



While this is the first publication of Tom Hickerson's work, he hopes this is the start of a career in writing. Tom is currently a sophomore at Johnston High School in Austin, Texas, and an avid fan of numerous role-playing games, including the AD&D® game. He also enjoys hiking, swimming, and reading.

This AD&D game adventure is designed so the DM can easily fit it into a single game session. It is suitable for 5-8 characters of 10th level or higher. At least one paladin should be included. The party should also have several powerful magical items, since the challenge that it faces is great. The geographical background and the local population are left vague so that the adventure can fit any campaign setting.

Adventure Background

Your band of weary adventurers has stopped at Vynald, a small town to the south of a long stretch of mountains. The town's only inn — Nevvar's Inn and Tavern — is small but cheery. You are sampling an after-dinner brandy when Nevvar, the mayor of the town as well as the proprietor of the inn, sits down at your table. He is a middle-aged elf dressed in green and silver. Earlier in the day, he looked cheerful and merry — but, as he speaks to you, his face reflects a strange mixture of embarrassment and fear.

"Your occupations have taken you far across the face of this world," he begins, "and you have probably seen more treasure flow through your hands than would ever be seen by my citizens. I beg you, however, to listen to my proposal, even though it does not offer much. Recently, a band of manticores appeared in the mountains to the north. They pillaged and destroyed most of the surrounding countryside but offered to spare our village if we delivered one hundred gold coins to their cave each month.

"A few of our more stubborn citizens — retired adventurers and the like — would not sit still for this extortion. They armed themselves with their weapons, both magical and mundane, and ventured into the caves. They have not yet returned.

THE EYES OF EVIL

BY TOM HICKERSON

Conquest, not beauty, is in the eyes of this beholder.

Artwork by Roger Raupp
Cartography by Diesel

Several months have passed, and our town has barely been able to survive on what is left over after paying the manticores. We have heard of the terrible things they have done to other towns and settlements. And now, the manticores are not the only threat to our security. Black-garbed men have invaded the village, men who use strength and spells to take what they want.

"Only those who stay shut in their houses at night are safe — others have disappeared. Not only our townspeople, but the merchant caravans have also been attacked and raided, leaving us almost no food but what our local clergy can create for us. The manticores and these unknown brigands are killing us, slowly but certainly.

"You are obviously adventurers, and experienced ones. There is no real reward to this task that I present to you, but if you bring back all our gold, we will give you a portion of it. I cannot promise anything else — except food and shelter — but you can have everything that you bring out of those caves, except our gold. In fairness, however, I must give you this warning. One of our clerics has performed an augury and determined that a great evil lives in those caves — greater even than the manticores. Be wary."

You sit for a moment and consider the elf's proposition. A band of manticores and men — probably an easy challenge, and easy treasure as well if those former adventurers did have magical weapons. The townspeople have been treating you better than many others you've met in your travels, and if you did succeed, they would give you food and a place to fall back on in case of hard times. Do you accept?

For the Dungeon Master

Several years ago, a beholder laid three eggs in a small cavern somewhere in the mountains north of Vynald. One of the eggs hatched, and as the resulting beholder grew in size and intellect, it expanded the caves with its *telekinesis*, living off the wildlife of the area. Zeccas, the beholder (see the description at the adventure's end), *charmed* a

large group of manticores who laired nearby and used them to raid nearby settlements. This activity attracted a group of evil clerics, followers of the god Dreyneid (see notes at the adventure's end), who sometimes takes the form of a beholder. The clerics made camp in the mountains near the caves. There they were discovered by Zeccas and taken in as servants and followers. The beholder then turned its evil thoughts to a plot that might bring even more profit: extortion.

Zeccas decided to start with a small village. Vynald's citizens eagerly agreed to the beholder's demands (relayed by his manticores), so Zeccas was extremely displeased when a party of adventurers tried to flush out the creatures. The beholder grew more wary and decided to send spies to watch the trails to its caves, so it could be warned of invaders. It stepped up raids on other villages and also let the evil clerics take what they wanted from Vynald, attacking caravans and stealing livestock. It carefully hid most of its treasure in the lair of a nearby purple worm, leaving only the extorted gold in view.

