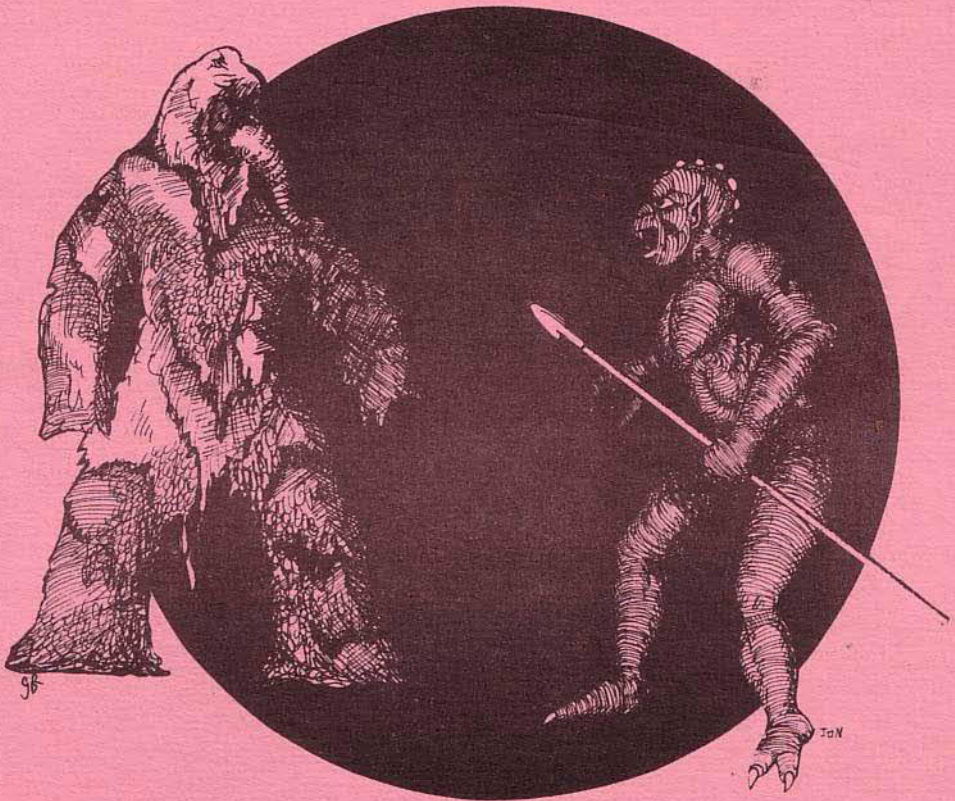


THE

ISSUE  
no 24

BEHOLDER



50P

# EDITORIAL

How can we start this editorial? It gets rather hard after all these months to think of something original. Ever since "Hello and welcome to The Beholder" in issue 1 much thought has gone into making intros a bit interesting. How about TBH15, eh? Or TBH16 with the classic "Guess what? It's another issue of The Beholder...". Admittedly some failed to reach this standard such as TBH7 with the rather unimaginative "This is issue 7 of The Beholder" but they are more than equalled out by the Shakespeareanesque TBH21 with "Welcome to the Christmas issue of The Beholder". However even this great piece of work was surpassed in TBH22 when "Hello 1981 and hello all you readers out there" made its debut appearance. Truly a line that will live on for many years. At the moment we are hard at work on an intro for TBH25 which will be of at least equal quality to those mentioned above, but this has meant a lack of ideas for this issue so: This is "The Beholder, a British D&D fanzine. D&D (Dungeons & Dragons) is produced by T.S.R. 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. TBH is run by:-

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Well, it is now definite. TBH is to continue under new management, the first new issue appearing in May this year. Full details of the new mag will be given in an article in TBH25 next month. Arrangements for people who have subbed beyond TBH25 have been changed so that now the new owners of TBH will be contacting you, offering a refund or a sub to the new TBH. By the time you read this it will be too late to send any more contributions of articles to us, but if you would like to have material considered for appearance in the new TBH send it to: Scale Designs, The Post Office, Petworth Road, Witley, Godalming, Surrey. TBH from issue 26 onwards will be under the new management but for back issues (1-25) and supplements of material from those issues we will still be in charge. We hope to be doing a lot of reprints this Summer, with Q&A2 helping us find which issues many people don't have. Please don't send us any money yet though.

Guy and Mike

## TBH24: C O N T E N T S

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# FANTASY AS SHE IS WRIT

D&D seems to be a conglomeration of many sources of fantasy and fiction, and this leads to a very varied group of monsters with no real basis. I've written this article for those who've read and were impressed by a certain fantasy trilogy and would like to base more of their campaign upon these books. Here, then, are a group of monsters with "real" characteristics as per LotR.

## BALROG

Frequency: V.Rare  
No. Appearing: 1  
Armour Class: 2  
Move: 24"  
Hit Dice: 8  
% in lair: 5%  
Treasure Type: H  
No of Attacks: 2  
Damage: 2-12(+4)/3-18  
Special Attacks: Fire/  
Entangle  
Special Defense: Darkness  
Magic Resistance: 25%  
Intelligence: Exceptional  
Alignment: CE  
Size: L  
Psionics: None

Balrogs are evil, man-like spirits of fantastic age, summoned from Hell itself. They are creatures of fire and darkness with manes of fire and yet they seem to move within clouds of black shadows.

Balrogs carry great whips of flame and huge flaming swords. The many-tailed whip does 2-12 damage (+4 if not flame resistant) and if 4 or more above the to hit number is rolled the target is entangled, causing 1d6 damage per round. A bend bars roll with +20% is needed to escape. The whip will set light to any inflammable material it touches (e.g. clothes).

The sword of the Balrog does 3-18 damage and has no special powers. Note that both the whip and sword are too large and unwieldy for human use.

As if all that weren't enough Balrogs can also breath fire from their nostrils, in a cone 20' long and 5' wide at the base. This does 3d8 damage and can be used 1d4+2 times per day.

Finally a Balrog appears to move in a cloud of darkness giving it a 50% chance of being unnoticed in a dimly lit area (until it attacks of course).

## PHANTOMS

Frequency: V.Rare  
No. Appearing: 1  
Armour Class: 10  
Move: 0"  
Hit Dice: 3  
% in lair: 100%  
Treasure: None  
No of Attacks: 1  
Damage: -  
Special Attack: See text  
Special Defense: Weapons  
ineffective  
Intelligence: High  
Alignment: NE  
Size: S  
Psionics: None

Phantoms are the spirits of those who have died in places of great natural danger: marshes, ravines, cliffs, etc.

These creatures are seen as the face of the dead person (or people) glowing with an eerie light and calling to any person who passes to join them. Unless the victim saves vs death magic on seeing the phantom he will move toward the face and perish in the same manner as the restless spirit did (drown in the pool, fall over the cliff, etc) and the only way to stop them is to destroy the phantom of physically drag the victim at least 100' from the phantom.

Although they are unaffected by any weapons phantoms can be "killed" by a cleric/paladin dispelling them (as a wight). Holy water thrown at the face causes 2-7 damage and when reduced to zero hits (or hit by an

exorcise spell) they vanish.

### BRAMBLES

Frequency: Uncommon  
No. Appearing: 1  
Armour Class: 6  
Move: 0"  
Hit Dice: 3/20'  
% in lair: 100%  
Treasure: See text  
No of Attacks: 1  
Damage: 1-6  
Special Attack: Poison  
Special Defense: None  
Intelligence: None  
Alignment: Neutral  
Magic Resist: Standard  
Size: Variable (often L)  
Psionics: None

In harsh, mainly dead lands brambles grow. The type given here are the largest and most dangerous, with four long thorns, as sharp as daggers, sprawling like barbed wire.

The comparatively good AC represents the difficulty of swinging a weapon in the close thorns of the briars. The HD and attack values are due to movement through the brambles, standing still in their midst someone suffers no damage as the brambles cannot move of their own accord. The HD values show how much damage is needed to cut through them.

10% of brambles have poisoned thorns but the poison is weak (+4 on save). Characters must make one save every ten feet of brambles they move through.

It is possible to burn brambles but is also inadvisable as they give off thick choking smoke.

### TROLLS

Frequency: Rare  
No. Appearing: 1-6  
Armour Class: 1  
Move: 6"  
Hit Dice: 5  
% in lair: 100% (in day)  
Treasure: K,L  
No of Attacks: 2  
Damage: 1-8/1-8  
Special Attack: None  
Special Defense: None  
Magic Resistance: Stndrd  
Intelligence: Low  
Alignment: CE  
Size: L (12' tall)  
Psionics: None

A race of giant cannibals, fierce and strong but of low intelligence these black-blooded giants are called trolls. Their skin is green and scaled.

As Ents were to wood so Trolls were to stone, although less strong than the former creations they are rock hard and powerful. They had one flaw though: if the light of day touches them their stone-hard skin grows inwards and they petrify.

Trolls kill for pleasure and take treasure from their dead victims.

Note that real trolls have no regenerative ability.

