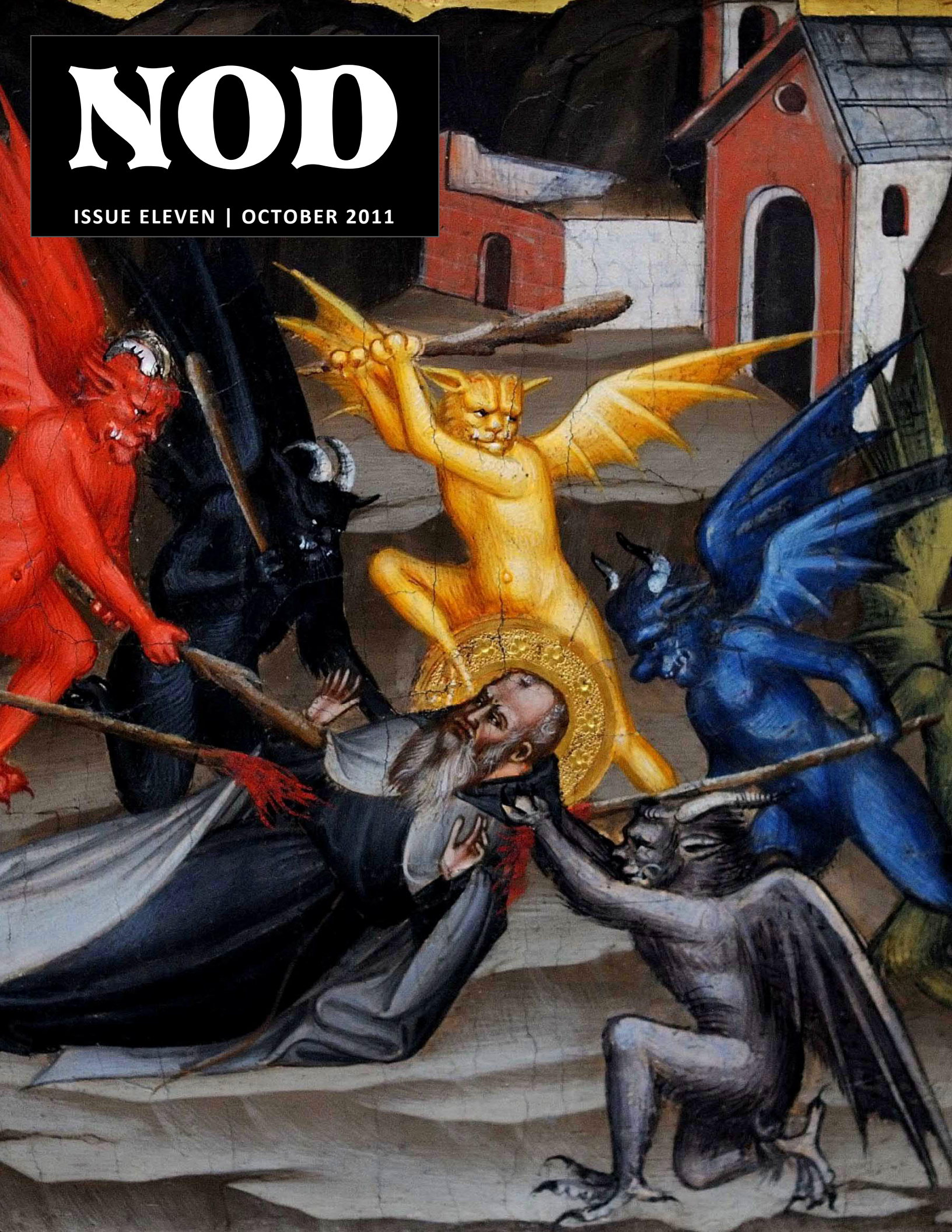


NOD

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<i>The Demonologist - A New Class for S&W</i>	1
<i>Welcome to Hell - Part 1 of an Infernal Hex Crawl</i>	4
<i>Ante-Hell</i>	20
<i>Asphodel, the First Circle</i>	53
<i>Erebus, the Second Circle</i>	89
<i>Deep Denizens - Four Monstrous New Races</i>	128
<i>Pandaemonium IV</i>	132
<i>Titanic Trouble</i>	135

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I don't know who painted this image of seven fiends getting rough with a saint several hundred years ago, but they certainly did me a favor. I can't think of a better cover to kick off the five part hex crawl through Hell that begins in this issue of NOD. Other contributing artists to this issue include Jeff Preston, Storn Cook, Steve Robertson and the incomparable Gustave Dore.