The caves of Zeccas are 16 miles from Vynald, across a rugged mountain range. While traveling, the PCs experience at least one of the following encounters (roll 1d6) with a 20% chance of two encounters:

1. 2-12 gargoyles (AC 5; MV 9"/15"; HD 4+4; hp 25 each; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; AL CE).

2. 1-4 manticores (AC 4; MV 12"/18"; HD 6+3; hp 23, 27, 30, 38; #AT 3; Dmg 1-3/1-3/1-8; SA tail spikes; AL LE).

3. 2-8 perytons (AC 7; MV 12"/21"; HD 4; hp 15 each; #AT 1; Dmg 4-16; SA +2 to hit; SD +1 or better weapon to hit; AL CE).

4. 1-4 hieracosphinxes (AC 1; MV 9"/36"; HD 9; hp 32, 34, 44, 50; #AT 3; Dmg 2-8/2-8/1-10; AL CE).

5. 1-6 trolls (AC 4; MV 12"; HD 6+6; hp 29 each; #AT 3; Dmg 5-8/5-8/2-12, SD regeneration; AL CE).

6. 1-12 giant wasps (AC 4; MV 6"/21"; HD 4; hp 12 each; #AT 2; Dmg 2-8/1-4; SA poison; AL N).

These encounters are not meant to kill off PCs; they are there to add color and life to the surrounding campaign. The manticores do not attack anyone carrying the town's extortion money, although they follow such a group to

make sure the gold is delivered safely. It is assumed that the PCs set off for the caves at the break of dawn unless they say otherwise. They reach the caves in 6-10 hours of travel, assuming that they do not stop along the way for more than a 15-minute rest. The PCs may use spells such as *fly*, *levitate*, *wind walk*, *dimension door*, *teleport*, or the psionic ability *dimension walk*, but flying PCs still encounter at least one of the monsters above, perhaps just as the PCs alight near the caves.

The encounters presented here should not stop a DM from detailing the wilderness and the town of Vynald. Exploring the wilderness itself could be an exciting adventure, with Vynald serving as a base for several escapades.

Most of the caverns that comprise Zeccas's lair are natural limestone formations, except for some newer excavations (areas 8, 9, and 11). Area 6 has been enlarged from the original cave at this spot. Each of these excavated rooms has some structural weakness and may collapse if a great explosion (a *fireball* or *lightning bolt*, for example) is set off within. The chance of a cave-in is 10% per die of damage caused by the explosion (5% per die in area 6). A 5d6 *fireball* thus has a 50% chance to cause a cave-in, while a 10d6 *lightning bolt* would most certainly collapse the cave.

When an explosion causes a cave-in, an area 10'-40' in diameter, centering on the explosion, collapses. Anyone within this radius takes 3-36 hp damage (save vs. breath weapon for half damage). PCs that suffer over 20 hp damage are buried under the rubble. Buried characters have only a limited amount of air, which runs out in 1-4 turns to cause asphyxiation. Digging by hand requires 1-6 turns, while using a shovel takes 1-2 turns to uncover a buried PC. Specific spells (*dig*, *levitate*, *disintegrate*, etc.) can shorten the digging time considerably.

There is a 1 in 8 chance per turn of an encounter while exploring the caves of Zeccas. Roll 1d4 to determine the opponent encountered:

1. 2 curates of Dreyneid (AC 4; MV 9"; C4; hp 14, 15; #AT 1, Dmg by weapon type; AL NE; chain mail, shield, mace) from area 6.

2. 1-2 hieracosphinxes (AC 1; MV 9"/36"; HD 9; hp 27, 25; #AT 3; Dmg 2-8/2-8/1-10; AL CE) from area 7.

