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).

You'll probably have noticed that, as mentioned last month, we've put our cover price up to 50p. Sorry, but we really had to do it and we should now be able to keep at that price right up to our final issue (TBH25).

Back issues: unfortunately there doesn't seem to be anyway we'll find the time and money to get these done in the near future. They will probably start appearing about the place after TBH25 is out and we've got more free time. At the moment we do have a few copies of TBH20 and TBH21 if you want those.

Well 1980 was pretty boring really wasn't it? What does 1981 hold then? Who knows, making predictions always seems a bit pointless but it's probably safe to say that D&D and RPG in general will continue to grow in strength, the market will reach saturation point (some would say it already has) and (hopefully) more and bigger conventions will spring up. A two-day Games Day seems on the cards and with any luck it'll come about and be a good success. We'll just have to wait and see.

Guy and Mike.

TBH22: C O N T E N T S



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SPACE OPERA

A few months ago there was a mention in TBH of us trying to get together an SFRPG, as we were so unimpressed with "Traveller". Well, we needn't have bothered because F.G.U., creators of C&S, have beaten us to it with an SFRPG done right: SPACE OPERA.

Traveller has been around for a few years now and is, unfortunately, established in the SF gaming field. Why people took to it I just can't understand, there is so little actual material in the rulebooks. The game only starts to make good sense when you fork out £££s for the many "supplements", all of which seem to be virtually essential to play. Many people have worked to build up Traveller campaigns and this fact will keep that game at the top, but anyone coming into SFRPGs for the first time can save themselves an awful lot of bother by buying S.O. because the best way to describe it is "Traveller done right". Take any aspect of the Traveller game system and S.O. will have done it better, with a lot of other new sections too.

Okay that's enough putting the boot in, it's description time! S.O. comes in a box which sports some of the worst artwork imaginable. The reason for this becomes clear though when you remember that this is an FGU game. This is a company that caters for the real RPG fan. Witness the complexity of C&S. They don't need (or want) to attract "impulse buyers" with flashy packaging, the quality of the game inside is the important thing. The box also sports the words "The most complete science fiction role playing game ever produced.", this is no idle claim! Look inside the box and you'll see what they mean.

The meat of S.O. consists of two books of around 90 pages each. As with C&S the printing is pretty small, but still very readable, enabling them to pack an incredible amount of detail into each page. Print quality is high, as is the standard of the interior artwork, although there are quite a lot of minor spelling mistakes, etc. Only a small irritation though.

One of S.O.'s unique (as far as I know) features is that this game says right from the start that it is "heroic", and the rules do something to show this. Witness the line "...player characters are 'heroic' in not only their drive to reach goals...but also their capacity to actually win through to those goals. The PCs are cast in the larger-than-life tradition of the rip-roaring Space Operas of Science Fiction". How this is to be achieved is not revealed until such lines as "In such instances (heavy combat situations) PCs enjoy a +10% hit probability and a -15% penalty against the hit prob of all enemies in order to give them a ghost of a chance in such savage conflicts. When they are fighting other PCs the bonus is lost." start appearing. FGU defend this by saying "...this may seem like Deus Ex Machina procedure (excessive "interference"), but PCs are not run-of-the-mill people,...and some outside factor has to be introduced to give PCs a better than normal survival factor to live upto the full traditions of Space Opera science fiction, in which the heroes always have the edge of the villains". I can just imagine quite a few of you deciding that this is definitely not the game for you after that, but it must be said that "interference" is a game addition. Using all the standard systems will give you a perfect SF game, there are just a few sections which show how to bring in the "heroic" aspects and these are not essential to make the game work.

Designing a character for S.O. is a fairly lengthy procedure, involving, as it does, the rolling and adjustment of 14 major characteristics. These are: Physique, Strength, Constitution, Agility, Dexterity, Empathy, Intelligence, Psionics, Intuition, Bravery, Leadership and General Technical/Mechanical/Electrical Ability. These are found from a %ile roll on a heavily biased conversion table. Secondary characteristics are then calculated followed by planet of birth, race and employment. The last mentioned is nicely detailed, with lots of ideas for adventures given. How about trying to lay claim to some planet you've just discovered? Good money, but risky. Anyway, the employment system is rather like Traveller with tours of duty, attempted promotion, retirement benefits, etc. Characters then "buy" various skill levels depending on their specialisation, length of employment, etc. These can be added to during the course of play but initially each PC will start with a good variety of skills, or possibly a couple of areas of genius, and little else (inadvisable). The more complex skills have many pre-requisites, take for example Stardrive Engineering which requires knowledge of physics, maths, nuclear physics, hyper-dimensional physics, chemistry, biochemistry and metallurgy! Skills are explained at varying length, but where necessary will always give proper explanations in game terms. A good example of this is "Parachute Assault" which gives %age chances of various landings and injury risks, etc as opposed to the feeble Traveller details like "in bad weather an air-raft may crash on 7+ on 2D, +1 DM per skill level".

When all of character designing has been finished there is a good psionics section. No-one starts with psionic ability, just the potential. They must be "awakened" and this is another fine subject for adventures. Star Wars' "Force" is then given a small section of special rules and then the first rulebook ends with 10 pages of rules on "malfunctions" of various sorts from small items up through the effects of dodging starship maintenance checks to combat damage, a small chat about meteor mining and the layouts of 5 ships (complete with diagrams).

The second volume of S.O. kicks off with a lengthy equipment list. Picking out a few items at random from this we find: scuba suit, computer, drugs, video scanners, scopesights, compass, PAPA (power-assisted power armour), robots, vehicles and (inevitably) a profusion of weapons. The "futuristic" weapons are all given a bit of background and have a bit of "feel" to them which makes reading about them more interesting. APROBDIF (anti-robot positronic brain disruptor field weapons) are a nice touch. A mass of tables and charts then follow to give easily the best "gun combat" system yet in an RPG, unless you prefer to totally gloss over the details of combat in which case you might think it all a bit unnecessary. Close combat follows in just as much detail, and I was very pleased to see that throughout the wounds section different tables are given for various life-forms, so you don't have to try to work out how many hands are equal to one pincer, etc. There are two main c.c. tables, one for attacks with weapons (D&D types upto lightwords, coagulators, forceblades, etc) and another for various race's natural weapons (e.g. hands, claws, teeth, etc). There isn't much chance for a PC to bite his way into a tank though!

Now we come to what I usually regard as one of the most interesting section of an SFRPG: Starships. A mini-history is given to explain the reasons for various starship procedures and limitations. Basically starships have TISA maneuver drive for sub-light speeds upto a certain limit. Once this is exceeded the FTL drive cuts in and accelerates the ship to and beyond the speed of light, translating the ship to tachyon hyperspace. Once this procedure is started it is very hard to stop and if you do it by accident, without carefully calculating your desired arrival point you could end up nearly anywhere!

Starship economics is a useful little section which comes up next, outlining loaning procedures that may enable PCs to get hold of their own starship (rather than steal one (yawn)). It is sometimes possible to buy one second-hand but, of course, you get quite a few malfunctions and worn systems into the bargain, so make sure the life support's okay before you pay out the credits!

The last major section of the book covers the outlining of planets. Much of this is very like Traveller with tables of governmental systems, weapon restrictions, etc. There are also guidelines for taxes, trade, corruption, repression of the population and more. Suggestions for how the dice may be used to find values for these planetary characteristics are given but I was glad to see repeated emphasis that the dice shouldn't be relied on too heavily, either ignore them if something nonsensical comes up or (if possible) take a bit of time to think things out and do the designing to some logical pattern yourself. This also applies to discovering planetary size, density and gravity, a very well detailed section this and one that comes in very handy when you want a new idea.

The book then finishes off with a few odds and ends: characteristics of NPCs (without having to roll them), esoteric NPC races, beasts (a "create your own animal" system, very like Traveller's), living expenses, cost of aircraft and vehicle rental and finally a table of planetary size and gravity.