### VAMPIRES

Frequency: Rare  
No. Appearing: 1  
Armour Class: 4/6  
Move: 24"  
Hit Dice: 7  
% in lair: 30%  
Treasure: D  
No of Attacks: 3  
Damage: 1-10/1-8/1-8  
Special Attack: Bloodsuck  
Special Defense: None  
Intelligence: Very  
Alignment: CE  
Size: S (3'-4')  
Magic Resist: Stndrd  
Psionics: None

Not your normal Dracula type, these are vampiric spirits which take the form of giant bats. Having talons of steel a favourite tactic is to dive on their prey so that each talon does extra damage (1d6+3).

If both talons hit the vampire may bite as well for 1d10 damage and an extra 1d6 each round thereafter as they suck blood. While sucking their DEX bonuses are lost and they are counted as AC6. They will only stop sucking when their victim is dead or if they are grievously wounded.

If the vampire is killed while sucking 1d4 damage will still be inflicted on the victim when removing it due to the sharply barbed talons.



## ENTS

Frequency: V.Rare  
No. Appearing: 1-4  
Armour Class: 2  
Move: 9"  
Hit Dice: 9  
% in lair: 95%  
Treasure: None  
No of Attacks: 2  
Damage: 3-18/3-18  
Special Attacks: None  
Special Defenses: None  
Intelligence: High  
Alignment: Neutral  
Size: L (14'+ tall)  
Magic Resist: Stndrd  
Psionics: None

Tree-like giants of great age ents come in a variety of types, with the appearance of various species of tree. Their bodies are made of wood and they are often (75%) mistaken for trees if staying still. They are generally slow-moving creatures that keep to themselves, shepherding trees. They speak their own archaic language which is extremely difficult for others to learn or understand.

Ents are practically immortal, although they can be killed of course.

Usually ents are peaceful and will let travellers through their forests quite unharmed. However anyone trying to chop or burn down trees will be in big trouble! Ents generally dislike all who carry axes and therefore have no great love of dwarves.

If a tree is wantonly destroyed ents nearby will be roused into life. They fight without regard for themselves, flailing their great arms for 3-18 damage each. Their skin is of a thick bark-like material and makes for very good protection, as well as total invulnerability to arrows and poison. Ents will always attack fire-carriers in preference to others, even though they take double damage from all flame attacks.

## BARROW WIGHTS

Frequency: Rare  
No. Appearing: 1  
Armour Class: 0  
Move: 9"  
Hit Dice: 4  
% in lair: 100%  
Treasure: E  
No of Attacks: 2  
Damage: 1-8/1-8  
Special Attack: Hypnotism  
Special Defense: +1 weapon  
to hit  
Magic Resistance: Stndrd  
Intelligence: Average  
Alignment: CE  
Size: M  
Psionics: None

Barrow-wights are undead spirits of evil people who have animated bodies after their own have been destroyed. They appear as ghostly skeletal forms, with eyes glowing with a cold luminescence.

Barrow-wights abhor light and therefore live in sealed rooms (e.g. tombs) below the earth. Their voice is hypnotic, all who hear it must save vs spells or be totally entranced. They will stand stock still until either the barrow-wight is dead or they have been removed at least 120' from it. Those who save will be attacked by the barrow-wight; in the skeletal form, because although they carry swords (which they use to kill their hypnotised victim with) they prefer to attack with their long, bony hands for 1-8 damage each.

Barrow-wights abhor sun-light and if exposed to it will collapse into a pile of bones. They can only be hit by silver or magical weapons.

## STILL AVAILABLE:

### The Beholder Supplement 1 - GLOSSARY OF MAGIC

If you would like a copy of the GoM  
just send a cheque for 50p to J.Stoner  
at 29 Parkway, Dorking, Surrey RH4 1EX

Having music playing in the background during a game of D&D can give more atmosphere. Here are some appropriate tunes:-

# WOT

|   |                            |
|---|----------------------------|
| During melee: If you want blood you've got it     | AC/DC                      |
| Casting a silence spell: Shaddup you face         | Joe Dolce                  |
| Torturing a kobold: That's entertainment          | The Jam                    |
| Meeting a silver dragon: The Freeze               | Spandau Ballet             |
| Character just died: Stairway to Heaven/Hellbound | Led Zep/Tygers of Pan Tang |
| Meeting a cockatrice: Please don't touch          | Motorhead + Girlschool     |
| Reading M.M.: Scary monsters & Super creeps       | David Bowie                |
| Killed by a kobold: Embarrassment                 | Madness                    |
| In a pentagram: Sanctuary                         | Iron Maiden                |
| Discover magical item: Suspect device             | B.L.F.                     |
| MU casts Meteor Swarm: Master Blaster             | Stevie Wonder              |
| Meet a medusa: Turn to stone                      | E.L.O.                     |
| Slaughtering prisoners: No more heroes            | The Stranglers             |
| Meeting Asmodeus: I surrender!                    | Rainbow                    |

Falio-ur  
THE  
MAGIC-USER

"NOW WAIT A MINUTE - IF THIS IS THE END OF THE ROPE THEN THIS MUST BE..."



-ALEX SELF-

# NPCs

By DEREK SUTHERLAND

Many people will have read the review of Dragonquest in TBH21 and some will have bought this, SPI's first "proper" RPG. As that article mentions the game gives virtually no help to beginners and, like C&S, is set out for a campaign and really needs such. However, these faults are acceptable, in my opinion, when the excellence of the system is considered; all aspects of DQ are "realistic", balanced, believable and workable, something that can be said of few other RPGs (if any). However its main fault is that each monster and NPC has characteristics graded on the same scale as player characters. The disadvantage of this is that it takes a large amount of time to create one NPC. This article intends to cut down that time.

Although ranges of characteristics are given for monsters, no such thing is given for humans. The idea is that characters are designed, not rolled, but this takes too long for the GM, and also tends to show the GMs preferences for mages, fighter types, etc. To solve this, a certain number of dice should be rolled for characteristics. If you believe that characters should be average people roll 5D5 for every characteristic (as suggested under physical beauty). However most people prefer PCs to be the cream of society physically and mentally. For this roll 4D6 for all characteristics and modify according to the following table:-

| <u>Score</u> | <u>Roll on 1d6</u> | <u>Change to score</u> |
|--------------|--------------------|------------------------|
| 21-24        | 1-2                | -2                     |
|              | 3-4                | -1                     |
|              | 5-6                | 0                      |
| 17-20        | 1                  | -2                     |
|              | 2-4                | -1                     |
|              | 5-6                | 0                      |
| 13-16        | 1-4                | -1                     |
|              | 5-6                | 0                      |
| 9-12         | 1-3                | -1                     |
|              | 4-6                | 0                      |
| 5-8          | 1-2                | -1                     |
|              | 3-6                | 0                      |
| 4            | —                  | 0                      |

Then alter the characteristics according to gender (determined by 1-3 = male, 4-6 = female, on 1d6) and according to race. If your town is not comprised all of the same race then a table on the lines of that below is suggested:-

|                      |                                     |
|----------------------|-------------------------------------|
| 01-75: Human         | 01-75: Human                        |
| 76-00: Roll again :- | 76-83: Elf                          |
|                      | 84-89: Dwarf                        |
|                      | 90-95: Orc                          |
|                      | 96-98: Halfling                     |
|                      | 99 : Giant (roll for type as usual) |
|                      | 00 : Roll D10:- 1-7 Shapechanger    |
|                      | 8-10 Were-creature                  |

Perception can be found by rolling D5 and adding 1, 2 or 3 at the GM discretion. Of course in a dangerous area the average perception will tend to be higher (those with low PC get killed off).



Proportion of the populace carrying weapons depends on the town the NPC is encountered in.

| D100 roll | Weapon Carried                                   |
|-----------|--|
| 01-15     | Best weapon for PS/MD (in GM's opinion) *        |
| 16-20     | Best weapon for PS ( " ) *                       |
| 21-25     | Best weapon for MD ( " ) *                       |
| 26-40     | Handaxe  |
| 41-55     | War Hammer                                       |
| 56-65     | Short Sword * = 10% chance of having two weapons |
| 66-80     | Spear  |
| 81-93     | Dagger   |
| 94-00     | Knife  |

If a weapon is carried, roll to see if armour is worn:-

|       |                |
|-------|----------------|
| 01-60 | None           |
| 61-75 | Cloth          |
| 76-84 | Wicker         |
| 85-90 | Leather        |
| 91-93 | Scale          |
| 94-95 | Lamillar       |
| 96-97 | Chainmail      |
| 98    | Partial Plate  |
| 99    | Full Plate     |
| 00    | Improved Plate |

Shields will not be carried except by those in scale armour or above or by anyone specifically designated by the GM. Name, money, carried and social position must be decided by the GM as should general tendencies (a C&S type roll of alignment could be useful here i.e. roll D20, high rolls indicating evil personality, low rolls good and medium rolls neutral or self-occupied). This should produce an NPC who, though not intended to be a major character in the GM's world, would be able to play a small part and (actually often important) able to be attacked by the players without sending the GM into a sudden frenzy of dice-rolling.