3. 1-2 manticores (AC 4; MV 12"/18"; HD 6+3; hp 34, 34; #AT 3; Dmg 1-3/1-3/

1-8; SA tail spikes; AL LE) from area 4.

4. A canon of Dreyneid (AC 3; MV 9"; C6; hp 30; #AT 1, Dmg by weapon type; AL NE; banded mail, shield, flail) from area 8.

Creatures and NPCs killed in an encounter will not subsequently be found in their rooms or lairs. For example, if two curates are slain in a random encounter, only four curates are encountered in area 6.

The Caves of Zeccas

The DM should determine the party's marching order before reading the first area description. The areas described are shown on the map at right.

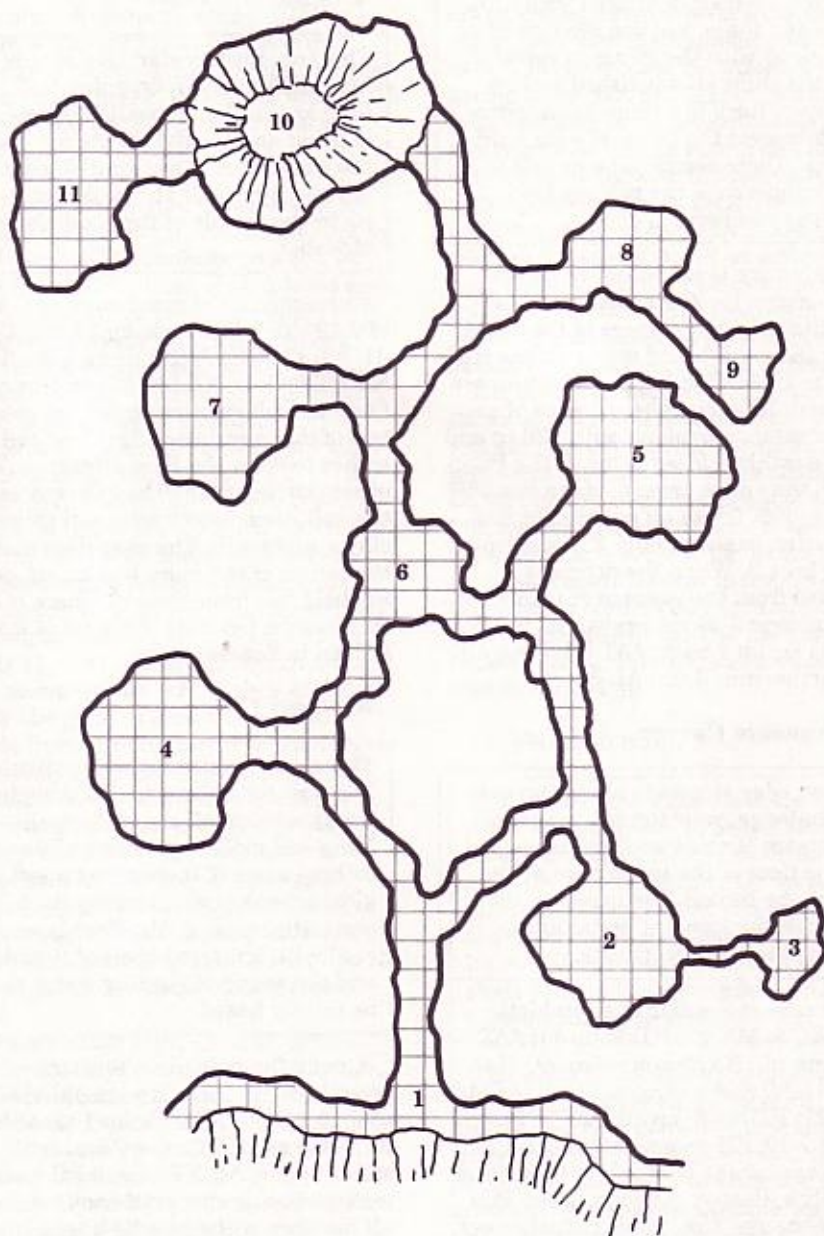
1. Entrance Passage

The last leg of your journey takes you along a narrow ledge that hugs the side of a high cliff. From far below comes the sound of a river, running dark and deep. The sun sets quickly behind the mountains as you inch your way along the path, and you suddenly find yourselves walking in the pitch-blackness of a moonless night. As you shuffle forward, each with a shoulder or hand touching the rough rock wall, the lead PC notes that the rock wall ends here at some sort of entrance. You see no guards, but you know that this must be the manticores' cave as you can make out faint tracks along the dusty floor. The trek up the mountain has exhausted you. Do you want to continue along the ledge, rest within the mouth of the cave, or immediately enter and begin exploring?

If the adventurers decide to rest, there is a chance that something or someone will accost them in the night. Making camp far along the ledge might insure their sleeping unnoticed through the night; camping out in front of the cave will certainly lead to an encounter. There is a 95% chance of attack by something at the mouth of the cave, minus 5% for every 10' from the cave. Encounters range from meeting one of the lesser priests of Dreyneid (see areas 8-9) to being discovered by Zeccas itself, depending on the amount of noise the party makes.

The cliff plunges 700' down to the river, which is 100' deep. This river

THE CAVES OF ZECCAS



1 square = 10'

runs southwest and empties into the sea many miles away. Anybody falling into the river suffers 20-160 (2d8 × 10) hp damage and is carried downriver, possibly drowning if wearing encumbering armor. The ledge here is 10' wide, with space for two people to fight abreast.

2. Waste Cavern