Well that's it, apart from 4 sheets for photocopying (characters, starships, planets and society's record-sheets plus some combat charts). I must admit that the most striking thing about this game is the sheer volume of material you're presented with and digesting it all (and then remembering it as play progresses) is nigh on impossible. A good idea is to buy a pack of record cards and put all the details that apply to each important section onto one, so when that aspect of the game comes up the card will tell you everything you need to know about it, or at least where to look it up. If the game has any real fault then this problem of size is it. The only other complaints are that there seem to be some mistakes in the rules (although you always wonder whether it is all explain in some little corner of a page that you missed) and that "heavy" ground/air combat isn't covered. Apparently FGU are already preparing the first addition to S.O. called "Space Opera Ground and Air Equipment". The trouble is that by trying to make this addition as detailed as possible little more than the bare essentials are given in S.O. itself. Ad libbing a dog-fight between two supersonic fighters may be your idea of fun, but I'd prefer some hints.

So, to sum up, what do we have in Space Opera? Undeniably it is an excellent piece of work and I defy anyone to show me a better SFRPG. The only people who will have anything against it will be those who have worked to set up Traveller campaigns and are jealous that new-comers can have such a superior starting point for theirs.

Traveller is dead!

Long live SPACE OPERA!!!

May The Force be with you!

A new race for S.O. "Bug-Eyed Monsters"

16.7 THE JAWAS

The Jawas are a race of very short approximately humanoid creatures, measuring about 3'-4' tall. They all come from there Tech 7 homeworld and although they have not developed their own FTL drives they have spread throughout the galaxy by fair means and (more usually) foul. All members of the race are trained from an early age in the use of electronics and robot maintenance, although inevitably many go into the lucrative illegal side of things. Jawas always carry weapons with them, most commonly a laser pistol and APRO pistol, plus a dagger. Their APRO pistols are more advanced than the usual types and have two settings: immobilise or burn-out. On attaining a penetration these totally switch off a robot and burn-out all its circuits respectively. The latter makes the robot totally useless, although there is a 40% chance that memory circuits will survive and be intact enough for transfer to another body. Jawas generally look poor, wearing filthy, hooded cloaks and keeping their eyes out of direct sunlight, which can cause serious damage. Most people tolerate them, if not actually like them, and are quite prepared to trade with them, even if the history of their wares is a bit doubtful. Jawas rarely stay too long in one place, preferring to live in groups and move about together from place to place. Jawas come, of course, from "Star Wars".

Jawas	Armour	Body Mass	Carrying Capacity	Damage Factor	Hand-to-Hand	Stamina Factor
Male	Coat/1	35	20	13	10	18
Female	Coat/1	32	18	12	9	16



More SPACE OPERA!

Designing the first scenario for this game is a bit difficult. PCs are going to want to see how various parts of the game's system work and they shouldn't really be plunged into an intergalactic war straight off. I considered a relatively simple and down-to-earth task, spiced up with a bit of intrigue with a twist at the end to possibly spark off further adventures would be a good idea. I'm against the idea of publishing it whole, mainly because any introductory scenario must be tailored to fit your concept of a S.O. universe, but hopefully the basics given below will be of use. Comments welcome.

SET-UP:- This scenario is right for between one and four PCs. If more than one is taking part they must be told that they have all met up just before on a shuttle taking them to the local main-planet of the area. They have now decided to team up and look for money/excitment/fame.

STARTING POINT:- On arrival at the starport the PCs are approached by a youngish man (average human) dressed very smartly. He looks a bit worried and obviously needs some help. On spotting the PCs he rushes over and asks whether any of them can drive heavy, single-bodied trucks. (If none of them can it might well mess up the scenario!). The man says he is working for Delta Wines Inc (D.W.I.) and has a truck loaded with eight tons of vintage wine, but the hired driver just had an accident and is in hospital. Would the PCs be prepared to drive the truck across to D.W.I headquarters, on the other side of the continent?

THE DEAL:- The PCs are shown the truck (heavy, single-bodied and wheeled) and offered the following: CR250 to cover fuel expenses, the address of DWI HQ (457 Harbour St, Skytrax, UZ 54106), CR3000 if they get the truck's cargo to there within 36 hours (-5% per hour over the limit) and, if they accept, the starter card for the truck. They are also told that the truck has an inbuilt tracer system with a 6000km range, so running off with it would be unadvisable.

THE TRUCK:- A Tech 7+ Heavy Truck as given on p25, book 2. It has done 3000km since its last service (i.e. it will probably break down during the journey to Skytrax). There is enough fuel in the tanks to do 720km. Refuelling costs CR80 each time. There really is a tracer on the truck, but it is not strong enough to broadcast through great quantities of earth, e.g. when the truck is in the Bosta Tunnel (see later). The truck also has an inbuilt mini-comp. This can detect major faults occurring, plan routes and drive the truck along relatively simple roads (such as interstate motorways). Quite a few spares are carried onboard the truck, but only one spare wheel and the jack is missing (could be a problem if a puncture occurs!).

JOURNEY:- From Rhone Starport, Rila state to D.W.Inc, Skytrax, Uzonias state. A distance of 5022km along the shortest route (using the interstate most of the way). Deviating from this route by more than 150km, with the tracer still operative, will result in the police being alerted to the "theft" of the truck. If the tracer is deactivated a general call will be sent out to pick up the truck over the C.B., which all

On the look-out for employment Greylorn, a human ex-armsman and PDF reservist, and his new-found partner Skandos, an astronaut Wookie (Ursoid if you must) walk around Rhone Starport. Busy as usual the place is a mix of lifeforms and cultures, although the human is, as always, relatively dominant. No one pays any attention as the two make their way out, hoping to hire a car and explore the local area. However as soon as they come out into the auto-park they are accosted by a rather harried-looking young man who puts a nice little business proposition to them. Sounds like a bit of easy money so they accept and go to have a look at the truck they'll be using. It's a type that Greylorn drove in the PDF, so he's quite happy but Skandos is worried. Even just a brief look-over reveals the poor maintenance it's received and he's doubtful whether it'll make it to Skytrax, but anything's worth a try.

They set off, using the mini-comp to plan the quickest route. A little investigation with the CB finds the location of fuel stations along the way and a bit of thought hopefully eliminates the possibility of running dry along the way. All seems pretty simple for CR3000. Then Greylorn notices a draught coming through from somewhere, small but enough to be annoying. A quick search reveals, of all things, a high-velocity bullet hole in a corner of the cab. Worrying to say the least! Another thought strikes home: in the cab everything is rather old and tatty apart from the driver's seat, which is brand new. Why? Doubts about this job start to surface rather quickly but they could do with the money.

Greylorn catches some sleep, putting the truck on auto-drive. Skandos stays up a while and has a good laugh at a broken down car stuck at the side of the road, with only 36 hours for the journey there's no way he's going to stop for things like that. Then, getting bored, he starts to chat on the CB to other truckers. No interesting info surfaces though.

Early next morning, with Greylorn on manual drive, they travel through the Bosta Tunnel, ignoring the occasional hitchhiker (no point taking the risk of picking them up) and soon come to the State Border. Papers and license all seem to be in order luckily, but a quick police spot check notices a very worn tyre, which needs immediate replacement. This causes problems as the truck's jack seems to be missing, so instead it is escorted, at a nice safe slow speed, to the nearest garage. Unfortunately not a very nice place. The wheel is changed okay, but after only a few minutes back on the road the mini-comp shows a major wheel-alignment fault, caused by the newly fixed wheel, of course. The next garage on the interstate is 200km, but not wanting to go back they decide to risk it, and by keeping their speed down a bit make it in one piece, and a bit of fancy chat gets the wheel adjusted in under an hour, for a very reasonable price.

Moving on again, only another 1000km to go when the fuel and oil gauges suddenly move to show zero. A quick check reveals this not to be the case and Skandos soon realises the truth: the mini-comp is malfunctioning. Unfortunately he's not too skilled with that sort of device so they'll have to travel on manual alone.

