

## Chapter 1 : Frankenstein: Through the Eyes of the Monster Walkthrough for PC by JDupont - GameFAQs

*"Eye of the Monster" is not part of that series. It's a pretty straightforward I read this in its entirety in a two-plus-hour period, which is a testament to either my reading stamina or Andre Norton's skill at drawing in the reader.*

Walkthrough by JDupont Updated: Thanks to many of you out there who help me through the game without too much frustration. The Frankenstein adventure game is a mixed bag. It has great graphics and sounds that remind Myst with the exception that the first has a much darker story. It is not as violent as many other games on the market. However, the themes covered in Frankenstein are quite morbid. One of the game's worst sides is its slowness. It takes a lot of time to get from one place to the next even with a Pentium. What makes the matter worst is the huge area to explore in this game. This implies that going from the tower upper floors to some of the mine chambers take forever. Despite this shortcoming, which induced a lot of frustration on my part, I always came back for more. The game is not so tough to solve when you know the answers. Most puzzles are logic or have solutions written on loose notes scattered around the castle. The real difficulty lies in not knowing where to go and what to do next. This situation happened to me at least 4 or 5 times. Thanks to people on the Internet, I was able to get finally through. You can wander around the castle for hours before some new actions take place. Passing through a given room or finding a new note often triggers new events. Writing this walkthrough was not easy because a lot of the difficulties rest in mapping the secret passages, which is not easy to describe in text mode. I will at least try to give you a description of what you need to do in order to win the game. It would be better to rely on this walkthrough only if you are stuck in the game. Knowing in advance every move spoils the fun. Also, this game takes a long time to solve. Very few items can be taken in this game. There are only 5 or 6 you can carry in all. However, you will find a lot of notes scattered around the castle. Some you can carry, some you cannot. Finally, this walkthrough was written to the best of my knowledge and memory. It is in no way an official walkthrough. I may have missed some key features or may have mixed up some actions. It was written to help those who were not able to finish the game. I hope you will be indulgent. You will also probably find my writing a bit off the track, because English is not my first language. Again I apologize for those who will find it difficult to follow me.

Laboratory After viewing or at least listening to what happened to you you were falsely found guilty and hung high for the murder of your daughter, you wake up looking at Dr. Frankenstein who gives you a shot of morphine he also takes one to celebrate your rebirth. You get up and look around the lab. There are several things to see around this floor. Take the lifestone and turn right Dr. Frankenstein will not let you out of the laboratory with this crystal. Put it on the table. Take the cloth and put it beside the lifestone. Take four strands of rope and put them on both the cloth and crystal. Now you have a parachute that you can throw by the window. Notice that it will go over the wall. You will need to retrieve it later. If you climb the ladder leading to the roof, take note of the plaque and the pattern of planets. This is plaque no. Take careful note of this pattern because you will need it later on. Go down the lower level. Go in the back and look at the large Tesla coil. It is supposed to store energy. Notice the lever just below this coil. You will need to pull it down later on. Open the door besides the stairs. You will find yourself on a large balcony. Go toward the cannon balls. Take one and put it in the steel basket. Pull on the rope. The cannonball should fall on the left upper gangway and roll out to the left knocking the moose head trophy. Place it in the wall opening. Now go through this opening and go down. You will see a broken grate. Go through it, turn right, go down once and turn left twice. You will find yourself in a small room with a corpse and a desk. This desk will serve for a forthcoming experiment later on, so keep in mind its emplacement. Now turn left twice and go down and turn right. The wheels will break loose, so put them back in place and try again to open the hidden door to the castle great hall. There is a lot to explore after that. However, few doors open to let you in. Castle exploration Go directly in front of you toward the double doors. These lead to the dining room. Frankenstein will speak for a moment and will leave. Go toward the fireplace and take the bag. Click on the bag to see its content. Go back toward the table and take the turkey leg. Put it in the bag. You may explore all three floors but only three doors will let you in. Exiting to left of the fireplace, go right and then left and enter the door to the right. You will be in some kind of kitchen. Read the