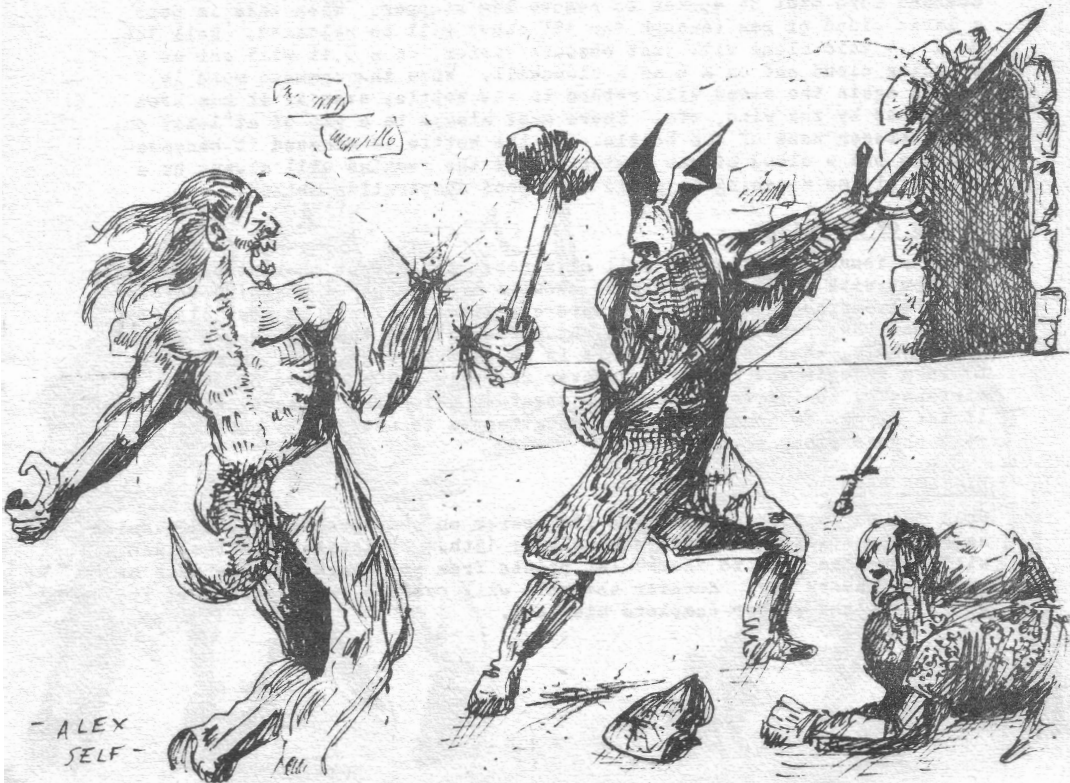
# COMMAND WORDS

The DMG is rather brief on the subject of command words for magical items and in my experience many DMs seem to ignore them entirely. This is a shame as they are extremely useful in limiting magic in a game and providing adventures. As the DMG says the easiest way to find out a command word is to get it from the item's owner. This means that when players are faced with an MU with a fireball wand or whatever they are going to try and capture him, rather than just kill him anyway possible. This makes for a much more interesting combat.

Command words, by their very magical powers, are rather similar to spells and the DMG hints that they have to be impressed onto someone's mind rather than just "remembered" like some magical shopping list. It would therefore be an idea to rule that characters may only remember as many command words as their INT score, for example.

Some items make sense to have their command word written upon them. However the use of spells and strange languages can make using them just as hard as anything else, even with them right in front of you. How many players can speak jackelwerish for example?

Players can have it too easy if they have only to find a magical item to be able to use it. By having the appropriate command word hidden on a scroll somewhere else in the dungeon (preferable a well-defended area) you make for a more balanced game situation, and one which can be used to advantage by virtually forcing players to visit certain areas of the dungeon while searching. A few clues (true and false of course) along the way will add even more to the game and remember that until the command word is found and the item used no-one is going to know what item they have found.



# MAGIC JAR

## WEB NET

Measuring roughly 6' square this seemingly normal net is weighted at the four corners to aid throwing. When thrown at a target it will hit them if a roll against AC10 (+DEX modifiers) is achieved. It will then take one round for the creature to free itself, however if at this time the command word is spoken the net will suddenly become extremely sticky as per giant spider's web (see M.M. for details). Note that when in this form the net does not become vulnerable to flame attacks like normal webs, but when a creature has fought its way out of the net there is a 5% chance that the net will have been so badly pulled apart in the process as to make it useless.

## SHRINKING BOOK

Appearing to be like any other book this item actually only has 10 pages, all very thick and blank. When found the book will be closed. However if it is opened every time someone turns a page the book will suddenly grow by 5% (cumulative). When the book is closed it will immediately shrink back to its normal size, and whoever was reading it (i.e. turning the pages) will shrink by the amount that the book had grown by, just before it was shut.

## GAS BOTTLE

No larger than a normal potion bottle this item appears to be full of a vile green-yellow liquid. It is always found stoppered and the command word must be spoken to remove the stopper. When this is done a large cloud of gas (enough for 15' cube) will be released. Roll 1d6. On a 1-4 this cloud will just obscure vision, on a 5 it will act as a stinking cloud and on a 6 as a cloudkill. When the command word is spoken again the cloud will return to the bottle, even if it has been dispersed by the wind, etc. There must always be a gap of at least one hour between uses of the bottle. If the bottle is smashed it becomes useless but a cloud of gas coming out of the remains will always be a cloudkill, so smashing it could be a good desperation method.

## MIRROR OF REVEALING

Usually found stuck in the wall of a room (to prevent characters carrying it about with them!) this mirror shows a true image of anything before it. Polymorphed, invisible or were creatures will all be seen clearly for what they really are. Also any person giving the appearance to be friendly, when really they are in an intense rage, will be shown to be in a rage in the mirror. However there is a 10% chance of 1-3 mistakes by the mirror (showing a creature which isn't there, etc). If the mirror is smashed and anyone attempts to use just a part of it this chance rises to 80%.

## MISSION HELM

When put on this helm will gear its wearer on some pre-determined mission as per the spell. MU level equivalent: 15th. Deviation from the task will cause the helm to "suck" INT points from the wearer at the rate of one point every day. However the helm will restore these points if it would help the wearer complete his task.



### POTION OF INSUBSTANTIALITY

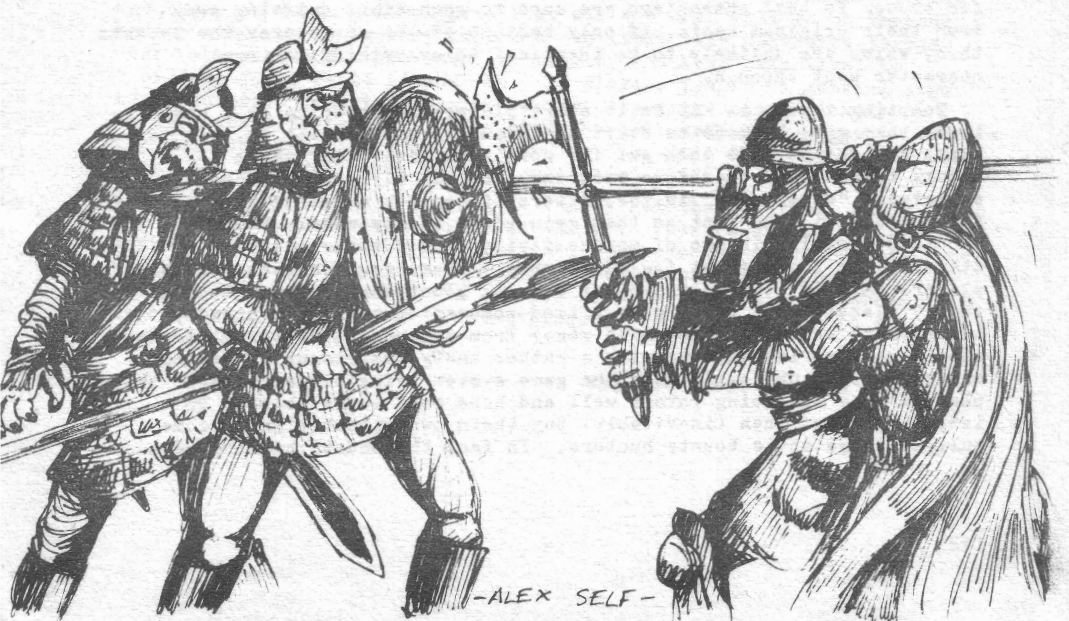
When all of this potion is drunk the person so doing will undergo a temporary molecular change. Their body will be able to pass through all solid matter and they will weigh only a fraction of their normal weight. The problem with this is that gravity will still be working on the character (although to a lesser extent than usual) and as the floor or whatever he is standing on now won't hold him up the poor bloke will slowly sink down until the potion wears off (1d12 rounds) at the rate of a feather fall. If the potion wears off when the character is inbetween dungeon levels (i.e. he's in solid rock) he is immediately killed.