Only 600km to Skytrax now, but trouble again. The rear view TV link seems to have given out, so no rear vision, but a quick decision chooses to leave it and carry on. Not until an energy blast flies past the truck do they realise that perhaps the failure was caused by someone driving along behind them, and not a breakdown. They've no way of knowing what's shooting at them from behind, but a way to stop them is to suddenly slam on the brakes. It works suprisingly well

as a loud crash announces the failure of their attacker to stop in time. Climbing out of the cab Skandos and Greylorn find a rather mangled motorcyclist under their back axle. Nasty! Skandos is all for driving off but there are too many other drivers about, and the police soon arrive. Luckily for our two a couple of drivers who have stopped verify the story that the truck was shot at, and the blast pistol fitted to a mount on the motorbike is pretty good proof. The police are obviously very interested in all this but accept that Skandos and Greylorn are in a bit of a hurry and, after taking details, say that they'll be in contact soon.

After that bit of excitement suspicions fully surface and a few minutes work are put in obliterating all evidence that the truck is anything to do with DWI. The journey is nice and quiet from then on, and although they are a little behind schedule they still reckon on arriving with the 36 hour limit. Skytrax is reached but, with the mini-comp out of action, finding Harbour Street takes quite a while. However they eventually make it and make their way toward No.457. Before they get there though they are flagged down by some police who tell them about the explosion and say the street's totally blocked off. Who's going to pay their CR3000 now? What to do with the truck and its (supposed) load of wine? What has someone got against DWI? Skandos and Greylorn are well and truly mixed up in something big. Space Opera has achieved take-off!



Swashbuckler

I am sure that most readers will have heard of and possibly played Yaquinto Publication's album game "Swashbuckler". It is a role-playing game in as far as the players take the parts of pirates or musketeers, but it is aimed at a single scenario rather than a campaign game. Basically it is either a tavern-wrecking or ship-to-ship brawl between pirates and/or musketeers; however those who wish a more detailed review would be advised to read TBH19. When I first bought the game I was delighted with it, but I felt there were some rough points in it. This article is intended to help iron out those points.

The first point I would change is that full and empty mug units both do the same amount of damage. I suggest giving +1 to the die roll for a full mug (and -1 for an empty mug) on the "damage" and "not avoided steps of stun" dice rolls. Scores above 6 are treated as 6, scores below one count as one.

In the rules there is the same chance of hitting someone with a thrown object no matter which way they are facing; I think there should be more chance of hitting from the rear, so whenever a thrown object enters it's target's square from one of the 3 squares to the rear of the character it will only be avoided with a 1-4 on 1d6, followed by the normal avoidance roll. Failing either of these means a hit results. Also on the subject of thrown objects there must be some advantage for going prone, so why not introduce the concept of trajectory: a thrown object is either thrown high or low- this is decided at the same time as the direction of the throw. If the throw is "high" it is not blocked by tables, chairs, has a 1 in 3 chance of being stopped by shelves, hits erect characters and misses prone characters. However there is a 1 in 3 chance that a prone character has stuck his head up to "see what's happening" and could be hit, (resolution as normal). If the throw is "low" it is stopped by tables, there is a 50% chance of it being stopped by a chair, misses shelves but hits erect and prone characters. When determining whether a throw is blocked ignore any objects in the same square as or next to the throwing character. Erect characters can throw objects "high" or "low", but when prone they may only throw them "low".

Swinging: as "rests" are not so much actually resting but more a measure of time taken for an action when swinging $\frac{1}{2}$ of the movement should be done on each step of the action. Unfortunately not all swings break conveniently into thirds so use the following table:-

	Step Number		
	1	2	3
Number of squares being swung (total)	2/1	1	0
	3/1	1	1
	4/2	1	1
	5/2	2	1

The number found by cross-referencing is the number of squares swung on that step.

As characters no longer swing immense distances in fractions of seconds a new order can be plotted: "Cut Rope" CR- (one rest). This means that any character can cut a rope in any square where he could slash. Once the rope is cut another rope goes into the empty space (book-keeping is too difficult otherwise). The rope is cut 1-5 on 1d6. If there is someone on the end of the rope they will fall 1 or 2 levels (1d6: 1,2,3=1 level, 4,5,6=2 levels) and the procedure for falling as given on page 12 of the rules must be followed. Those falling into the sea drown. Cut rope orders occur as action no.8 (at the same time as Yank Carpet orders).

If a thrown dagger or sword hits a person it will either stick in them (yeuch!) or fall to the floor. This will affect the position of the dagger only, P.D. will pick it up in any position. To determine where the dagger/sword is consult the roll for "damage"; a 1 or 2 means that the weapon fell to the ground, a 5 or 6 that the weapon is sticking in the body and a 3 or 4 an equal chance of either (50/50).

In the rules no provision is made for the transporting of treasure chests across the gap between the ships. To remedy this I would introduce 2 new orders. PT- (one rest required) Prepare to Throw Chest - this represents moving the bulky, heavy chest from carrying position to throwing position, and TC-- (two rests) Throw Chest, which is fairly self-explanatory, (note that the character must have prepared to throw the chest immediately beforehand. A thrown chest travels 2 squares unless it hits a wall. If it hits a character it still travels 2 squares (its bulk carries it on). It can only be thrown directly forward, not at 45° either way. If it passes through a character's square then use the following table:

Chance to Avoid	Injuries if hit	Steps of Stun	Fall	Stuns if fall
1-4 Avoid	1 1L	1	1	1-4:Fall 1-3 1
5-6 Hit	2 1R	2-3	2	5-6:No fall 4-6 2
	3 1B	4-5	3	
	4 4B	6	4	
	5 4H			
	6 5B			

In a lighter vein here are data for a "Super Swashbuckler" - the Errol Flynn type:- STR:20 END:20 CON:40 EXP:20 DEX:Ambidextrous HEAD: 9 R.ARM: 7 L.ARM: 7 BODY: 17. All his orders are always executed before those of others in each step. He can never be stunned for more than 2 rounds. He never slips on broken mugs and if an action would kill him there is a flat 50% chance that he escapes unharmed. He can forgo one rest each turn without any disadvantage, and if he ever falls 2 is subtracted from the roll, 0 or -1 counting as no damage/stun.



L.O.D.E.

I invariably maintain (nothing in my campaign world is permanent) that there is a little old man, the 'Dungeon Epitomist', who, forced by his sense of fairness, goes around dungeons and similar havens of adventure engraving riddles and rhymes on closed doors, passageway floors and walls as warnings for innocent little adventurers.

This gives me as G/M a great deal more work in thinking up verses for the Little Old Dungeon Epitomist (L.O.D.E.) to inscribe to caution the guileless characters as to what lies beyond. Nonetheless, I think that it is well worth this extra effort for the effect of the rhymes is to bring the players more in to actually playing the game. For further encouragement, you could give experience points for solving the riddles, the amount given depending on the degree of difficulty of the riddle.

Warnings can take several forms; couplets, riddles, blank verse or plain clauses in different languages. If you can bear to read the following examples, you might gain a better idea of what I am getting at. I do not claim to be the AD&D answer to Shakespeare, nor do I expect you to be so. Nor is it necessary to be poetic because the whole purpose of the exercise is as a warning to player characters and so long as the vital message is included and carefully hidden, the actual form of your creation is of no real consequence. Don't be put off by players groaning every time they come to another of your 'concoctions'; they are really enjoying themselves, and the challenge (I hope). The time to start worrying is when they begin throwing rotten tomatoes at you!