note found there. Frankenstein will come to speak with you. This time he will be less friendly. No other door opens on this floor except for the ones leading outside we will come back later for these. Climb up one of the two stairways in the main hall. Only one door opens toward a burnt room. Look at the plaque on the fireplace. Be careful to write down the exact position of all seven planets on this plaque. You will need this pattern later on. You will find stairs going up to the third floor. Turn right, forward, right and left and enter. This is the observatory room. You will find new notes. Nothing can be done yet in this room. Go back down to the great hall and open the door to outside. Go outside and turn left, go forward and right. The rope lying on the floor will come handy later. Look on the plaque at the bottom of the tree. Take note of the pattern of planets.

*Wilmington NC in the Cross Hairs, Hurricane Links theinnatdunvilla.com Patreon Channel theinnatdunvilla.com PrePare With BP. <https://p>.*

They had a single eye in the centre of the forehead. Balor , giant in Irish mythology, with one eye in his forehead that would wreak destruction when opened. Bungisngis , giant cyclops of Philippine folklore. They likewise had a single eye in the centre of the forehead. Dajjal , the anti-christ in Islamic religion, has one eye. The Graeae , the three witches or sisters that shared one eye and one tooth between them; often depicted as clairvoyant. They were forced by Perseus, by stealing their eye, into revealing the location of Medusa. Hajnjeri , man-eating giant in Albanian mythology , has one eye in the middle of his forehead. Jian , a bird in Chinese mythology with only one eye and one wing. A pair of such birds were dependent on each other and inseparable. Kabandha , a demon with no head or neck with one large eye on the breast and a mouth on the stomach. Kabandha appears in Hindu mythology as a character of Ramayana. Kasa-obake , one-eyed sentient umbrella yokai of Japanese folklore. Katallan , man-eating giant in Albanian mythology , lives in a cave and has one eye in the middle of his forehead. Likho , an embodiment of evil fate and misfortune in Slavic mythology. Mapinguari , giant sloth-like cryptic of Brazil and Bolivia often described as having one eye. Popobawa , Tanzanian shetani evil spirit that often takes the form of a one-eyed bat creature. Psoglav , one-eyed dog-headed monster in Serbian mythology. Snallygaster , one-eyed dragon-like creature said to inhabit the hills surrounding [Washington, D. Vy , in Serbian myth a one eyed giant similar to the celtic Balor.

## Chapter 3 : The Eye of the Monster (Video) - The Daily Coin

*Eye of the Monster by Andre Norton and a great selection of similar Used, New and Collectible Books available now at [theinnatdunvilla.com](http://theinnatdunvilla.com)*