The Demonologist

Illustrations by Gustave Dore

In **NOD 3**, I presented the elemental, a magic-user subclass that channeled elemental spells via the invocation and command of elemental spirits. The demonologist is a close cousin of the elemental, but dabbles with far more dangerous spirits than elementals. Demonologists gather the ritual names and seals needed to summon and command demons and devils that they may access their knowledge and powers. They do this in three ways: conjuration, evocation and invocation.

Conjuration creates a connection to a demon lord's psyche, which appears in a mirror or crystal ball. This allows the demonologist to question the demon lord to learn vital information about the past, present and future. Conjuration is the easiest and safest practice of the demonologist.

Evocation calls forth the demon lord in spirit to bestow powerful spells on the demonologist. Evocation requires bargaining and actually brings forth the demon lord, in ethereal form, within a magic circle. If the magic circle is broken, the demon lord can unleash his minions upon the demonologist and his allies. If the bargain is not lived up to, the demonologist must pay the price.

Invocation is the most dangerous ritual of all, for it calls forth the spirit of a demon lord to possess the demonologist and lend him his special abilities and powers for a time. The demonologist and demon lord become dual beings, and there is always a terrible price to be paid for this mingling of soul and damned spirit.

Prime Requisite: Charisma (13+ grants a 5% bonus to earned experience points)

Hit Dice: 1d6 (+1 hp/level after 10th level). Demonologists are no less scholarly than magic-users, but they must be made of sterner stuff to consort with demons and devils.

Armor Permitted: None

Weapons Permitted: Dagger, dart, staff

Special Abilities

Demonologists must be completely lacking in the ability to feel fear. In dealing with demons and devils, they are embarking on an activity more foolhardy than dragon-slaying. For this reason, they are immune to fear effects of all kinds, except perhaps irrational phobias.

Their countless hours of study on the topic of demons and devils, and their practice in dealing with these entities grants them a +2 bonus on saving throws against the special attacks and spells of demons and devils.

Demonologists can "turn" undead, demons and devils as a cleric of the same level. They cannot use this power to command or destroy demons, but the "D" result on the turn chart does force a demon or devil to quit the material plane and return to Hell.

As written above, the true power of the demonologist is in drawing magical abilities from the denizens of the underworld. This ability is expressed in three separate abilities: Conjurare, evocatio and invocare. We used the

TABLE: DEMONOLOGIST ADVANCEMENT

Level	XP	HD	ATK	Save	Title
1	0	1d6	+0	15	Occultist
2	1,500	2d6	+0	14	Medium
3	3,500	3d6	+0	13	Augurer
4	6,500	4d6	+1	12	Necromancer
5	14,000	5d6	+1	11	Warlock
6	30,000	6d6	+2	10	Sorcerer
7	60,000	7d6	+2	9	Thaumaturge
8	110,000	8d6	+3	8	Diabolist
9	165,000	9d6	+3	7	Demonologist
10	225,000	10d6	+4	6	Demonologist
11	290,000	10d6+1	+5	5	Demonologist
12	360,000	10d6+2	+5	5	Demonologist
13+	+70,000	+1 hp/level	As MU	5	Demonologist

Latin terms because that makes them sound official and spooky. All of these abilities require the demonologist to roll on the following table based on the rank of the demon or devil he is summoning.