This round cavern reeks of sewage and rot. Its floor is littered with filth. Here and there, you can see a skull or two along with the glitter of metal and the shine off a polished surface. The cave itself is a large dome, pitch-black beyond the range of your light source. There seems to be no exit to this room except the passage that brought you here.

This cavern is the main waste disposal cavern for Zeccas and some of his servants. (The worshipers of Dreyneld throw their trash and waste off the cliff into the river.) Hidden in the refuse are the partially decomposed bodies of several adventurers, along with 378 cp and a few worthless glass gems. If the PCs search the entire cavern, there is a 35% chance (50% for an elf or thief) to find the hidden passage, only 2' wide, leading to area 3. When the debris is removed from the passage entrance, the PCs uncover 4-24 rot grubs (AC 9; MV 1"; HD 1/8; hp 1 each; #AT nil; Dmg nil, SA burrow into flesh; AL N).

3. Treasure Cavern

As you edge sideways along the narrow passage, your torches reflect off the gleam of coins and jewels heaped on the floor of the small cave at the end of the tunnel. You can also distinguish the forms of metal urns, coffers, and wooden chests.

This cave is the lair of a symbiotic jelly (AC 8; MV 1"; HD 2; hp 11; #AT nil; Dmg nil; SA *charm monster*, illusion; AL N) and a *charmed* troll (AC 4; MV 12"; HD 6+6; hp 39; #AT 3; Dmg 5-8/5-8/2-12; SD regeneration; AL CE) which appears to be a goblin because of the jelly's illusion. As soon as the PCs enter the cave, the "goblin" rushes out and attacks. PCs must save vs. spells at -7 on the roll in order to see through the illusion. There is no real treasure except for that on the body of a deceased

adventurer, the last member of the original party from Vynald. Most of his equipment has been ripped apart or broken, but one item still remains: a pouch around his neck contains three gems (500 gp, 50 gp, and 10 gp) and a *ring of protection* +3. Note that the jelly may try to *charm* a PC that slays the troll (normal save vs. spells, with wisdom bonuses, required).

4. Manticore Lair

This roughly circular cave is only 15' high at the center, dropping to 5' high at the sloping walls. The stench of blood and sweat fills the air, and the remains of something — what it is you cannot tell at this distance — lie in the middle of the rough-hewn chamber.