Kuntz created the Beholder, and Gary Gygax detailed it for publication. Beholders feature prominently in the Spelljammer setting, and a number of variants and related creatures are introduced in the Spelljammer: Monsters of Faerun The Book of Aberrations The half-illithid mindwitness also makes an appearance in this book. Description[ edit ] The original Greyhawk booklet cover, featuring one of the earliest depictions of a Beholder. A Beholder is an aberration comprising a floating spheroid body with a large fanged mouth and single eye on the front and many flexible eyestalks on the top. Many variant beholder species exist, such as "observers", "spectators", "eyes of the deep", "elder orbs", "hive mothers", and "death tyrants". In addition, some rare beholders can use their eyes for non-standard spell-like abilities; these mutant beholders are often killed or exiled by their peers. Beholders wishing to cast spells like ordinary wizards relinquish the traditional use of their eyestalks, and put out their central anti-magic eye, making these beholder mages immediate outcasts. In 4th edition, different breeds of Beholders have different magic abilities. The Beholder Eye Tyrant is mostly unchanged from traditional beholders, but the Death Ray causes ongoing necrotic damage rather than an instant kill, and the Disintegration Ray does not automatically kill its target. They will sometimes take members of other, non-beholder races as slaves; however, they will engage in a violent intra-species war with others of their kind who differ even slightly in appearance. This intense hatred of other beholders is not universal; the most prominent exceptions are Hive Mothers, who use their powers of mind control to form hives with other beholders and beholder-kin. Beholder communities in the Underdark often, when provoked, wage war on any and all nearby settlements, finding the most resistance from the drow and illithids. Beholders worship their insane, controlling goddess known as the Great Mother , though some also, or instead, follow her rebel offspring, Gzemnid , the beholder god of gases. Some beholder strains have mutated far from the basic beholder stock. These are aberrant beholders, of which there are numerous different types. Beholders also compete to control the Underdark from where most of them originate, with their base of power in the City of the Eye Tyrants, Ootul. Known for shooting beams from their medusa-like eye tentacles and petrifying would-be adventurers. Spelljammer[ edit ] According to Ken Rolston , the beholder and the mind flayer "win starring roles as intergalactic menaces" in Spelljammer, and notes that the beholders, "with their abundant magical powers, are perhaps the most formidable warrior race of the universe, but fortunately they are too busy slaughtering one another to present a big threat to other spacefaring races". However, one thing prevents them from being the most dangerous faction in wildspace: There are a large number of variations in the beholder race with some sub-races having smooth hides and others chitinous plates. Other noticeable differences include snakelike eyestalks or crustacean like eyestalk joints. Some variations seem minor such as variations in the size of the central eye or differences in skin colour. Each beholder nation believes itself to be the true beholder race and sees other beholders as ugly copies that must be destroyed. The most famous lone beholder is Large Luigi, who works as a barkeeper on the Rock of Bral. Beholders use a large number of different ship designs. Some of these ships feature a piercing ram but others have no weaponry. All beholder ships allow a circuit of beholders to focus their eye stalks into a yard beam of magical energy. These ships are powered and navigated by the "orbus" plural "orbii" race of beholders, who are stunted, albino, and very weak in combat. In Eberron , beholders do not reproduce naturally and have not created a culture of their own—they are simply the immortal servants of the daelkyr. Most continue to serve their masters, commanding subterranean outposts of aberrations or serving as the hidden leaders of various Cults of the Dragon Below. Others lead solitary lives, contemplating mysteries or studying the world. Such lone beholders may manipulate humanoid communities, but their actions are rarely driven by a desire for personal power. Members of the Cults of the Dragon Below believe that these creatures function as the eyes of a greater power. Some insist that they serve Belashyrra, a powerful Daelkyr who is also known as the Lord of Eyes. Others claim the beholders are the eyes of Xoriat itself—that while they serve the daelkyr, they are conduits to a