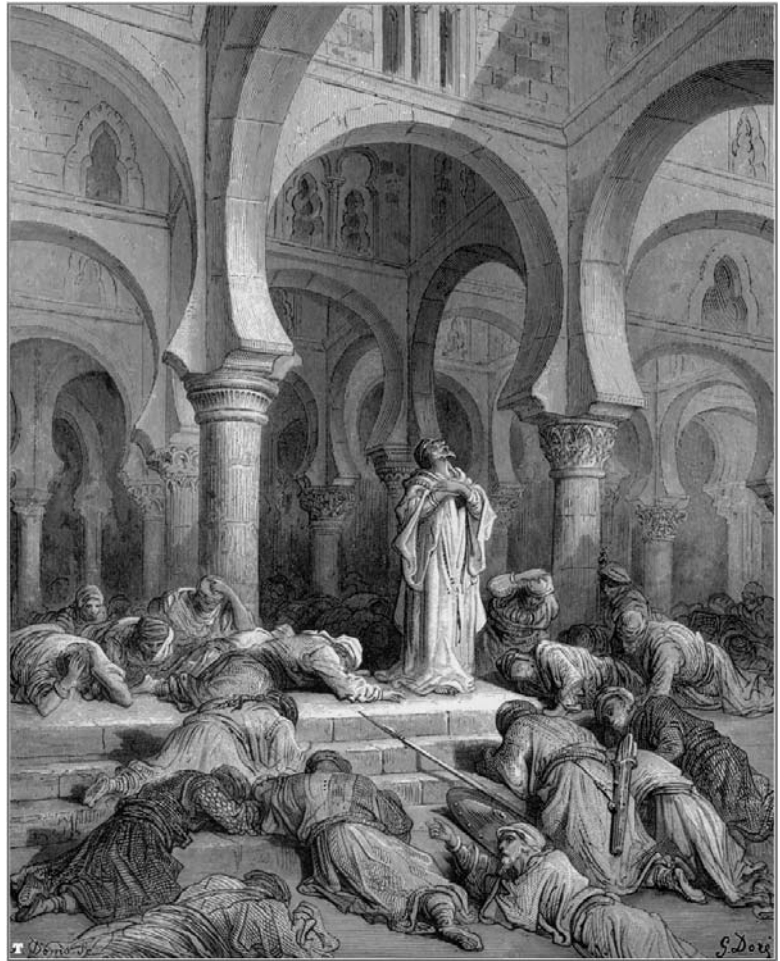
Conjurare

Conjurare is the ability to conjure the psyche of a demon, along with an image of the demon's choosing, into a mirror or crystal ball (literally a sphere of crystal, not the magic item of the same name) in order to ask it questions. In essence, this works like the spell *legend lore*. The demonologist must roll on the table above to conjure the wicked spirit. Demons always have a 5% chance of answering the question dishonestly.

The more powerful demons have access to more powerful divinations that can be accessed with this ability.

Augury: Auguries can be told by presidents and counts of Hell. An augury tells you whether a particular action will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. If the augury succeeds, you get one of four results: "Weal" (if the action will probably bring good results), "Woe" (for bad results), "Weal and woe" (for both), or "Nothing" for actions that don't have especially good or bad results). The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries about the same topic use the same answer as the first augury.

Divination: A divination can be granted by a marquis or duke of Hell. A divination provides you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per demonologist level, to a



maximum of 90%. If the dice roll fails, you are given false advice. Multiple divinations about the same topic yield the same answer each time.

Vision: A vision can be granted by a prince, king or emperor. You pose a question about some person, place, or object and then receive a vision about it. The vision brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 9th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Evocatio

With evocation, a demonologist evokes a demon to lend him his magical knowledge. The demonologist gains the

RANK	TITLE (CL)	Demonologist Level										
		1	2	3	4	5	6	7	8	9-13	14-18	19+
I	GREATER*	55%	70%	85%	95%	96%	97%	98%	99%	100%	100%	100%
II	KNIGHT (CL 13-16)	25%	40%	55%	70%	85%	95%	96%	97%	98%	99%	100%
III	PRESIDENT (CL 17-20)	-	5%	25%	40%	55%	70%	85%	94%	96%	98%	99%
IV	COUNT (CL 21-24)	-	-	5%	25%	40%	55%	70%	85%	95%	97%	98%
V	MARQUIS (CL 25-28)	-	-	-	5%	10%	25%	40%	55%	70%	95%	97%
VI	DUKE (CL 29-32)	-	-	-	-	5%	10%	25%	40%	55%	85%	90%
VII	PRINCE (CL 33-36)	-	-	-	-	-	5%	10%	25%	40%	55%	85%
VIII	KING (CL 36-39)	-	-	-	-	-	-	5%	10%	25%	55%	70%
IX	EMPEROR (CL 40)	-	-	-	-	-	-	-	5%	10%	40%	55%

* Greater demons include the type I, II, III, IV and V demons, succubi and pit fiends.

ability to cast spells as that demon does, casting spells of first and second level three times per day and more powerful spells once per day.