Here then are a few of my own attempts:

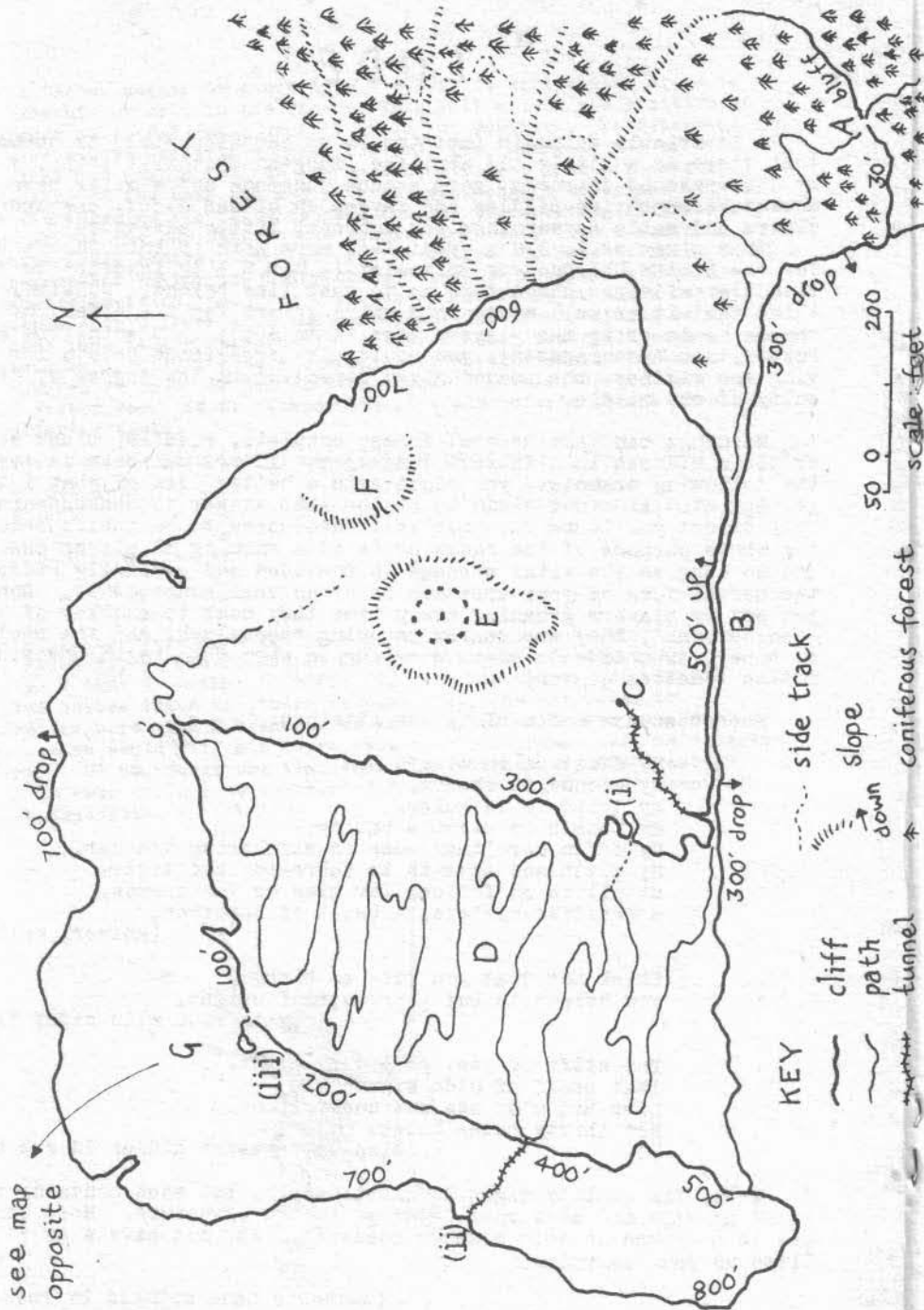
My first is in dragon,
My second in shadow,
My third is in golem,
My fourth in wight's barrow,
My fifth more than once in slithering tracker,
My sixth and seventh in sabre-toothed tiger,
My all is as follows for glee or for sorrow,
A creative mistake, a beast of tomorrow,
(answer; owlbear)

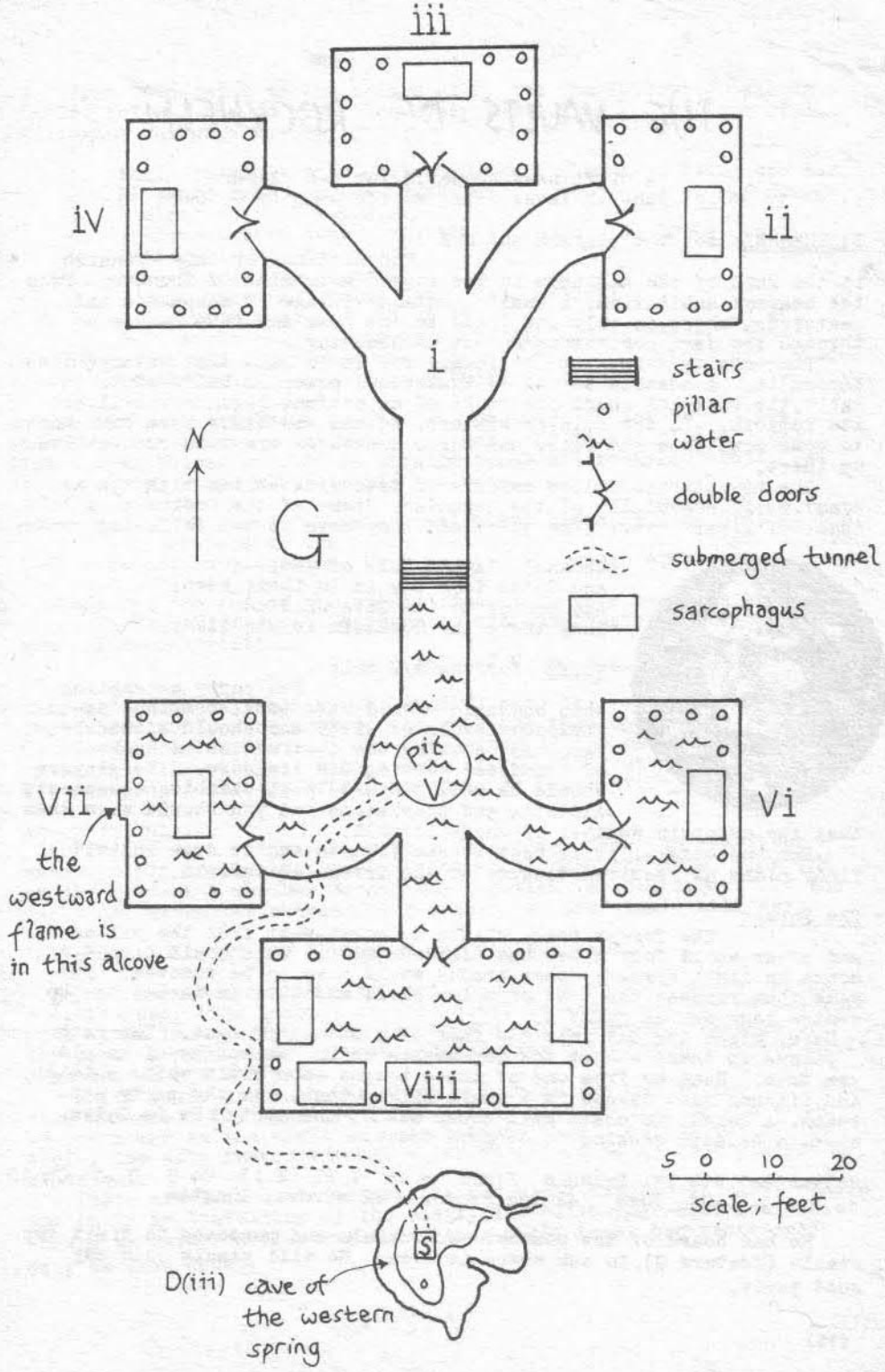
Think not that you ride so high,
For height is but a product of weight.
(on door to room with paper floor)

The staff of yew, of powers great,
That staff of Olde Migrence,
Lies hid o'er sea and under stone,
Not thirty paces hence.
(clue to treasure hidden in sea cave)

Well, the quality might be questionable, but each contains that vital message and adds more interest to the adventure. More examples are to be found in this month's scenario. Why not have a go? It'll liven up your campaign!