Currently, eight manticores (AC 4; MV 12"/18"; HD 6+3; hp 17, 25, 27, 29, 31, 36, 37 (×2); #AT 3; Dmg 1-3/1-3/1-8; SA tail spikes; AL LE) lair in this room. Once the adventurers enter the room, two of the manticores fire their tail spikes to draw the PCs' attention. The others circle around the PCs, cutting off the exit, then attack with tail spikes, claws, and teeth. The shapeless mass at the center of the room was an elf, one of the bold few from Vynald. There is no treasure on the body, since all of it was hidden in Zeccas's lair.

5. Mossy Cave

This dome-shaped cave is particularly damp, with the sound of dripping water echoing off the rocky walls. Moss and mold cover the walls and ceiling, some of it shedding a soft glow over the cave, lending it an eerie atmosphere. The floor is covered with scattered pools of liquid, and the sound of rushing water can be faintly heard.

Among the many less sentient growths here, there are ten oblixiacs (AC 10; MV nil, HD 1/8; hp 1 each; #AT nil; Dmg nil; SA memory drain; SD cast stolen spells; AL NE). Each PC must make a saving throw vs. spells or lose all memory of the past 24 hours, including spells and possibly knowledge of the route back to Vynald. If there are more than 10 PCs in the party, determine which ones have lost their memories.

The oblixiacs continue their attempts to steal memories until each succeeds. If the PCs try to attack the oblixiacs, those mosses who stole memories from spell-casters use the stolen spells in retaliation.

Zeccas discovered this cave by accident and decided to leave the oblixiacs undisturbed as a trap for intruders. There is no treasure in this cave.

6. Guard Cave. This cave seems to have been expanded and modified, since the walls form rough corners and the floor is smoother than in the tunnels. There are several packs and blankets piled in a corner. In the center of the room, a glowing globe hangs by a chain, illuminating the entire cave. A large brass gong hangs on the eastern wall, a hammer at its side. If sold, the gong is worth 120 gp.

Six *curates of Dreyneld* (AC 4; MV 9"; C4; hp 12, 14 (×2), 15, 22, 28; #AT 1; Dmg by weapon type; chain mail, shield, mace; AL NE) guard this cavern, attacking intruders on sight. The weakest curate sounds the gong (taking one round to do so), then casts spells. The other curates each cast one spell, then rush to the attack. The curates have the following spells:

Curate #1 (12 hp): *detect good*, *curse*, *sanctuary*, *hold person*, *chant*.

Curate #2 (14 hp): *putrify food and drink*, *detect good*, *cause light wounds*, *silence 15' radius*, *speaking with animals*.

Curate #3 (14 hp): *resist cold*, *light*, *create water*, *chant* (×2).

Curate #4 (15 hp): *resist cold*, *curse*, *putrify food and drink*, *slow poison*, *resist fire*.

Curate #5 (22 hp): *detect magic*, *fear*, *detect good*, *snake charm*, *silence 15' radius*.

Curate #6 (28 hp): *create water*, *resist cold*, *fear*, *silence 15' radius*, *detect charm*.

Each of them carries 2-16 sp and 2-12 ep. The strongest curate also has 2-8 gp and a gem worth 50 gp. Their belongings and equipment are worthless as treasure, but their iron holy symbols might be sold to an inquisitive sage for 10-80 gp each. If the gong is sounded, the remaining creatures in the caves are alerted to the presence of intruders and cannot be surprised. The chance of a random encounter increases to 1 in 4, and Zeccas floats out of his lair (area 11)

into area 20, accompanied by hieracosphinx guards.

7. Hieracosphinx Lair

This cave is strewn with all sorts of garbage. The stench of sweat wrinkles your nostrils, and the walls are covered with claw marks and what appear to be bloodstains.