To seal this deal, the demonologist traces the demon's seal on his palm and channels the spells through that seal. A demonologist can evoke as many demons as it has palms, though the more demons one attempts to evoke, the more difficult it is to succeed. An evocation roll suffers a -10% chance of success on the table above, with an extra -4% for each demon beyond the first to be evoked simultaneously. A demonologist can improve his chances by promising the demon a soul (i.e. a life), gaining a +3% bonus to his roll per Hit Dice of the victim. This bonus is doubled for lawful or innocent creatures. The soul must be delivered within one day or the demonologist suffers a consequence based on the power of the soul promised.

HD	CONSEQUENCE
1-2	The demonologist suffers a -2 penalty to all saving throws for the next 24 hours.
3-4	As above, plus a -2 penalty to Armor Class and attack rolls.
5-6	As above, plus the demonologist is always surprised in combat.
7-8	The demonologist is fatigued for the next 24 hours, suffering a -4 penalty on all d20 rolls. He is incapable of running.
9-10	The demonologist is blinded for the next 24 hours. There is a 1% chance the blinding is permanent.
11-13	Random physical ability score is drained of 1d4 points, permanently. The demonologist's body is twisted or stunted in a manner fitting to the ability score drained.
14-16	Random mental ability score is drained of 1d4 points, permanently.
17-19	Drained of 1 level
20+	Drained of 1d4 levels

Invocare

The power of invocation is the most fearsome in the demonologist's repertoire, for with it the demonologist permits the wicked spirit to partially possess his mind and body. By so doing, the demonologist gains the following powers of the demon invoked: Immunities and resistances, a bonus to save vs. magic equal to the demon's magic resistance divided by 20 (rounding down) special attacks that do not require bits of anatomy the demonologist does not have (for example, a stinging tail), the ability to see in darkness and the use of telepathy.

The demon can only possess the demonologist for 1d6 turns, and during each turn demon and demonologist are pitted in a contest of wills for control of the vessel (i.e. the demonologist's body). Each turn, the demonologist must roll 1d20 under a score equal to his charisma score minus the demon's rank. Each time the demonologist fails this roll, the demon gets to call the shots for that turn and it steals one of the demonologist's levels (i.e. permanent level drain).

A demonologist that loses all of his levels during an invocation dies instantly and is dragged to Hell by the demon he invoked.

An invocation is made using the same rules as an evocation except the penalty is -25%. Only one demon can be evoked at a time.

JMS

Welcome to Hell

The next few issues of NOD are going to be focused on a hex crawl like no other – a descent into Hell. The Hell of NOD is inspired primarily by the writings of Dante in his *Inferno* and John Milton's *Paradise Lost*. This hex crawl, however, is no true adaptation of those classic works, but merely inspired by their ideas about Hell's geography and philosophical underpinnings. The Hell hex crawl is intended as a place to have adventures, where players can pit themselves against the toughest opponents imaginable.

WHAT IS HELL?

Before your high-level adventurers sharpen their swords, memorize their spells and pack up their 50 feet of rope and 10-ft poles, it is important that the players understand just what they're getting themselves into. There are many notions about Hell in the real world, both from religious sources and from popular entertainment, and putting characters into such a dangerous place without them having a clear idea about what lies ahead might be unfair.

HELL IS A PRISON

Hell is a prison, a demi-plane with tie to both the Material and Ethereal Planes. It is physically situated at the center of NOD, and yet is also situated within the Ethereal Plane, which is formed of soul-stuff the same way the Astral Plane is composed of spirit and the Material Plane of matter.

Hell is where the Creator, the entity that brought Law from Chaos, cast his rebellious angels, which are now known as demons and devils. While some campaigns make a distinction between these evil entities, this one does not. Hell is designed as a prison; it exists to keep things inside it. Escape from Hell is not easy except maybe for angels, who can come and go as they please in Hell, though not without some measure of danger. Once adventurers enter Hell, they cannot simply walk back out when they have finished their business or decided that discretion is the better part of valor. To leave Hell, one must descend to Cocytus, the

frozen heart of Hell and exit via Lucifer, who is trapped therein. This can only be done by the adventurers allowing Lucifer to swallow them, their physical and spiritual forms passing through him and back out into a random wood somewhere on the surface of NOD. Chaotic characters (assuming you use alignments in your game) may find themselves regurgitated back into Hell as shades – **Entering Hell while chaotic is extremely dangerous.**

HELL IS DARKNESS

Hell is the absence of Law, and Law is Light, both physical light and spiritual light (i.e. reason). This means that Hell is the absence of light. It is physically and spiritually dark.