### MAP OF CONFUSION

Apparently a highly useful map of part of the dungeon it is found in this tricky item changes once every 2 turns, preferably when no-one is looking. This can cause rather a lot of confusion (understatement!) especially if the map is being relied on for getting through a maze or the like (see TBH23 for more ideas on mazes).

### TRICK SCROLLS

After presenting your players with treasure in the form of spells on scrolls, with the spell name at the top, a few of these go down a treat. Simply they are scrolls of spells, with the title of another spell at the top. Therefore when a cornered MU desperately read this supposed "fireball" scroll he might find that the monster coming toward him hasn't been even singed, but rather seems to have been hastened, or strengthened or enlarged, etc. All great fun (for the DM!)



# SMs' CORNER

No, that's not a mistake, this is a StarMasters' Corner as opposed to the more usual Dungeon Masters' Corner. Running a universe can be a bit difficult at times so here's a few hints and ideas that'll hopefully help out any beginning SMs.

This article is mainly aimed at the "Space Opera" SM, but probably can be applied to other SFRPGs as well, although they tend not to emphasize the "heroic" aspect so much as S.O.

The first important point is that players should really like their characters. Being larger-than-life people in the game they are rather unlikely to be permanently finished off and this effectively means a player is stuck with his character forever. Obviously if he doesn't really like the character he has rolled he won't be too pleased about this! The simple solution (and probably the first of many to have traditionalists weeping in a corner) is to allow players to "fix" their characters to a certain degree. Everyone has a favourite character from SF, whether it be Luke Skywalker, Obi Wan Kenobi, Han Solo or Spock. Fortunately S.O. has been designed to allow the recreation of such people and players will be very pleased if they are allowed to change their characters around to resemble their hero. One way of doing this is to allow the exchange of characteristic points between the various characteristics. The tougher ones (esp. psionics) should be gained at one point for the loss of 4 other points, for example. In this way the basic (dis)advantages of each character can be shaped by the players as they want. Skills can be chosen as appropriate and, of course, personality is totally up to the player anyway so if you want Luke just make him wide-eyed and innocent, if you want Han just the opposite! However, be warned! Just because a player is running someone called Han Solo it doesn't entitle them to a free Millenium Falcon right from the start! There is of course nothing to stop them getting a ship appropriately custom-built and calling it the Millenium Falcon though (when they get the money!). One important point to watch for though is that characters are sure to soon start drifting away from their original basis, if only because of the adventures the SM sets them, which are unlikely to be identical to everything the real character went through.

Tempting though it may be to start players adventuring at a high level they must be made to start small and work their way up. It is quite alright to have them get far more than their fair share of "lucky breaks" and therefore progress very quickly, but if they never experience "dirty work" in the gutters of society a lot of the sense of achievement will be lost as they gain power, money, etc. Players should be totally in awe of anyone flying even a rust-bucket of a starship for their first few adventures. In my games a group of three players have set themselves up as a small bounty-hunting squad on a tech 7 planet, with their most prized possession being a beaten up hovercraft, which, as they make money from successful captures, is slowly getting laid down with a rather tasty assortment of weaponry and gadgetry. Obviously with the game system being biased towards the players they are doing rather well and hope soon to be able to go interplanetary, then (inevitably) buy their own starship and become full-scale galactic bounty hunters. In fact the bounty hunting idea

seems to be working very well. It allows players to act in a rather criminal way (attacking buildings, killing people, etc) but with the law on their side for a change (or at least turning a blind eye). Note that this can only really work anywhere with a rather "loose" law level and in my universe these planets work out rather like an up-dated version of the Wild West, with hovercars instead of horses and lasers instead of revolvers.

NPCs add a lot to any RPG and S.O. is no exception. Try to introduce a lot of people into your games, some friends, some enemies as this brings more character into your campaign. It also helps adventure designing later on. If the players build up a friendship with someone over the course of a few adventures there will be a very real sense of loss when they announce that they have to leave on some important mission. This sense of loss can be vastly increased if the players later find the NPC's body floating in space or shot up in a back street. A whole series of adventures can then follow as the players vow for revenge on their friend's killer. Needless to say the whole thing can also work for NPCs who become the players enemies. These people should be given all of the special "heroic" advantages which player-characters get so that they too become larger-than-life and the eventually defeat of a long-time opponent becomes a major triumph.

It is a good idea to impress on players that characters will get what they give. In other words if they slaughter people indiscriminately they should not expect mercy. The main aim of this is to be sure that these "heroic" characters do act reasonable honestly and fairly. If you want to emphasize the point show the players what happens to a character when he's hit by a burst of SMG fire, at point blank range. Even with the heavily weighted combat system this is enough to mess any character up rather a lot and it's a situation that's sure to turn up sooner or later. Of course, if the characters were usually merciful they could expect to be asked to surrender, rather than be shot and after seeing that their characters aren't totally invincible the former would be vastly preferable.

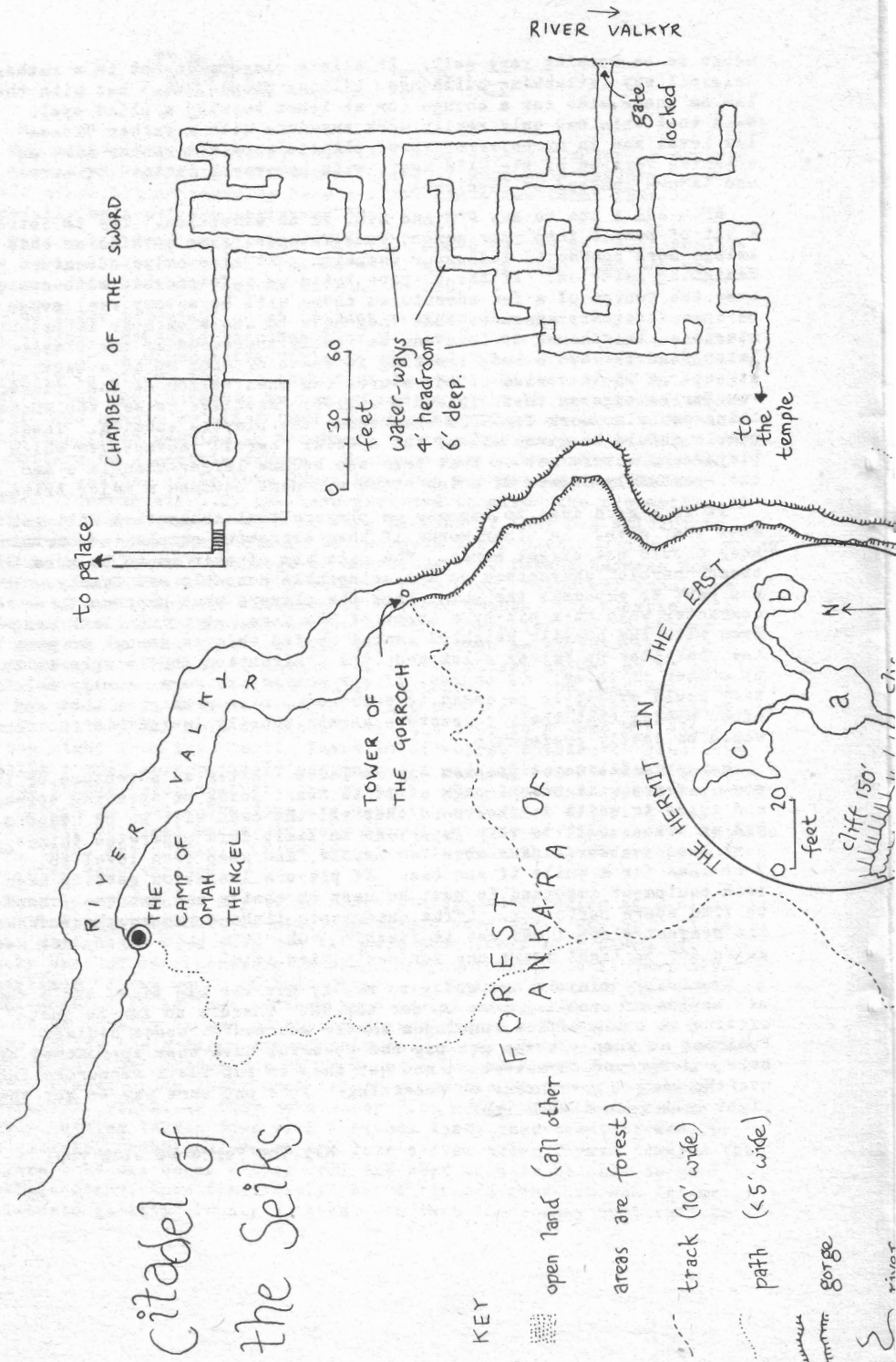
Money is the worst problem any SM faces. After an adventure or two most players will have enough of it to start going on spending sprees and there is quite a likelihood that all the cash will go on weapons and/or armour. It is very important to limit this otherwise things just become absurd. Remember law levels, and keep tech level to 7 or less for a while if you can. If players insist on getting high tech equipment imported it must be very expensive and extremely hard to find spare parts for. ("The quadrionic linkage has snapped? Where's the nearest place I can get it fixed?" "Oh, it's that way. Just keep going for 32 light years and you can't miss it!")