This cave is home to five hieracosphinxes (AC 1; MV 9"/36"; HD 9; hp 34 (×2), 35, 47, 53; #AT 3; Dmg 2-8/2-8/1-10; AL CE) who are Zeccas's pets and personal guard. They burst from the rubbish as soon as the entire party is in the cave, hoping to surprise and defeat the PCs. They are all *charmed*, to make sure that none of them rebel against their master. There is no treasure here.

8. First Clerical Chamber. This room, as well as the passage leading to it, has been excavated from the rock, but on a grander scale than the guardroom. This room also has the appearance of being inhabited, with packs lining the walls and another glowing globe hanging from the ceiling by a chain.

Three **canons of Dreyneld** (AC 3; MV 9"; C6; hp 22, 30 (×2); #AT 1; Dmg by weapon type; AL LE; banded mail, shield, flail) and two **lamas of Dreyneld** (AC 2; MV 6"; C7; hp 32, 38; #AT 1; Dmg by weapon type; AL LE; plate mail, shield, morning star) live in this cave. If surprised, they cast spells and try to put on their armor as soon as possible. If the gong in area 6 was sounded, however, they are prepared to do battle. The canons cast spells while the lamas rush to the attack. Their spells are as follows:

Canon #1 (22 hp): *protection from good, curse, detect good, chant, hold person* (×2), *bestow curse* (×2).

Canon #2 (30 hp): *fear* (×2), *protection from good, resist fire, hold person, slow poison, create food and water, cause disease*.

Canon #3 (30 hp): *curse* (×2), *create water, snake charm, resist fire, speak with animals, cause disease, locate object*.

Lama #1 (32 hp): *darkness, command, create water, resist fire* (×2), *chant, dispel magic, speak with dead, cause serious wounds*.

Lama #2 (38 hp): *detect good, chant* (×2), *hold person, snake charm* (×2),

glyph of warding, prayer, sticks to snakes.

The canons use spells to their greatest potential, aiming them at spell-casters and thieves, and leaving the fighters for the lamas. Each canon carries 3-18 gp and 1-10 pp; lama #1 carries 37 gp and 3 gems worth 50 gp each, and lama #2 carries 12 pp and a *brooch of shielding*. The first four packs searched contain nothing; the last pack contains a small iron box with a *glyph of warding* for lightning. Anyone touching this box receives a shock for 14 hp electrical damage. The box is locked, and the key is held by lama #2. Inside the box are 15 gems (1,000 gp, 500 gp (×2), 100 gp (×4), 50 gp (×4), 10 gp (×4)).

9. Second Clerical Chamber. This room is rather dim, illuminated only by the light spilling in from area 8. Two beds are visible, along with a table and four stools. Three chests are lined against the south wall, along with a pack and a small statue of an ugly humanoid. The eastern portion of this room is shrouded in darkness.

This is the home of **Archiv**, the high priest of Dreyneld (AC 1; MV 9"; C10; hp 33; #AT 1; Dmg by weapon type; S 12, I 9, W 17, D 10, C 12, Ch 13; AL NE; banded mail +2, shield, flail +2) and his assistant, **Vrelda**, a matriarch of Dreyneld (AC 2; MV 9"; C8; hp 48; #AT 1; Dmg by weapon type; S 18, I 11, W 16, D 11, C 11, Ch 8; AL NE; chainmail +3, morning star +1). If they are alerted by the gong in area 6 or sounds of battle from area 8, they arm themselves and ready their spells, which include:

Archiv: *darkness, create water, fear, detect magic, curse, putrify food and drink, resist fire* (×2), *slow poison, snake charm, find traps, silence 15' radius, glyph of warding, feign death, dispel magic, animate dead, exorcise, sticks to snakes, protection from good 10' radius, cause critical wounds, plane shift*.

Vrelda: *cause light wounds, detect good, resist cold, fear, chant, find traps, speak with animals, hold person, speak with dead, cause blindness* (×2), *protection from good 10' radius, neutralize poison, speak with plants*.