(author's name withheld by request)





THE VAULTS OF ROCKHELM

A wilderness scenario for 4-6 players
of 5th-7th level designed for AD&D by G. Duke

- BACKGROUND for the players and G/M

The setting for this scenario is the Pass of the Rockhelm in the rugged Mountains of Thunder. From the nearest habitation, a small mountain village of shepherds and goatherds, there is only one track to the Pass and this passes up through the dark coniferous Forest of Gloom.

The pass is never used by locals for it is said that nothing lies beyond it. A hostile hermit of mysterious power is believed to inhabit the Pass and guard the vault of an ancient legendary evil ere its rebirth. In the coldest winters, wolves and bears have been known to come down from the Pass, and worse creatures are rumoured to live up there.

The adventurers follow rumours of treasures buried with the ancient evil, especially of the legendary Stone of the Rockhelm, a talisman of great power. The only lead they have is the following verse;

'Rockhelm lay on pall of yew,
And Celts took him in to their keep,
And coming to the Cave of Blue
They there lay Rockhelm in his sleep.'

- NOTES for the G/M only

The party attempting this scenario should have total combined experience levels of 25-35 and should either be 'goodies' seeking the destruction of Rockhelm or 'baddies' seeking his treasure. The players should be well prepared with climbing equipment, clothing and provisions and you should warn them

that the mountain weather is unpredictable.

For encounters, it is best to use figures and to draw individual floor plans as required because of the irregular terrain.

- The Forest

The forest track climbs up north-west from the village and after about four miles has climbed 4000'. This would take 3-4 hours in light armour; other armour would have to be removed. The path then reaches the foot of a low bluff and this is marked on the centre-page map as point A.

(A) Here, steps are cut into the face of a 30' cliff-face. The path passes up these and at the top passes under the boughs of an old yew tree. Hanging from one of these boughs is a plain white shield and pitched just beyond is a small silken tent. As the party approaches, a knight in chain mail comes out of the tent. He is Galvanise, a Paladin seeking to do good deeds.

Galvanise 4th lvl Paladin 24HTK S 16 I 11 W 13 Co 9 D 13 Ch 18
AC4 36gp +1 longsword, 4 +2 arrows, longbow

He has heard of the chamber of Rockhelm and purposes to visit the oracle (feature C) to ask where it lies. He will gladly join any good party.

From this point to the oracle at C, use the following occurrence table, rolling for an occurrence every turn using a d10 (some of the following can only be used once);

1. Small rockfall from above; 20-dex % chance of being hit for
2. Flock of crows passes overhead 2-4 damage
3. A stray wolf (7/2-5/8;2+2)
4. A cloud passes over - visibility reduced to 10-60' for 1-4
5. Path collapsed for 4-20' turns
6. Fallen tree across path
7. Treant sleeping across path (0/2-16/32;7)
8. 2-5 dire wolves (6/2-8/-;3+3)
9. 5-30 goats and a giant goat (7/2-16, +4 on charge/17;3+1)
10. Abandoned backpack containing 60' rope, 10 pitons and, hidden in the lining, a gold ring (worth 35gp).

As the path climbs on beyond the yew tree, it begins to level out and the trees become shorter and sparser, and then isolated. The alpine slopes become covered in strange scrub and rocky outcrops. At steep points, steps are cut into the path.

(B) The path here passes along a level cliff-ledge, a long drop to the left, a sheer face to the right rising for 500'. The ledge is just 5-8' wide and in places has been repaired by rough stonework.

(C) Almost at the end of the cliff-ledge there is a small arched opening in the cliff-face. Written on the smooth stonework above the arch is an inscription,

'The Oracle of Mount Fog.'

The arch leads into a 3' wide, 6' high tunnel winding into the rock. This leads for about 200', winding into the rock and then opens into a 10' diameter circular chamber. In the centre of the chamber stands a cylindrical stone block with a hole of infinite depth in the centre. Written around the top of the block is an inscription,

'Ask one question only.'

The oracle will give a true answer to the first question put to it, the voice coming up through the hole. The G/M should determine whether or not the question is acceptable. If the party ask where the chamber of Rockhelm is, the oracle will say,

'Go and inquire of the Shrine of the Old Shepherd.'

(D) Beyond the oracle, the cliff-path opens out on to a cleft in the cliff-face. The incline of this cleft is steep and rugged and the path winds in zig-zags among the bluffs and crevices. Passage off the path is reduced to $\frac{1}{2}$ speed and requires climbing equipment; mules cannot move off the path.

A few goats graze on the slope and there are one or two fast-running streams. The cleft is bound either side by tall cliffs which become lower as the cleft ascends between them. At the top of the cleft, the path passes through a narrow gap on to an open plateau of grassland.

There are 3 special features in the cleft described below. While the party is travelling up the cleft, the following occurrence table should be used. Roll every turn using a d10 (some occurrences may only be used once);

1. A cloud passes over - visibility reduced to 5-30' for 2-4 turns
2. Dead wolf in path
3. Flash thunderstorm lasting 1-3 turns - visibility reduced to 10' and all movement to 3"
4. Brown bear (6/1-6,1-6,1-8/30;5+5)
5. Air elemental (2/2-20, whirlwind/45;12)
6. Raven wheeling overhead (spy for Woodhelm, see F)
7. Collapsed path for 5-20'
8. 2 mountain lions (6/1-3,1-3,1-6, rake for 1-4,1-4/16,14;3+1)
9. Snow blizzard, prevents all movement for 1-3 turns, visibility reduced to 5'
10. 2 giant eagles (7/1-6,1-6,2-12, +4 on 50' dive/20,25;4).

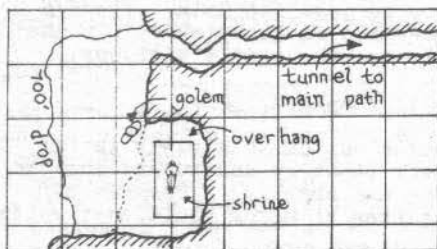
- (i) This cave is easily reached by a narrow track leading off the main path. In one corner is a great 'nest' of leaves, branches and



rocks on which sits a very hairy man. He is an outcast madman who believes himself to be a bear, and though he appears harmless, he is capable of a bearhug for 1-6 damage. He is in 'hibernation' but will be awoken by any substantial noise. Though he can only grunt and growl, he can understand the common tongue. He has no memory of his past but knows his way around the cleft well. If asked, he will show the party to the Shrine of the Old Shepherd.

Unknown to him, there is a secret trapdoor beneath his 'nest' (it is locked, key in iii). This leads down to a stairway passing hundreds of feet up to emerge through a one-way trap-door in the middle of the Crown of Stones (E).

- (ii) The Shrine of the Old Shepherd is reached by a tunnel through the western wall of the cleft. The tunnel passes about 100' through the rock and emerges on a cliff ledge at the other side. The shrine itself is in an alcove cut into the cliff-face, and consists of a large marble block with a stone figure lying on it. The shrine was laid here by the forces of good to aid those seeking to destroy Rockhelm and for this reason they have put the following inscription on the shrine;

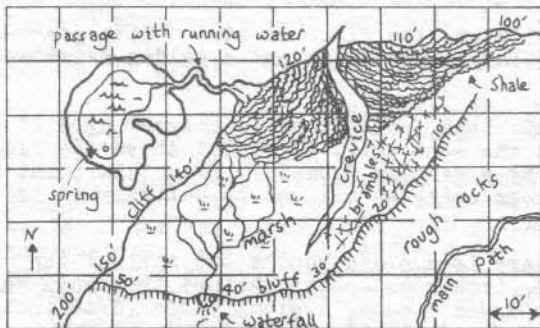


'To enter the Vaults of Rockhelm,
And 'scape the power of the Guard,
Take the key from the western spring
And the door in the cave of the bear.