Eventually players are going to really hit the big time, and a whole new series of problems come up for the SM. There's no fun in just sitting in a big office running a vastly successful space haulage business so when players get big and powerful have them approached by some underground organisation and get them to put their resources into overthrowing a government or something. It's one sure way to get them right back into the action!

May The Force be with you!



# Citadel of the Seiks



## KEY

open land (all other)

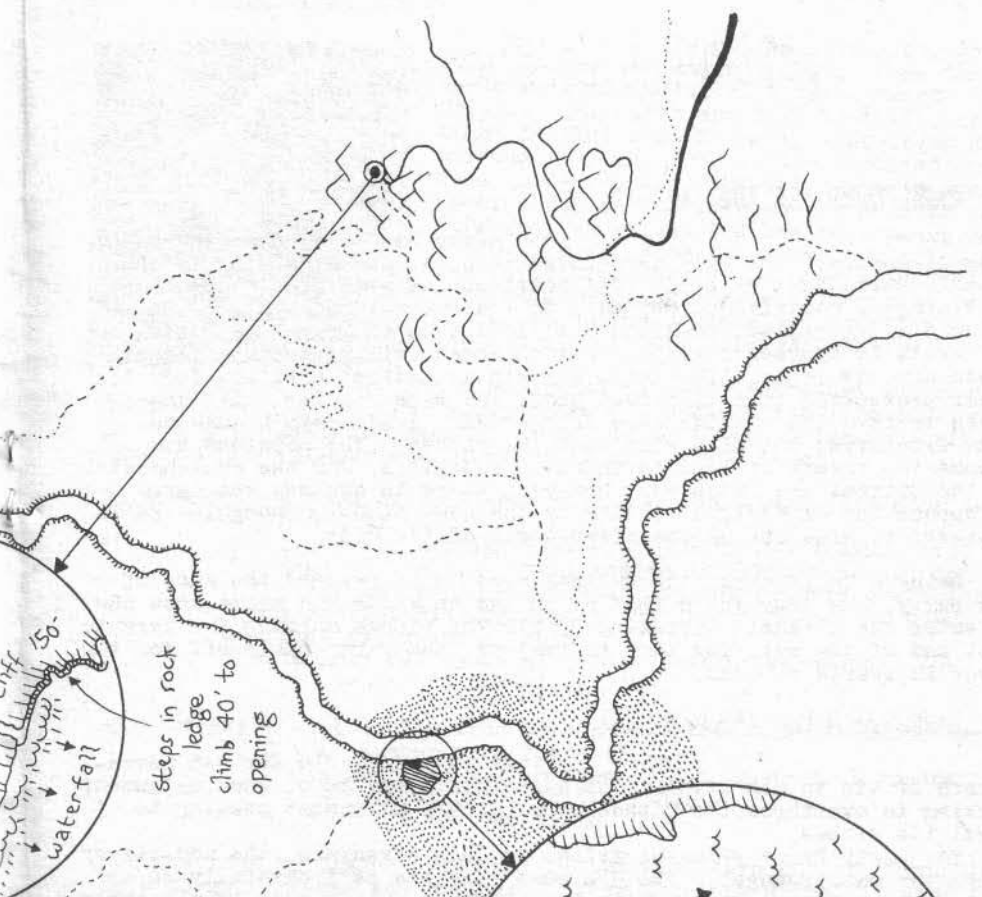
areas are forest

track (10' wide)

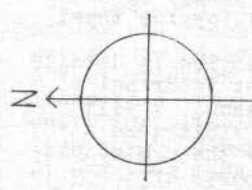
path (<5' wide)

gorge

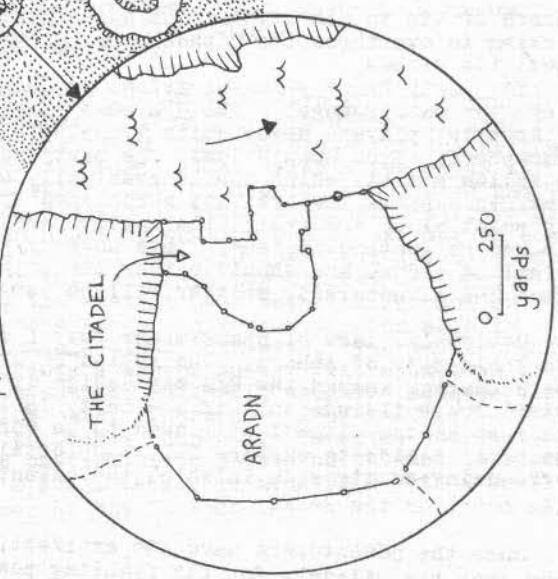
river



steps in rock ledge climb 40' to opening



ANKARA



# Citadel of the Seiks

by G. Duke

## BACKGROUND FOR THE PLAYERS

The party has arrived at the small city of Ankara. The city is divided into two parts; a rich inner area is surrounded by a 30' high battlemented wall from which there is a single, heavily guarded gate to the outer, poorer area. The inner city is called the Citadel while the outer is called Aradn.

Aradn is oppressed by the Citadel whose evilly-inclined inhabitants are the Seiks. The Seiks worship an ancient artifact left to their protection by a long-dead hero, and make regular human sacrifices to it - the victims come from Aradn. Aradn pays homage not only with lives but also with food and riches. The populace has become too bereft of hope to think of rebellion, for the punishments of the Citadel are infamous. However, there is one man who dares to oppose the Citadel, an outlaw by the name of Omah Thengel. He is believed to hide out on the river north of the city.

Being a local hero, the outlaw's name soon reaches the ears of the party, and they learn that he is the only one who might know how to enter the Citadel. Thinking of all the riches waiting for them to loot and of the evil for them to destroy, the party makes off for the river in search of Omah.

## BACKGROUND FOR THE G/M ONLY

This is a scenario for 3-5 adventurers of 4th to 6th level. The adventurers may be of good alignment seeking to overthrow the Citadel, or of evil alignment seeking to steal its riches.

The party has a valuable friend in this adventure, the non-player character Omah Thengel. The G/M must play his part carefully so as to keep the players never quite trusting him - this adds to the game atmosphere. From Omah's lead, the party enter the Citadel and begin to follow a trail which should eventually enable them, with a bit of luck, to capture the artifact worshipped by the Seiks. However, at any point along the trail, the adventurers are able to discard that aim and go looting instead. This however will lead to vicious reprisal on Aradn, and should either the Seiks or the people of Aradn catch the adventurers, neither will be very friendly towards them!

Obviously, lack of space means that I cannot describe in detail the whole city of Ankara. The region of Aradn is not important to the scenario, though the G/M may design it if he wishes. I will detail the buildings only if the party is likely to visit them - the rest of the Citadel will need to be worked on by the G/M should the party decide to explore it. Also detailed are parts of the surrounding countryside in which the adventurers will travel and hide out from the Seiks.

Once the adventurers have the artifact, they should be able to take over the Citadel, for its fighting power is quite small - it governs Aradn only by fear.



## THE FOREST OF ANKARA



This lies north of the city along the west bank of the River Valkyr. From the north gate of the city, a track enters the forest. The party are told to follow this track to find Omah Thengel. The track soon narrows to about 10' and the woodland changes from young beech to ancient oak with dense undergrowth. The floor of the wood is quite dark save at midday and has many banks and hollows obstructing the view. Occasionally the party hear snorts and growls and falling branches, rustling leaves or eerie hoots. Dotted along the path is the occasional willow (should disturb Tolkien readers).

The floor of the track is covered in dead leaves and twigs and is muddy in places. The adventurers may observe dog-like paw-prints in the mud. Roll for occurrences in the woodland on the following tables (d6): (Occurrence on a 6(d6), roll every turn)

daytime: 1 = a herd of 4-12 deer with 1 or two stags (7/2-8 or 1-3, 1-3/-;3)  
2 = 1-2 seiks hunting (7/1-8/-;2) with 2-5 trained wild dogs (7/1-4/1+1); they assume lordship over all non-seiks and will demand what the adventurers are doing  
3 = a peasant hanging from a tree (punishment for poaching)  
4 = tree falls across path  
5 or 6 = use DMG table of random monster encounters for temperate forest, p. 184.

night-time: 1 = an outlaw from Omah's camp; friendly to non-seiks  
2 = a poacher from Aradn (10/1-4/3;1)  
3 = a sentient willow tree (3/2-8 on up to 6 opponents/-;6), attacks with its roots  
4, 5 or 6 = use DMG table

The path maintains a roughly direct northward course, turning only to avoid banks and hollows. After about 15 miles, it dips down into a deep hollow of dark yew trees. At the bottom of the hollow, a small track joins it from the east. This leads a few yards through the undergrowth to a small wooden hut. The door is unlocked and the single room within contains two wooden beds, a lantern, a store of firewood and of oil. It is a Seik's hunting chalet and may be occupied by 2-4 Seiks (7/1-8/-;2) with 3-8 wild dogs (7/1-4/1+1) (50%).