Archiv is a tall, thin man with a pale complexion, white hair, and amber-colored eyes. He is a schemer and a plotter who prefers to cast spells in combat. Vrelda is a large woman who is fond of physical combat and uses her

spells sparingly. Either could become a formidable enemy if he or she escapes. There are numerous ways this could happen (*plane shift, feign death*, etc.). Archiv carries 56 gp and 35 pp; Vrelda has a *ring of swimming* and 27 gp.

The eastern part of the room is shrouded in a combination of *continual darkness* and *silence 15' radius*, covering the real treasure of Dreyneld: a silver statue of Dreyneld himself worth 2,000 gp. The statue, however, is cursed so that it draws one experience level from anyone not of neutral-evil alignment who touches it. The statue does not affect the same person twice, but if it is kept, it drains magical items of all powers (as per a *rod of cancellation*) at the rate of one item per day, starting with the least powerful items (potions, scrolls, etc.). The statue is a symbol of one of the most hated of gods, so the sale of it will be difficult, if not impossible. If the PCs attempt to sell it back to the Church of Dreyneld, they may find that the price received does not balance the enemies they have made.

The other statue, found near the packs, is of carved stone and is worth 150 gp. It is not cursed, but its sale is just as dangerous. The three chests are all locked and possess a *glyph of warding*; anyone but Archiv who attempts to open them is *paralyzed* for 10 turns. The first chest contains 830 sp and 20 ep, the second contains 624 sp, and the third contains 440 ep. The pack contains clothing, rations, and a small sack that holds 104 gp.

10. Volcanic Shaft

The tunnel path ends abruptly at the lip of what appears to be the shaft of an extinct volcano. It tunnels both up and down for at least 1,000' in each direction. From above, you can hear the wind blowing and see the sunlight. Below is darkness. Across the shaft you see the entrance to another passage tunneled into the rock.

The walls of the shaft are crumbling and loose, making climbing difficult and dangerous. This gives a -15% chance to thieves' skills and makes it nearly impossible for others to scale the walls unless they are roped together and use the proper climbing equipment. The opening of the volcano is 240' above. The bottom of the shaft lies 350' below the tunnel entrance. Anyone falling

suffers 20d6 hp damage.

The floor of the shaft is honeycombed with large, circular openings, each about 9' in diameter, leading to passages that burrow deep into the mountain. This is the lair of a purple worm (AC 6; MV 9"; HD 15; hp 88; #AT 2; Dmg 2-24/2-8; SA swallow victims; AL N) that has been living here since before Zeccas was born. Recently, however, Zeccas has *charmed* it into guarding the beholder's treasure. If the worm encounters the PCs, it attempts to drive them into a dead end tunnel and devour them quickly.

The beholder's treasure is carefully hidden in the worm's lair, in a large chamber directly beneath the lava floor of the volcanic shaft. Zeccas's treasure consists of: 3,482 sp, 619 pp, eight gems worth 500 gp each, two gems worth 100 gp each, nine gems worth 50 gp each, five gems worth 10 gp each, a golden cup covered with gems worth 3,000 gp, an emerald-encrusted necklace worth 8,000 gp, a *staff of curing* (19 charges), and a *hand axe* +1. If the PCs search through the worm's castings, they find a locked steel box containing 548 gp, a suit of *scale mail* +2, and a *long sword* +1, +3 vs. *regenerating creatures*.

If the gong in area 6 was sounded, Zeccas is standing in the archway of the far tunnel with its hieracosphinx guards. It uses its *antimagic ray* first, then its *charm*, *telekinesis*, *death ray*, and *slow* spells. The guards attack any flying PCs. If the battle is going against Zeccas, it uses *fear* spells and *levitates* upward over the edge of the volcano crater.

11. Zeccas's Lair

This rectangular chamber has been crudely but effectively carved from the rock. Your eyes are drawn immediately to the pile of gold in the southern corner.