Emerging in the Crown of Stones,
White gold upon the altar lay,
Then will appear an arc of light,
A passage to the long-closed vaults.'

The Guard mentioned in the verses is Woodhelm the Celt (see F). His task is to protect the ancient evil, Rockhelm, until such a time as the powers of good begin to quench the powers of evil. At such a time, Rockhelm could then be released to restore the balance of good and evil. Naturally, Woodhelm would not wish any to read the Shrine of the Old Shepherd and for this reason he has placed a guard over it, a wood golem (7/3-30/30;-) (see TBH 5). He is commanded to kill any creature that stands on the ledge. He will stick literally to this command, thus a thief climbing on the walls would not be attacked. The tunnel is too small for the golem to pass through.

- (iii) The western spring is a spring in the west wall of the cleft, almost at the top. It has no path to it and the party must negotiate the rough terrain as shown by this map. The party will have to negotiate a bluff, bramble thicket, crevice or shale slope (which is likely to slide adventurers into the crevice), a bog and then a narrow, 3' high tunnel half-filled with running water to reach the cavern in which the spring lies. The G/M should determine the effect of these obstacles.



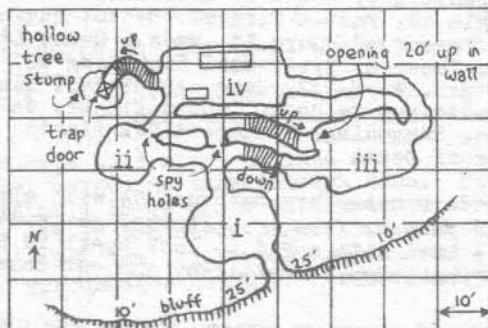
The spring cavern is virtually filled by a clear pool. Water wells up at the south end of the pool. Lying in the middle under 2' of water is a human skeleton. On a chain around its wrist is a fine crystal key. This opens the trapdoor in i.

The pool is inhabited by a water wierd (4/paralysis/15;3+3) who will form within 3 melee rounds of anyone entering the cavern.

- (E) The Crown of Stones is an ancient stone ring set atop a mound on the plateau at the top of Mount Fog. The ring has ancient powers and no magic operates within it; none may be directed into it from outside, nor may any be directed out of it from within. If the party enter the ring via the tunnel from D i, they will emerge through a trapdoor beneath the altar.

If gold is placed on the altar, an arc of light will appear just north of it. Passing through this the party will find themselves in the vaults of Rockhelm, G i.

- (F) The caverns of Woodhelm



(i) The entrance chamber, a rough-hewn cavern about 15' tall. There is a net slung across the centre of the ceiling, hidden by the darkness of the cavern. Two griffons stand guard by the northern exit. If intruders enter, they will scream loudly and attack. The scream alerts the bodyguards of Woodhelm in ii. If outnumbered, the griffons will use the net, a net of entrapment, which upon their command will drop from the ceiling (see DMG pl51). The griffons will fight to the death but will not leave the chamber (3/1-4,1-4,2-16/26,40;7).

(ii) The quarters of Woodhelm's bodyguards, 2 cave bears (6/1-8,1-8,1-12/28,35). They are at the moment rather drowsy as they are nearing hibernation, hence treat as AC8. However, for the same reason, they will be very fierce when disturbed, hence treat as 8HD for attacking purposes.

This cavern is about 15' high, the floor is strewn with grasses. Each bear wears a silver collar (550sp each) and a golden wristband (80gp each).

(iii) This cavern is about 25' high. The floor is covered by a 2' layer of soft mud. In the west wall, about 20' above the floor is a small opening reached by a passage from iv. From this point it is possible to watch intruders entering iii and be unlikely to be spotted.

(iv) Woodhelm's chamber. There is a plain wooden bed against the north wall and a locked, iron-bound chest against the south wall. Under the bed is one of the druid's pets, a giant cobra (5/1-3,poison/15;4+2). The chest contains the following articles;

white robe with gold trim, 250gp
silver crown set with rubies, 2075gp
ornate gold chalice, 375gp
gold goblet set with a black pearl, 1050gp
staff of striking, 14 charges left
scroll; Cure Disease, Stone Shape, Tree
scroll; Control Temperature 10' Radius, Dispel Magic
scroll; Transmute Rock to Mud

Woodhelm also has a pet raven which he uses as a spy; he can talk with it and may be forewarned of the party's approach. If so he will disguise himself outside as a tree (Tree spell) and use his magic to weaken the party. The pet raven appears in the occurrence table under D.

Woodhelm's characteristics are as follows;

Woodhelm 12th lvl Druid 63HTK S 9 I 9 W 18 Co 13 D 11 Ch 18
AC4 (8) Scimitar of Wounding (as sword), sling, bracers
of defense AC4, Boots of Elvenkind
spells; Entangle x2, Faerie Fire x2, Detect Magic
Charm Person x2, Cure Lt. Wnds., Cause Lt. Wnds., Heat Metal
Summon Insects, Tree, Call Lightning x2
Cause Ser. Wnds. x2, Cure Ser. Wnds., Dispel Magic
Transmute Mud to Rock, Insect Plague, Wall of Fire
Weather Summoning, Transport Via Plants
Finger of Death

Should intruders enter his caverns, he will spy on them using the spy holes in the passage from iv. If they get past his guards, he will try to trap them with a Mud to Rock spell in iii. If necessary he will escape from iv up the stairway and out through a hollow tree stump.

Woodhelm will not approach anyone within the Crown of Stones because his magic has no power within it.

G- The vaults of Rockhelm. The only access to these ancient chambers is through the arc of light in the Crown of Stones. All the passages and chambers have smooth rock walls and a ceiling height of 30'. There are 8 chambers or vaults, i-iv being about 5' above v-viii. The latter four chambers are all submerged under about 1½' of water. There are no wanderers within the vaults and only one way out, from viii into the cave of the western spring (D iii).

(i) The adventurers appear in this circular chamber after passing through the arc of light in the Crown of Stones. This chamber is well lit by flames which 'hang' in mid air around the walls. The flames are absolutely still but give off a good light; the party can see along all four passages that leave the room. At the ends of the three northern passages are great double doors. The southern passage disappears into darkness.

(ii) On the great doors to this vault are written the following lines;

'Here lies the Bane of Orgul,
His ring protects against the fourth servant'

The doors have a fire glyph on them which causes 10 points of damage to the first person to pass through, but are not locked. The walls of the vault are lined with pillars carved with various birds and animals. Against the eastern wall lies a large green sarcophagus. It has no lid. Coiled on the floor before the sarcophagus is a guardian naga (3/1-6,2-8, poison, spells; Detect Evil, Command, Silence 15' Radius, Hold Person, Curse, Cause Serious Wounds/55;11). He will speak with good parties but attack evil ones. If the party say that they intend to destroy Rockhelm, the Naga will allow them to take the ring of his master, Lembil the Elf, Bane of Orgul, who lies in the sarcophagus. The ring gives protection against Orgul (see viii).

(iii) On the great doors to this vault are written the following lines;

'Here lies the Bane of Vort,
His ring protects against the third servant'

The doors have an electrical glyph on them which causes 12 points of damage to the first person to pass through them. The vault is similar to ii but contains a large red sarcophagus. Seated before the sarcophagus are 2 hell hounds (4/1-6, fire/21,20;5). They will attack intruders without provocation, fighting to the death. The sarcophagus contains the mummified body of Durgon the Evil Dwarf, Bane of Vort (see viii) He wears a ring which gives protection against Vort. Also in the sarcophagus with him is a +1 war hammer, a red cloak with silver trim (worth 70gp) and a potion of stone giant strength.