power even greater and more terrible than the shapers of flesh. Elder Orb A rare stronger and bigger variant of the traditional beholder born once out of every several hundred regular Beholders; it is around 15 feet in diameter. These creatures have a very long lifespan and are more powerful than traditional beholders. Elder Orbs are skilled at arcane magic, though not to the extent of Beholder Mages unless they become one. Hive Mother These are even rarer than elder orbs. Hive Mothers also known as Ultimate Eye Tyrants are gender-neutral like other beholders, rather than female. Their name stems from the fact that they have the ability to magically dominate other beholders. The central eye has 15 hit points. Orbus The orbus is either a genetically bred or a stunted and immature form of the standard beholder. It is only found in space aboard the tyrant ships in Spelljammer campaign. Observer An observer has a spherical body about 6 to 7 feet in diameter, covered with a tough, chitinous shell. Unlike beholders, observers have three mouths spaced evenly around their lower hemisphere, and three main eyes spaced evenly around their equator. Six minor eyes on stalks ring their dorsal surfaces. Observers support their bodies by means of an innate levitation ability. Observers are also powerful psionics, in possession of potent telepathic and psychokinetic abilities. Examiner Examiners are scholars and clerks involved in spell and magical item enhancement, research, and creation. They can use any artifact or tool as well as humans, and they can wield up to four items at a time. An examiner is a beholder-kin that is a 4-foot diameter sphere with no central eye and only four small eyes, each at the end of an antenna, mounted atop the sphere. They have one small, lamprey-like mouth on their ventral surface. The mouth is surrounded by four multi-jointed limbs ending in gripper pads. Most examiners maintain a collection of magical wands which they use when needed in combat, although they prefer flight whenever possible, working to maintain the arsenal of the beholder hive. Examiner has 4 eyestalks with Enlarge or Reduce, Identify or Legend Lore, Transmute Form similar to a Stone Shape spell, but works on all types of nonmagical, nonliving material and Spell Reflection as a ring of spell turning. Lensman A lensman has one eye set in the chest of its five-limbed, starfish-shaped, simian body. Beneath the eye is a leering, toothy maw. Four of the five limbs end in three-fingered, two-thumbbed, clawed hands. The fifth limb, atop the body, is a prehensile, whip-like tentacle. Its chitin is soft and there are many short, fly-like hairs. Lensmen are the only kin to wear any sort of garb – a webbing that is used to hold tools and weapons. Their preferred weapons are double-headed pole arms. Their role in beholder society is that of menial labor, and they are treated as semi-mindless drones. Few lensmen ever strive above this lot, and advanced lensmen are rare. They are able to fire off an eye ray from their single eye. Watcher Cowardly creatures by nature, watchers are semi-sentient beholder-kin. They are used as scouts and, as their name suggests, watchers by their more intelligent kin. Watchers are 6-foot-diameter spheres with three central eyes arranged around the circumference of the sphere. These eyes are huge and unblinded. On the crown of the sphere is a compound eye and a ring of six eye spots that make it difficult to surprise a watcher. A large tentacle with a barbed prehensile pad extends from the ventral surface, right behind the small mouth with its rasp-like tongue. Watchers feed on carrion and stunned prey. They are information gatherers and are the least brave of all the eye tyrant races. The six eye spots have no special powers. Message, Tongues, and Suggestion. Astereater A giant Beholder-kin from Spelljammer campaign living in outer space. The astereater has none of the intelligence or magical abilities of the beholders. In appearance, the astereater resembles a large round boulder with a one large central eye and large mouth filled with pointed teeth. The skin of the creature is virtually identical in appearance and consistency to rock. Astereaters speak the language of beholders and the common tongue. Death Tyrant A Death Tyrant is an undead beholder that has retained some magical ability. These creatures are used by powerful wizards as guardians; they are almost never encountered near other beholders, who find them abhorrent. The Death Kiss, or "bleeder", is a fearsome predator found in caverns or ruins. Its spherical body resembles that of the dreaded beholder, but the "eyestalks" of this creature are bloodsucking tentacles, its "eyes" are hook-toothed orifices. They favor a diet of humans and horses, but will attack anything that has blood. An older name for these creatures is eye of terror. The central body of a death kiss has no mouth. Its central eye gives it foot infravision, but the death kiss has no magical powers. The 10 tentacles largely retract into the body when not needed, resembling eyestalks, but can lash out to a full foot stretch with blinding speed. Kasharin An undead beholder that can pass on a rotting disease which killed it. Ghost Beholder Dead

Eye Tyrant who came back as a ghost. Doomsphere Ghost-like undead beholder is created by magical explosions. Director Directors resemble beholders, but their central eye is smaller. Directors have a fanged mouth below the central eye and possesses three clawed, sensory tendrils on their ventral surface. These tendrils are used to cling to the mount and link with its limited mind.