About two miles further on, the track has climbed out of the hollow and reaches a fork, the western path being narrow and overgrown, the eastern wider and clearer. A ranger will be able to detect evidence of human passage along both ways. The western path leads to a trap; it passes into a narrow gully with crumbling walls unfit for climbing. Omah's outlaws wait with weighted nets to capture anyone coming along the path. There are 12 of them (7/1-8/-;2) and they take captives to Omah's camp which is sited where the path meets the river. The eastern track passes north-east to meet the river. Here there is a small island in midstream with a small round tower on it, the Tower of the Gorroch.

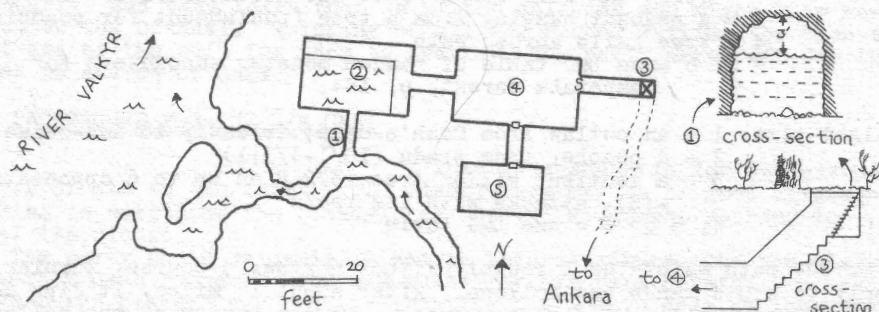
## THE CAMP OF OMAH THENDEL

Omah Thengel and his associates are outlaws of Aradn, wanted by the Seiks. These outlaws have fought against the Seiks for several years but this has only brought reprisals against the people of Aradn. They are now losing hope of defeating the Seiks.

When the adventurers are brought in as captives, Omah will question them and thereby find out their wish to enter the Citadel. The outlaws will then befriend the adventurers and Omah will offer to show them how to get into the Citadel if they promise to do the following;

"Once I have shown you into the Citadel you must find Gethlic. He is our spy in the Citadel and is disguised as a beggar. With hope he may be able to give you a lead in the search for the Sword of the Maldune, the artifact worshipped by the Seiks. If you bring that back to us, we shall be able to take the Citadel, for without it, the Seiks are weakened and with it, we are strengthened.

"Your reward will be any riches that you may find in your search for the Sword, save the Sword itself - that you must give to me. I and my band of outlaws shall not come with you - your task is secretive and must be carried out by a small party; you cannot win through force alone. Tomorrow we shall leave by boat under cover of dark; our first problem will be to pass the Tower of the Gorroch which guards the only access to the river upstream of Ankara. If we pass it, we follow the gorge down to the Citadel and enter it by the secret water way."



- ① - A water tunnel with 3' headroom, passing from the river into the secret camp.
- ② - A 10' high chamber with quays on the north and east sides to which are moored 5 small rowing boats (hold 3 men each).
- ③ - A secret entrance in the woodland above. The adventurers will be brought this way, blindfolded to keep the position of the camp secret.
- ④ - The living quarters containing; 2 long tables with benches, 8 lanterns hanging from the ceiling, 3 chests containing (i) 20 spears, 5 short swords, 3 small shields, 3 long bows, 50 arrows, a blowpipe and 10 poisoned darts (+d8 damage), (ii) 7 grey cloaks, partly elven in nature (as Cloak of Elvenkind but divide chances by 4) - Omah may lend these to the party if he thinks them trustworthy, (iii) 7 flasks of oil, 12 iron spikes, 200' of rope, 3 leather backpacks, 15 wooden stakes, rags, a potion of speed. On the tables; 3 water jugs, a roasted wild boar, 4 daggers, a pile of firewood, a pouch of 70gp.

- 5 - The sleeping quarters containing; 6 wooden pallets and a chest containing 4 pairs of boots, 3 helms, 6 pairs of gloves, 2 cloaks, a bottle of rum and a keg of wine.

The outlaws consist of the following forces; 15 2nd level F/Ms (no exceptional characteristics) armed with battle axe or scimitar (d8 damage), studded leather armour, 2HD, 10-40sp each; 1 3rd level F/M/Cleric, Tamek the Altruist, S 15, I 12, W 17, Co 11, D 11, Ch 13, studded leather armour, +1 sabre (d8 +1 damage), 30sp, 18HTK, spells; Command, Cure Light Wounds x2, Protection from Evil, Know Alignment x2, Hold Person; Omah Thengel, 8th level F/M, S 17, I 13, W 14, Co 12, D 11, Ch 16, chain mail and shield, +2 long sword, 55HTK.

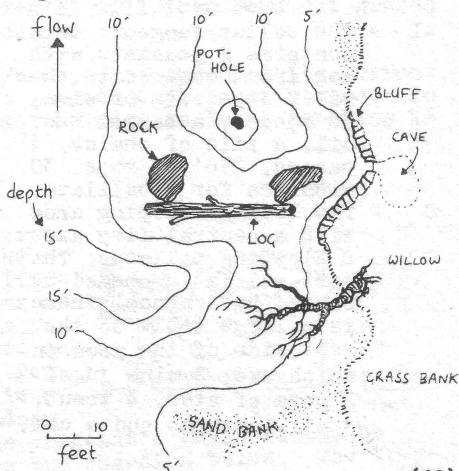
If the adventurers agree to Omah's terms, when night has fallen they take 2 or 3 boats from (2) (each boat carries 3 men; Omah takes 2 outlaws with him, as well as the adventurers) and leave the camp. Keeping close to the right-hand bank of the River Valkyr, they row downstream. For the journey from the camp to the Citadel, use the following occurrence table. Roll for an occurrence every turn using a d6; a 6 indicates an occurrence; then roll a d10:

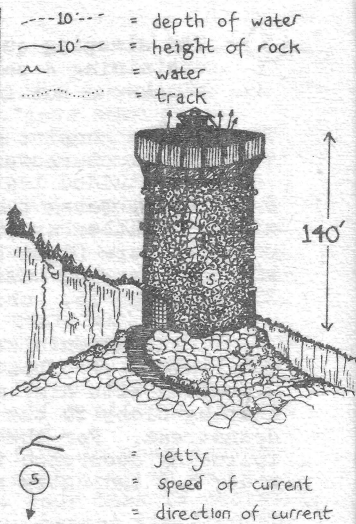
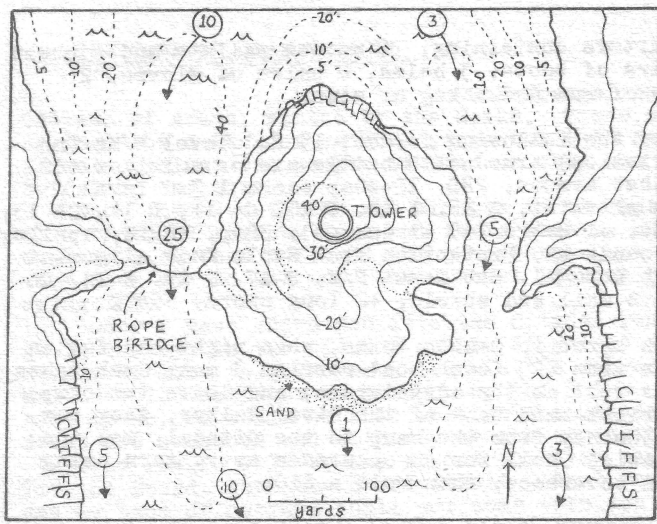
- 1 = log crashes into a boat (d4 damage - each boat can take 4 damage before sinking)
- 2 = front boat hits a sandbank (d4 damage)
- 3 = wandering monster on the bank (use DMG table of random monster encounters for temperate forest, p. 184)
- 4 = front boat hits whirlpool (total of 26+ dexterity and 26+ strength manning oars to escape - each boat has two oars)
- 5 = a Seik galley passes - 10% chance of spotting each boat. Aboard are 30 slaves, 6 Seik warriors (7/1-8/-;2) and the master, Thurgil the Red, 5th level M/U, dagger, potion of invisibility, spells; Magic Missile, Sleep, Levitate, Scare, Gust of Wind. Captives are taken to the Tower of the Gorroch.
- 6 = sudden gust of wind blows last boat out towards midstream (total of 28+ strength manning oars to regain edge, otherwise swept down midstream at 10mph)
- 7 = rainstorm - clouds cross moon, river becomes choppy, lasts 1-4 turns. 10% chance/turn of each boat being overturned.
- 8-10 = wandering monsters on the river (use DMG table of random monster encounters for temperate marshland, p. 184)

For encounters, it is best to draw encounter pieces like the one shown opposite. The G/M should design these before the game to avoid holding the game up once it has started.