(iv) On the great doors to this vault are written the following lines;

'Here lies the Bane of Ungen,
His ring protects against the second servant'

The doors have a cold glyph on them which causes 14 points of damage to the first person to pass through them. The vault is similar to ii, but contains a large black sarcophagus. As the party enter, a vampire rises out of the sarcophagus; however this is only a Programmed Illusion (6th lvl Illusionist spell) and disappears after 10 rounds. The sarcophagus contains a mummified corpse, that of

Huren the Mean, Bane of Ungen. He wears a ring that will give protection against Ungen (see viii), and also a diamond neck chain (worth 1200gp) and Gauntlets of Dexterity.

(The vampire is programmed to show blood when hit, but to survive infinite hits. If believed, it is AC1 and has 1 attack for 5-10 points of damage and a drain of 2 life energy levels.)

- (v) This room is not lit like i, and the floor is covered in water. In the centre of the room is a pit, 15' deep; it cannot be seen because the water mirrors any lightsource. Two of the three southern passages are dark, but the one running due south has a sickly green repulsive light in it at an indeterminable distance.

- (vi) On the great doors to this vault are written the following lines;

'Here lies the Bane of Urgil,
His ring protects against the prime servant'

The doors have a paralysis glyph on them which discharges on the first person to pass through. Paralysis is total and lasts for 6 turns after which time another saving throw must be made. If the save is not made, the paralysis lasts another 6 turns etc. until the save is made. The vault is similar to ii, but contains a large white sarcophagus. Evil characters may not approach within 10' unless a Dispel Magic is successfully cast (count the magic as if placed by a 7th level cleric). Lying in the sarcophagus is the body of Talun the Lord, Bane of Urgil, fully clothed in elfin chain mail with his +2 longsword, +3 vs undead in one hand, a ring on the other. The ring protects against Urgil (see viii) but if either the sword or the chainmail are removed, the taker shall be cursed; his next wound shall never heal (ie, he loses that number of hit points permanently).

- (vii) On the great doors to this vault are written the following lines;

'Here lies the Bane of Rockhelm,
His ring protects against the master'

The doors have a glyph on them that causes the first person to pass through to lose a life energy level (save allowed). The vault is similar to ii but is lit by flames as is i. A large clear crystal sarcophagus stands in the centre of the vault. It is closed by a lid and within can be seen a beautiful female, human body, cloaked in white, wearing a golden medallion (worth 200gp). She wears a ring on one hand (worth 75sp) and clasps a golden chalice in the other (worth 360gp). This is not the Bane of Rockhelm but his servant. Lying on the floor before the sarcophagus is a stone unicorn.

Engraved on the lid of the sarcophagus is;

'Touch not the tomb of Melissa,
For fear of the sleeping guard,
The ring that you seek lies under,
Revealed by the sinking westward flame'

If the lid of the sarcophagus is touched, the unicorn springs to life, its stone form disappearing and its flesh form appearing at the north end of the room, due to an instant Dimension Door. It will not attack only if there is a pure maiden in the party, in which case it will befriend the maiden.

If the westernmost flame is lowered (It can be pushed down just with the hand; the flame is cold), the clear sarcophagus will slide northwards and reveal beneath it a tomb containing Elfame, the Bane of Rockhelm. He is clothed in a golden gown (worth 450gp) and wears a ring on his right hand that gives protection against Rockhelm (see viii).

Note; all five rings are silver (worth 100sp each) and all give protection in a 10' radius. The rings are specific (eg; the ring of protection against Vort doesn't protect against any other mummy).

(viii) On the great doors to this vault are the following lines;

'Here lies Rockhelm and his four serfs,
He who enters shall awaken them anew'

This vault, like vi and vii is submerged by 1½' of water. Against the center of the south wall lies a large stone block, projecting 3' above the water, on which lies a terrible figure, that of Rockhelm, a Type IV Demon (4/1-4,1-4,1-8,magic use/58;11). He carries two wands, a wand of paralyzation (47 charges) and a wand of negation (which he will attempt to use to negate the rings of protection)(31 charges).

On either side of his stone block are two other stone blocks, each bearing a servant of Rockhelm;

Orgul, the fourth servant, a wraith (4/1-6 + 1 level drain/27;5+3). The ring of protection protects against the level drain.

Vort, the third servant, a mummy (3/1-12, disease, fear/34;6+3). The ring of protection protects against the disease and fear.

Ungen, the second servant, a spectre (2/1-8 + 2 level drain/40; 7+3). The ring of protection protects against the level drain.

Urgil, the prime servant, a vampire (1/5-10 + 2 level drain/46; 8+3). The ring of protection protects against the level drain.

Piled around the demon are his treasures;

12000gp, 8200sp, 2000cp

7 silver rings (worth 10, 20, 50, 70, 100, 110, 125sp)

3 gold rings (worth 25, 50, 130gp) and ring of fire resistance

gold statuette of a bear (worth 700gp)

silver studded jade belt (worth 2800gp)

red crystal decanter (worth 265gp) breathing (x2)

potion of healing, potion of flying, potion (4 doses) of water

small box containing 2 sapphires (worth 1000gp each) and an in-

candescent blue ioun stone (+1 dexterity)

scroll; curse - reader's left thumb drops off

sword +2 giant slayer and dagger of venom

alchemy jug

When someone enters the vault, all five monsters are awoken. The four servants will fight to the death; Rockhelm will flee if they are all killed or if his own death is imminent. He will do so by gating out. Unless the characters have some means of teleportation, the only way out is by a submerged tunnel from v to the western spring where it emerges through a one-way door in the bottom of the pool.

Note; monsters characteristics are given in the order (AC/attacks/hit points;hit dice).

INFO

FOR SALE

Beholder 1-20 (Why would anyone want to sell these?...Mike)
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We printed a "Monstrous Wordsearch" a while back and it proved very popular with most people, so here's another one, even bigger!

WORDSEARCH 2

W R A E B E I D N A N R E L R E T A E B H S U R
 D O Z A S A L T Z I E E L E I X I P N H U P P E
 E R K N B A T N N R R I K D G N O P A R A U H R
 E R N A L A A G E E Q C E N T I G R U A H H A E
 R O T E F M A D L T U A O C E C M A A N W U P N C
 T H T A R W N L E S A R J R E B S N I O T L T R
 N E S E A A E D Y N G D O G I O R T T N I Y O O
 A C V R W R G E O G W A C L G E T R A A S M S
 E I B O D I R A I M A L A Y N Y E I B M O Z E D
 R A U K A E P T T U O N K O Z R F I R E F L Y I
 T A C L N E S A N S A N G R K Z I N B S M E A C
 N O M E D I C E A S A H S K A R U R K E I H E A C
 L L E R G H O U L E L G O B E A R F M U M M Y U
 E W S R U H R E M O R H A Z L Y M P A G O U A R
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 I S G L S Y I M G W O D A H S G O A T T A I O R
 S U P O T C O A Y T A C E L O P N D E R N H R A
 A A R R E I N R U N I P O E S T O R M O R C N M
 U S P T I C C O C K A T R I C E A R C P E A W E
 Q S O E H T I K O W H P A R Y T R E U P T O N
 T A O T S N E B O S H X E N O A R V A M P I R E
 D S K E E B O N Q U E E N G L O V D A A A M P
 V S A N L L S T N E P R E S S P H E X N R M S M
 L I V E D I A G L E Y N K S A P E L B O T A C I
 O N D G R A V E R C Y C L O N E U Q R A W K S A

There are 143 words to be found in this wordsearch. All of them are listed below in (hopefully) alphabetical order. When you have found all 143 you should have 16 letters left over. These may be rearranged to form the name of another monster. No prizes this time, but we'll give the answer next issue. Note: no monsters are totally contained within any other e.g. APE within CATOBLEPAS or BAT in ABATH. Good luck!