Adventurers bring their own inner light into Hell. This manifests itself as a dim, gray glow for chaotic characters, a warm twilight for neutrals and a brilliant daylight for lawful characters to a range determined by their wisdom score. This radius grows smaller as people go deeper.

The first circle of Hell, Asphodel, is bathed in perpetual twilight. Most folk can see about one mile away here, and creatures that have darkvision about three miles away. A person's inner light shines out to a radius equal to their Wisdom score x 10 feet.

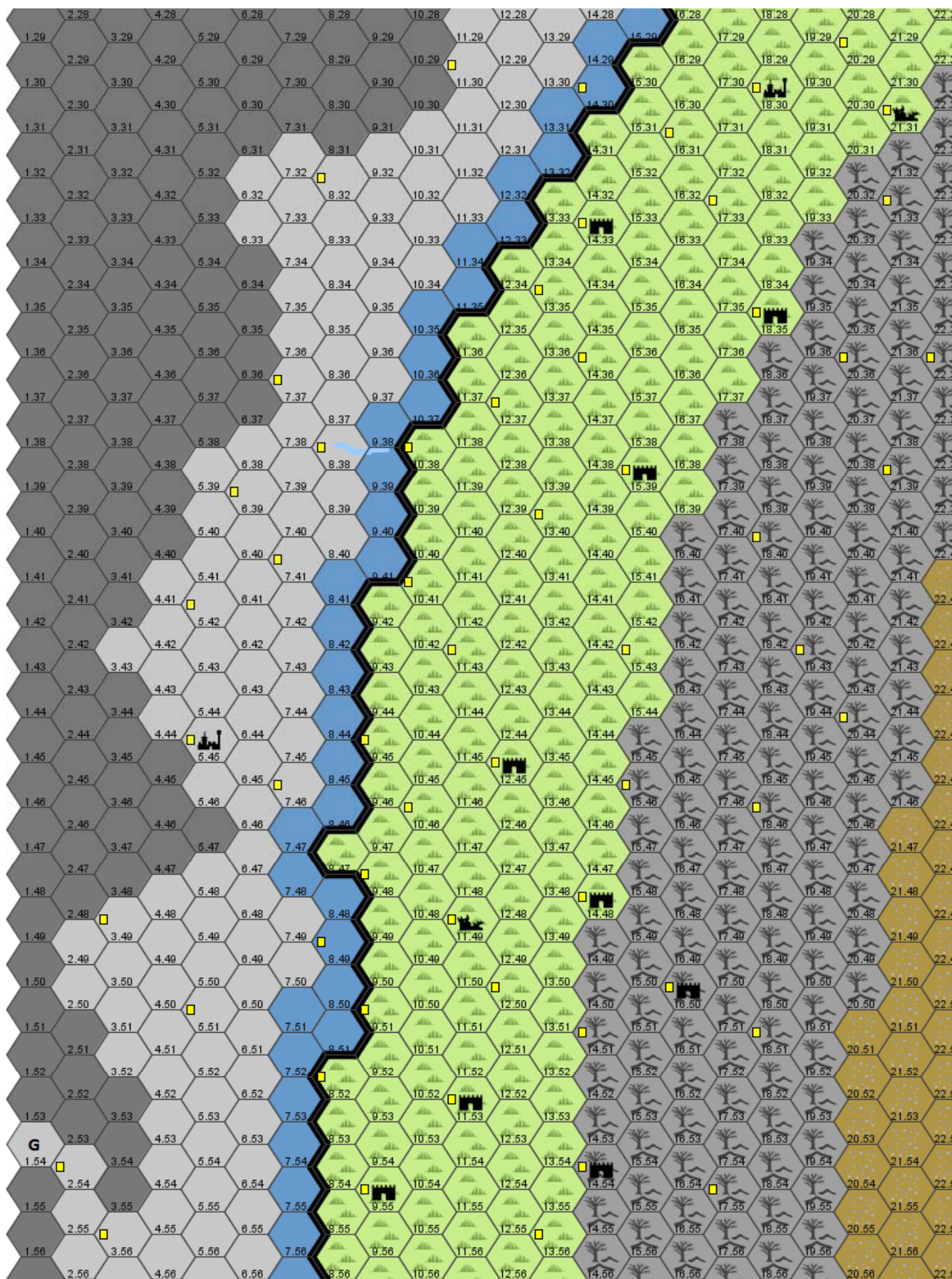
The second through sixth circles of Hell are as black as a moonless, starless night. Without their own inner illumination or artificial or magical illumination, a person