Zeccas, the beholder (see next column), and two hieracosphinx guards (AC 1; MV 9"/36"; HD 9; hp 42, 46; #AT 3; Dmg 2-8/2-8/1-10; AL CE) are hiding in the shadows of the northern part of the cave. If the PCs start toward the gold, Zeccas and the hieracosphinxes attack, the beholder casting spells from the rear while the sphinxes spearhead the attack. If the battle starts to go against them, Zeccas flees to area 10 and waits there for the PCs, *levitating* above them to pin them down at the entrance to area 11

until it or they are dead.

There are 1,034 gp in the beholder's lair; 800 gp of this sum belongs to the townspeople of Vynald. Also in the pile is a golden *ring of X-ray vision*, which may be mistaken for a coin. Keep in mind that the removal of so much treasure across the volcano shaft is going to be a problem, especially if Zeccas is still above the PCs.

Concluding the Adventure

There will be a great celebration in Vynald when the PCs return. The townspeople beg the adventurers to tell them stories of their battles with the evil forces in the caves. They are very surprised to hear about the beholder, and marvel at the PCs' success. They also want to know what happened to the adventurers from Vynald who previously entered the caves, and mourn after hearing of their friends' fate. The mayor reminds the PCs that he needs the gold they have recovered to help rebuild his town and other nearby settlements.

Further adventures are possible when this module is concluded. What if Archiv and Vrelde escaped and began to hunt the PCs? What will happen if the *cursed* statue is sold? What if Zeccas escaped? Will the party return to Vynald at a later date, perhaps to rest and recuperate after some particularly harrowing adventure? The scenarios are only as limited as the DM's imagination.

ZECCAS, THE BEHOLDER

ARMOR CLASS: 0/2/7

MOVE: 3" (*levitating*)

HIT DICE: 12

HIT POINTS: 54

NO. OF ATTACKS: 1 bite

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: *Spells*

SPECIAL DEFENSES:

Antimagic ray

INTELLIGENCE: *Exceptional* (16)

ALIGNMENT: *Lawful evil*

SIZE: L (5' diameter)

PSIONIC ABILITY: *Nil*

LEVEL/XP VALUE: X/13,980

Zeccas is about as evil and cruel as any beholder could be. It is also very cautious, and so surrounds itself with *charmed* servants, using its powers as effectively as possible. Zeccas's eyes are arranged as follows (starting from the large central eye and moving clockwise):

Antimagic ray (14" range)

Fear (as a wand)

Slow spell

Flesh-stone ray (3" range)

Charm monster spell

Sleep spell

Disintegrate ray (2" range)

Telekinesis 2,500 gp weight

Charm person spell

Death ray (4" range)

Cause serious wounds (5" range)

Therefore, if an attack comes from within a 90° arc in front of Zeccas, it can use its *antimagic ray* and 1-4 of the following: *fear*, *slow*, *death ray*, and *cause serious wounds*. See *Monster Manual*, page 10, for more details on the beholder. Additionally, DRAGON® Magazine issue #76 contains an article detailing the ecology of the beholder.

If at all possible, Zeccas avoids closing in combat with PCs, and uses its *antimagic ray* on all who appear to be magic-users or clerics.

DREYNELD

(god of foul deeds and disease)

Statistics for Dreyneid are not provided, for he does not come forth from his castle in the Abyss except for the most evil of schemes; then, he prefers the form of a beholder. When several members of Dreyneid's clergy discovered that a beholder had appeared in the area, they assumed that their god had returned to wreak destruction on the land. When the clerics made camp nearby, the beholder discovered them and took them in as worshipers and followers. These clerics are not *charmed*, as are most of the other creatures in the lair. Dreyneid's dark-robed clerics are well known for their raids on small villages and settlements. They are usually found in service to some evil creature or acting as bandits. Dreyneid's churches are usually found in dark, desolate places, and are the sites of ceremonies involving the sacrifices of warm-blooded creatures. Dreyneid grants spells according to the magnitude of the sacrifice: a simple farm animal for first- or second-level spells, but a good-aligned human or demi-human for seventh-level spells.