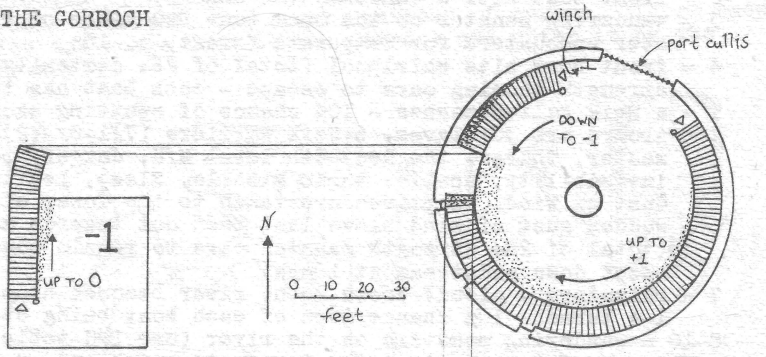
#### THE TOWER OF THE GORROCH

The Tower of the Gorroch is a small round tower built on a rock in the middle of the River Valkyr. At this point, the water narrows and enters a deep gorge. The gorge cannot be entered anywhere along its length save at this end, and this entrance the Tower of the Gorroch guards.

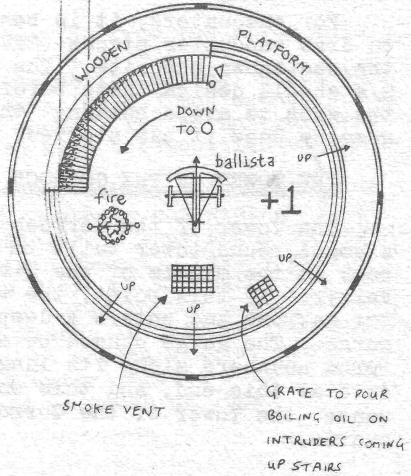




**TOWER OF THE GORROCH**



- 1 → The cellar/dungeon; this contains 2 peasants with leg irons chained to the wall, 3 barrels of wine, 30 spears, a barrel of oil, a pile of chains, 4 canoes, 250' of rope, 30 missiles for a ballista.
- 0 → The living/sleeping area with a central fire and 8 sleeping pallets. The port-cullis is opened or closed by a winch. There is a large table on the west side of the room on which are; 2 wine jugs, 2 pots of stew, 4 trout, 3 oil lanterns and a cat.





+1 → The lookout post; this is the open top of the tower from which the Seiks can see 4 miles up and downstream in daylight. In the centre of the platform is a ballista with a store of 10 missiles. Also on the platform is a fire over which a cauldron of oil is kept permanently on the boil; beside it is a store of firewood.

The Tower of the Gorroch is occupied by the following Seiks; 6 warriors (7/1-8/-;2), 3 guards (6/2-8/15,17,18;3)(3rd level F/Ms) and a sergeant (4/2-8 +1 (17 strength)/28;5), 3 trained gargoyles (5/1-3,1-3,1-6,1-4/15,16,27;4) and a trained hippogriff (5/1-6,1-6,1-10/17;3+3)(ridden by the sergeant).

It is the job of these Seiks to see that none pass into the gorge without their consent - and they will only permit Seiks to enter it. They will attempt to take captive any intruders - the hippogriff is capable of carrying off a man. It is impossible for boats to pass on the west side of the island for the water is too violent. It is possible however to pass on the west side if the boats are carried past the narrow gap and replaced in the water the other side. However, 2 guards stand at the west end of the rope bridge. 2 guards also stand on the jetties on the east side of the Gorroch.

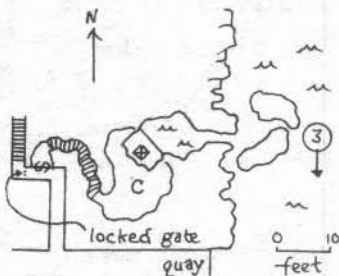
Captives will be robbed and tortured to give up their secrets. Once past the Gorroch it is not possible to row upstream (though a strongly manned boat could do so out of the midstream) and the walls of the gorge are too crumbly to permit climbing. Thus the only way out for the adventurers is by entering the Citadel or by coming eventually to the far end of the gorge.

Note to the G/M; the sergeant carries a golden key which opens the gate to the Citadel - if the players don't get this key, they'll have a lot of trouble getting in. So it is important that the party doesn't slip by the Tower with ease but is spotted by the Seiks; this will result in a fight and if the adventurers are lucky, they'll come out of it with the key. If one of the Seiks escapes alive he will hurry back to the Citadel (there are 2 rowing boats tied to the jetties or he may go by foot) carrying the news - The Seiks in the Citadel will then send out guards to attack the intruders.

The maximum rowing speed is 2 miles/hour. The speed of the current at the edge of the river is 1mph but reaches 10mph in midstream. In the gorge the speed of the current at the edge is 3mph, reaching 15 mph in midstream.

### THE SECRET ENTRANCE

Just upstream of the first quays of the Citadel there is a hidden cavern in the western cliff-face. Omah is the only one who knows of this, other than the sergeant of the Tower of the Gorroch. The water-filled cavern has enough headroom to allow a rowing boat to enter. At the far end is a small quay with a small locked trapdoor in it; the lock can be opened by the sergeant's key. It can be easily picked but this will activate the guardian below. The trapdoor leads to a small cave, c.





### References on the map of the Citadel

a = armourer  
b = barracks - knights  
c = barracks - royal guard  
d = barracks - Valkyr warriors  
e = baths  
f = boatmaker  
g = carpenter  
h = executor  
i = food store  
j = gambling house  
k = government building  
l = guild - merchants  
m = guild - slave-masters

n = mansion  
o = mask-maker  
p = palace  
q = potter  
r = seamaster's lodge  
s = slaves' quarters  
t = tavern  
u = temple  
v = theatre  
w = warehouse  
  
wt = watch-tower

The Citadel is a busy place, most of its inhabitants being slaves. There are some 300 slaves in the Citadel, all bearing the S-insignia on their forehead, branded with a hot iron. They are all citizens of Aradn. All have their legs joined by short chains to prevent them from running. They do not question anyone or talk at all - talking is punished by whipping. All are dressed in brown gowns, and are unarmed.

The other inhabitants of the Citadel are the Seiks, of which there are three types; warriors, lords and ramen (priests). The warriors man the walls of the Citadel and the boats on the River Valkyr. Lords inhabit the mansions and the palace and are masters of the Citadel. The ramen inhabit the temple and the Tower of the Bell. Both warriors and lords are brightly dressed, the lords carrying no visible weaponry while the warriors carry sword, pike or spear depending on whether they are knights (wall guards), royal guard (bodyguards) or Valkyr warriors (river warriors). Ramen are dressed all in white and carry silver sickles (d8 damage).

In the Citadel, the adventurers will come across wandering inhabitants as follows;

day-time roll every turn a d6;

- 1 = 2-8 slaves
- 2 = 1-4 slaves
- 3 = 2-6 warriors (1-4 = wall guards, 5 or 6 = Valkyr)
- 4 = 3-6 slaves
- 5 = 1-3 ramen
- 6 = 1-3 lords with 2-5 attending royal guard per lord

(if in un-named street, subtract 1 from die-roll, on quay, no bonus, in named streets/square, add 1 to die-roll).

night-time roll every turn on a d6 - if 1-3, no wanderer, if 4-6 roll again and consult the following;

- 1 = 2-8 wall guards
- 2 = 1-4 wall guards
- 3 = 3-6 Valkyr warriors
- 4 = 1-2 lords with 3-6 accompanying royal guard per lord
- 5 = 1-2 ramen
- 6 = beggar

(if in an un-named street, subtract 1 from die-roll, on quay, add 1, in named streets/square, no bonus).

**Inhabitants of the Citadel**

| no  | type;                             | characteristics   |
|-----|-----------------------------------|---|
| 295 | slaves;                           | d4HTK, strength etc all average, AC 10, no weapon (except tools etc), no money (unless running errand)  |
| 105 | knights (wall guard);             | d8HTK, S 13-15, I etc all average, AC 8, short sword, 2d6gp. lieutenants are 2d8HTK, S 15, I etc all average, AC 7, long sword, 3d6gp. colonels are 3d8HTK, S 16, I etc all average, AC 6, long sword, 4d6gp. sergeants are 4d8HTK, S = 17, I etc all average, AC 5, +1 long sword, 5d6gp.  |
| 35  | Valkyr warriors (river warriors); | 2d8HTK, otherwise as knights but add 1 to strength and armed with spear (lieutenant +1, colonel +2, sergeant +3).   |
| 30  | royal guards (bodyguards);        | as Valkyr warriors but with 1st level magic use (lieutenant 2nd level, colonel 3rd level, sergeant 4th level)   |
| 15  | lords;                            | 4th-7th level M/U or Illusionist - none are fighters. S average, I exceptional, W exceptional, Co average, D very, Ch very. All carry 1-3 magical items, 6d8gp.   |
| 30  | ramen;                            | 15 2nd level clerics, 5 3rd, 5 4th, 2 5th, 1 6th, 1 7th and 1 8th. Those above 3rd level carry magical sickles (+1 per 2 levels above 2nd), Ogp.  |
| 1   | High Priest;                      | 6th level cleric/6th level magic user, 35HTK, S 16, I 15, W 17, Co 15, D 14, Ch 18, AC 4 (bracers of defense), Mace of the Damned (anyone hit by it must save vs death or become a ghoul under the power of the wielder. The High Priest commands 6 ghouls. The mace does 2-7 +2 damage. Vampiric regeneration ring (see DMG). Platinum chain of office worth 2500gp. |
| 1   | Prince;                           | 8th level fighter, 53HTK, S 18(65), I 14, W 15, Co 17, D 16, Ch 17, AC 2 (+2 chain mail), potion of extra healing, sword +4, defender, ruby ring worth 350gp, ruby coronet worth 3450gp.  |

The slaves inhabit those buildings marked s on the map, the knights those marked b, the Valkyr that marked d, the royal guards that marked c, the lords n, the ramen u and the High Priest and Prince u and p respectively.