## Chapter 4 : Staring straight into the eye of a monster - ImaGeo

*Eye of the Monster () is a short SF novel set in the universe of the Solar Queen series, but further in the future. The Council of the South Sector Empire has decided to let the natives govern their own planet and have withdrawn their military forces.*

Nov 13, Dan Quigley rated it really liked it This early Andre Norton novel was actually the twentieth science fiction or fantasy novel she published. It is by far the strangest Andre Norton science fiction work I have read yet. This book reads like a novel that has been stripped to its bare essentials. Throw in a feline or two and some unreliable advanced technology and you have the Norton formula. The story stayed in a drawer for five to ten years and then Norton pulls it back out in early wondering what can be done with it to make some money from it. The result is this odd, yet very interesting, highly entertaining problem novel we have in front of us that is in need of one revision more to become a great novel. She clearly wrote this book originally intending it to be for young adults. The protagonist is a rebellious adolescent who is right about something important, of course, while all the adults in his life are completely wrong. So he sets about proving himself right. This is a young adult archetypal plot structure. The problem is the theme is too dark and brutal, the stakes too high, the murder count off the charts, for it to work as a young adult novel. Another problem is that the world building is far too elaborate and more complicated than a young adult would want. The way the world is revealed is also because I think it was originally a novel now stripped down done in too sophisticated a fashion for young adults to catch or fully appreciate. The way facets of this world are brought in to the story tangentially, only as need arises, works for me, but would not work for teenage me. There are several species meshing on this world, all with their rich cultures, histories, and societies. We get meaningful and consistent glimpses, but no involved explanations, on all of them. These glances, so rich in detail, hint at so much, all of which is off camera. Norton premises that space exploration will be followed by space colonization and that this colonization will be much like what took place on our world. Enter the late s through early s when colonized peoples of Earth were throwing off their exploiting oppressors. Our protagonist, Rees, is largely innocent of all this. Rees escapes the initial attacks, finds two other innocent children, and then another marginal member of a feline race who was herself being exploited, and then has to figure out how they all survive on their few resources against the homicidal croc natives to reach safety. This is a wonderful, exciting, thought-provoking tale of how Rees tries to accomplish this that would be five stars easily except for the problems. The ending is also too sudden and inconclusive, taking less than a page, and the denouement is simply skipped. This elaborately constructed world with its rich, dark cultural theme of colonial exploitation and the fate of the innocents left to contend with the aftermath deserved better treatment than they are given here, but all due credit to Norton for raising the serious issues, raising them in a young adult story of all places! Her early science fiction and fantasy works, if you would like a complete, no-nonsense list only novels are numbered: The Stars Are Ours! Sargasso of Space 6. Star Guard 8. The Crossroads of Time 9.

## Chapter 5 : List of one-eyed creatures in mythology and fiction - Wikipedia

*Eye of the Monster. Synopsis ~ Write-up from the back of the paperback edition ~ Rees Naper had never trusted the reptilian Ishkurians, in spite of the fact that.*

## Chapter 6 : Monster Eye | The Witcher 3

*Mix - Of Monsters And Men - Thousand Eyes (Official Lyric Video) YouTube Silhouettes - Of Monsters and Men (Lyrics) - Duration: Song Lyrics 3,, views.*

### Chapter 7 : Eye of the Monster by Andre Norton - FictionDB

*The Eye of the Storm is an Event Quest in Monster Hunter World (MHW). Event quests are repeatable but can only be participated in during the time which they are live. Event quests are repeatable but can only be participated in during the time which they are live.*

### Chapter 8 : Monsters -- Beholder | Dungeons & Dragons

*One-Eye, one of three sisters in the Brothers Grimm fairy tale One-Eye, Two-Eyes, and Three-Eyes. Popobawa, Tanzanian shetani (evil spirit) that often takes the form of a one-eyed bat creature. Psoglav, one-eyed dog-headed monster in Serbian mythology.*

### Chapter 9 : Eye Of The Monster by Andre Norton

*Hurricane Michael: dramatic satellite view of the monster's eye as it buzz-saws into the Florida coast Here's what the devastating flooding from Florence looks like from space Meanwhile, in the.*