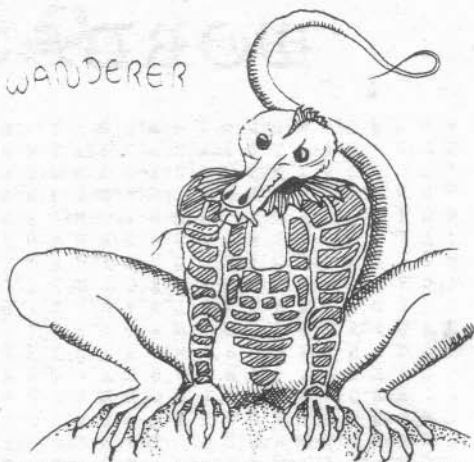
ABATH	EBON QUEEN	ICE TOAD	POLECAT	SPRITE
ACID SORCERER	ECIDEMON	IMP	POOKA	
AERIAL SERVANT	EEL	ITSI GRASS	PORTUGUESE MAN	O'WAR
ALAN	ELK	KAMA ITACHI	PUMA	
AMAROK	EMU	KOBOLD	QUAGGA	STOAT
ANKYLOSAURUS	ENERGY SUCKER	KOW	QUASIT	STORM ORC
APE	ENT	KUO TOA	RABICAN	SU MONSTER
ASSASSIN	EYE	KZIN	RAKSHASA	SYLPE
AUK	FIREFLY	LAIRD	RALSK	TELAL
AULOS	FUZZY	LAMIA	RAMEN	TERATOGENY
AURORA	FYLGJA	LOCK DWELLER	RATH	TICK
AYE-AYE	GAS REEF	LYMPAGO	RAVER CYCLONE	TIGER
BAAL	GAS SPORE	MEGALOSAURUS	RAY	TITAN
BAT	GENET	MIMOSA	REGANCH	TRAPPER
BEAR	GHOUL	MINX	RELKOR	TREATNT
BOGLE	GIANT	MUMMY	REMORHAZ	TROLL
BOGY	GIANT CREEPER	NANDIE BEAR	RHINOCEROS	TWEEN
CAT	GNOG	NASNAS	RIVERMAN	TYR
CATOBLEPAS	GOAT	NING	ROC	URT
COCKATRICE	GOOM	NOOSER	RUSH BEATER	VAMPIRE
CROW	GRELL	NYEL	SCORPION	VILE
DEER	GRENDEL	NYMPH	SERPENT	WANDERER
DEMONSBLOOD	HELZ	OCTOPUS	SHADOW	WAR BAT
DEVIL	HORNWORM	OTTER	SKWARQUE	WASP
DIV	HUA HUTIAO	OVDA	SLOTH	WEB
DOBIE	HUPPE	PARA	SLOTH (again!)	XORN
DOZASALTZ	IBEM	PHANTOM	SLUG	YETI
DRACI	ICE HORROR	PHUNG	SNOW APE	ZOMBIE
DWARF	ICE OGRE	PIXIE	SPHEX	

(That's yer lot!)

MONSTER SUMMONING

Frequency:	very rare
No Appearing:	1
Armour Class:	0
Movement:	16"
Hit Dice:	6 +1
% in Lair:	0%
Treasure Type:	I, R, U
No of Attacks:	2 (3)
Damage/Attack:	1-4/1-4/(1-8)
Special Attack:	none
Special Defense:	teleport
Magic Resistance:	55%
Intelligence:	genius
Alignment: N/G (50%), N/E (50%)	
Size:	L (9' tall)
Psionic Ability:	310
attack modes:	all
defense modes:	all

WANDERER?



Only high level druids and magic users speak of having seen this creature. It is so called because its race constantly searches the planes to seek information. It is very knowledgeable and wise and by some considered to be a supra-genius.

Depending on the alignment of the wanderer (its race is evenly divided between good and evil) it may be obliged either to aid a party or to send them to their doom. Either type will grant a wish on receiving a gift; naturally the value of the gift (which may be a valuable piece of knowledge) will affect the power of the wish, and an evil wanderer will generally grant a wish of half the power a good one would grant.

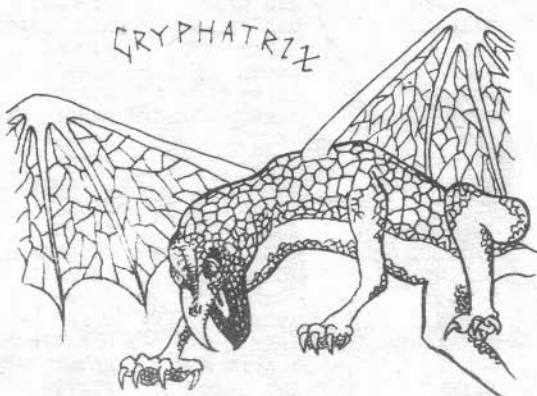
When under attack, the wanderer is fast and well armoured. He can attack with his two clawed front legs and his long powerful tail (optional, does 1-8 damage). In addition, the wanderer has great psionic capability. If in danger, he will teleport away in the space of a melee round.

Wanderers speak most humanoid languages and generally some more extraordinary tongues. They can also communicate telepathically with highly intelligent creatures (18+ intelligence, 50% chance with 17 intelligence, 20% with 16).

by Andrew Yacoub

Frequency:	rare
No Appearing:	4-16
Armour Class:	4 (3)
Movement:	12"/21"
Hit Dice:	3 +3
% in Lair:	20%
Treasure Type:	A, Q (10)
No of Attacks:	3
Damage/Attack:	1-4/1-4/3-6
Special Attack:	hypnosis
Special Defense:	dive for +2
Magic Resistance:	standard
Intelligence:	low
Alignment:	C/N
Size:	S or M (3' or 8' long)
Psionic Ability:	none

GRYPHATRIZ



The gryphatrix was once thought to be merely a myth. It is an aerial relative of the reptilicious troglodyte. Though the creatures are normally about 8' long (including tail), a miniature form exists that is about 3' long. Due to its better maneuverability (class A) it is AC 3, while the normal gryphatrix (maneuverability class B) is AC 4.

Gryphatrix have scaled skin, large claws and beak and a prehensile tail. They attack with both claws and beak and never use weapons. In the air, their flight is hypnotic and anyone watching must save vs magic or stand rooted to the spot until the gryphatrix lands or attacks.

These creatures lair in mountains on rocky precipices and though naturally sociable, the lairs are built solitarily, each having a family of 2-5 gryphatrix. The male is often up to 10' long and can dive in combat at +2 to hit and double damage on the beak attack (no claw attacks).

by Andrew Yacoub

Frequency:	very rare
No Appearing:	1-4
Armour Class:	9
Movement:	6"
Hit Dice:	9 +3
% in Lair:	0%
Treasure Type:	none
No of Attacks:	3
Damage/Attack:	1-8/1-8/4-16
Special Attacks:	none
Special Defense:	displace
Magic Resistance:	standard
Intelligence:	animal
Alignment:	neutral
Size:	L (25' long, 20' high)
Psionic Ability:	none



The ertle is the shell-less, carnivorous, giant predecessor of the turtle. It has taken to the swamps because of its poor defense but has no fear of man and will attack quite large parties. It has a viscid beak and heavy forelegs with which it attempts to crush its prey.

The ertle has a peculiar ability to displace up to 100'. This is due to two glands in the throat region. One holds a weak invisibility potion, the other holds a strong haste potion. When threatened, the ertle swallows the liquids from these glands and hurries away invisible. However, the effects of each last for but 2 rounds and the ertle may only move up to 100' in that time.

If an ertle is killed, the glands may be extracted; each contains 1-4 doses of each potion. There is a 10% chance that the ertle is a female laden with eggs; in this case she will be guarded by two male ertles who attack at +2 to hit and +1 damage. The female attacks at -4 and cannot displace. She carries 100-200 eggs, each worth 1gp on the open market. There is a 1% chance of an ertle egg hatching; a young ertle is worth 100-200gp as they can be kept to produce haste and invisibility potions.

The ertle was featured on the front cover of issue 3 of TBH.

G.D.

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CONTACT

If you have bothered to read this usually terribly tedious back page you may have noticed that it has livened up a bit. Now I'm quite prepared to bet that a whole load of people aren't going to even give this page a second glance, so they're going to miss all the fun, shame, eh? May The Force be with you!

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