**GETHLIC**

Gethlic is a friend of Omah Thengel the outlaw, disguised as a beggar in the streets of the Citadel. The Seiks tolerate a small number of beggars in the Citadel because they clean up the refuse. He has attempted to find the location of the Sword of the Maldune but has only come up with the following information.

Climb the Tower of the Bell at midnight and the light of the Brightstar will reveal a clue to the location of the Sword of the Maldune.

The adventurers will find Gethlic in Sea Lane. When he's discovered their intentions, he will tell them the above. He warns the adventurers that the Tower is well guarded. In parting with them he says he will come to them if they are in need, if possible.



Gethlic is an 8th level thief; S 13, I 13, W 12, Co 12, D 18, Ch 13, 33HTK, AC 7 (leather armour beneath rags)(AC 3 with dexterity adjustment), +2 short sword (beneath rags) detects good in 1" radius. NG alignment.

Additional note on the Seiks; all Seiks wear masks over their faces. Those of the knights are fashioned in the form of rats, those of the Valkyr as pike, those of the royal guard as eagles, the lords as lions and the raman as bears. Thus the adventurers can immediately be distinguished as non-Seiks if they do not wear masks. All Seiks are neutral in alignment, tending towards evil.

### THE TOWER OF THE BELL

This tower stands in the Square of the Maldune and is 80' high. Thus the top of it is 110' above the river and some 30' above the surrounding cliff-tops. There is only one entrance on the west side of the building at ground level. Guarding the doors are two lieutenants of the royal guard (14, 17HTK, Hold Portal and Magic Missile, Light and Shocking Grasp). The doors lead into a 30' corridor to a 20' square chamber. In the centre is a dark pool, 10' deep, in which lives a water roper, a weaker relative of the roper. The water roper (3/3-10 + poison as roper/30;5) can detect creatures of good alignment in the chamber and will project its sticky strands from the pool to attack such creatures.

From the north side of the chamber, a spiral staircase leads up to the top of the tower. The chamber at the top is open on all sides to the air, but is covered by a conical, tiled roof supported by peripheral pillars. In the centre is mounted a large bell (6' diameter). Seated on small black cushions on the floor around the bell are six raman (2nd level) and the 6th level raman (32HTK). He holds in his right hand the Stone of Silence - no sound may be made within 30' of it, unless it is placed in its black box (which the Raman also has). The Stone only works if 6 Silence spells are cast on it each morning at sunrise. The raman only puts the Stone away on the hour, when the bell is rung; if attacked, he may have the presence of mind to put it away and call for help.

There is one star in the night sky above Ankara that is far brighter than any others. It is named the Brightstar and crosses the heavens from south to north (!) nightly. At midnight, it is due west of Ankara and its light is caught by something to the east, for, from the top of the Tower of the Bell, a bright reflection can be seen to the east - the reflection is in the shape of a sword, its long blade pointing downwards. This is a sign to which the adventurers must travel, deep into the forest east of the Valkyr. If they have trouble interpreting the sign, Gethlic may help them.

### THE HERMIT IN THE EAST

The adventurers must find their own way to the source of the reflection for neither Gethlic nor Omah and his band have entered the forest east of the river. The G/M should make the journey through the forest as interesting as possible by devising occurrences and diversions on the trail. Should the adventurers return to Omah's camp before setting off, the outlaw may send a few of his men with the adventurers. The forest east of the river is uninhabited by man though there are many ancient trails through it. If the adventurers find the correct one

they may eventually find the source of the reflection (a little old man may be helpful to them in finding it). The source is a great waterfall among the hills, behind which is a secret cavern. Living here (see centre page map) is a hermit, formerly a High Priest of the Seiks but since repented and serving the cause of good.

The Hermit is Turil; 6th level cleric/4th level M/U, 3LHTK, S 14, I 15, W 18, Co 14, D 13, Ch 17, AC 4 (bracers of defense), wand of negation (3 charges only). He has no riches and lives solely off the forest.

a This contains stores of firewood, rope and skins.

b A shaft runs up to distant sunlight from this cave and the hermit uses it as a chimney. A small fire is built against the wall and beside it sit Turils two fierce hunting dogs (6/2-8/15, 14;2+2).

c Turil's bed chamber - his bed is bracken laid on a wooden frame. Turil will most likely be found here - the dogs will first detect intruders.

Turil, upon learning of the adventurers intentions to steal the Sword of the Maldune will tell them where it is hidden;

"South of the quays of the Citadel a waterway passes into the walls of the Citadel beneath the palace. The entrance is barred by an iron gate which you must pass. Follow the tunnels taking two right turns, then two left. This will lead you straight into the chamber of the Sword of the Maldune. Take this wand (the Wand of Negation) and use it on the mace of the High Priest, for it has evil powers. Do not use the Sword of the Maldune - you are not powerful enough; escape with it to Omah for he has the power to wield it."

#### THE CHAMBER OF THE SWORD

The iron gate barring the entrance to the waterways is old (double chance to lift gate and pick lock). However, the adventurers must be very quiet or they'll be noticed by knights on the wall. The waterways (see centre page map) pass under the Citadel to the temple and the palace. Beneath the palace is the chamber of the Sword of the Maldune. The waterway runs into the chamber and into a central pool - however a barred gate divides the pool from the waterway, for within the pool is another water roper (see The Tower of the Bell)(3/3-10 + poison/34;5).

Around the pool are four racks. On each a man is tied with slit wrists, the blood dripping into the pool to feed the roper. Hanging above the pool is a sword on a golden chain, the Sword of the Maldune. The roper can reach only 10' from the pool, but will attack anything (good or evil) in that range.

The wielder of the Sword can call the Berserkers of Maldune - 20 2nd level F/M berserkers. They are magical; when one is killed it is automatically replaced. There are 120 such berserkers - when all are dead no more may be called. The Sword can only be wielded by an 8+ level good fighter (eg Omah) and is +1, +3 vs humanoids. It speaks elven, dwarven, can detect evil 1" r, and Heal 1/day.

Within the chamber attending the sacrifice are 6 2nd level ramen, 2 4th and the High Priest, The Prince and 3 sergeants of the royal guard.

In the depths of the pool are 50000gp and 10 pearls (1 is a pearl of wisdom, others are base 100gp).

Characteristics of monsters are given (AC/attacks/HTK;HD). The players may wish to act out the taking of the Citadel under Omah once they've escaped with the Sword. This will require work on the Citadel by the G/M. The Seiks will react intelligently to any attack



# ANIMATION

The "Animate Objects" spell always seems to me to be a bit underused considering how much potential it has. When some normally rather predictable object starts to move, talk or attack it can come as quite a surprise. Below are a number of examples that you may like to use. However don't put too many in one area as this can make players too wary and the all important element of surprise will be lost.

## FOOD

Having your food talk to you can be rather a shock (as Arthur Dent found out). A table set with various talkative delicacies can be quite an interesting encounter (did you know that carrots are usually paranoid?).

## BOOK

An animated book will usually read itself out loud. Of course if it happens to be a spellbook the results of this can be rather fun!

## PEN

Likely to write messages on any handy piece of parchment, (or anything else nearby). They can be very helpful (but then again....).

## STUFFED ANIMAL

These will probably attack, using all of the characteristics of their live equivalents. However as they cannot actually be killed they are rather hard to fight, having to be totally shredded to prevent the various body parts cut off attacking individually.

## TORTURE INSTRUMENTS

The exact characteristics of various items are upto you but getting stuck in a room full of these, all intent on "getting the info", can be a pretty nasty experience.

## FURNITURE

Rather old-hat now but still used quite a lot the good old crushing chair, tripping carpet or kicking table still have something to offer.

## STATUES

Now these really are corny. Every DM must have used animated statues at least once.

## BOTTLES

Do you get annoyed that everyone always seems to get away with just taking a sip of any liquids they find in a dungeon, and therefore avoid suffering fully if the liquid is harmful? Well why not just animate a few potion bottles? Perhaps the character wants to just take a sip but the bottle has other ideas!