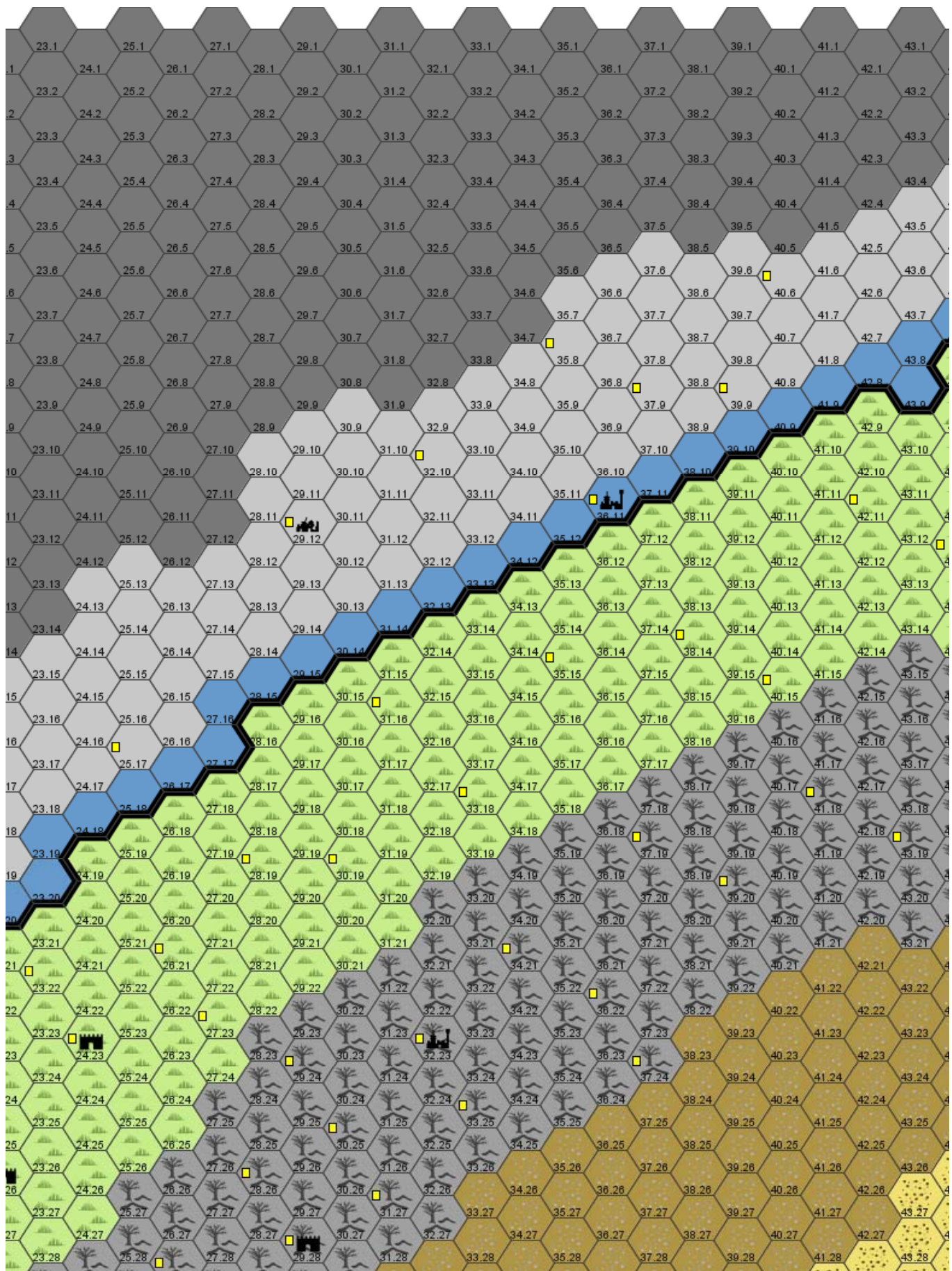
A NOTE ON THE MAP

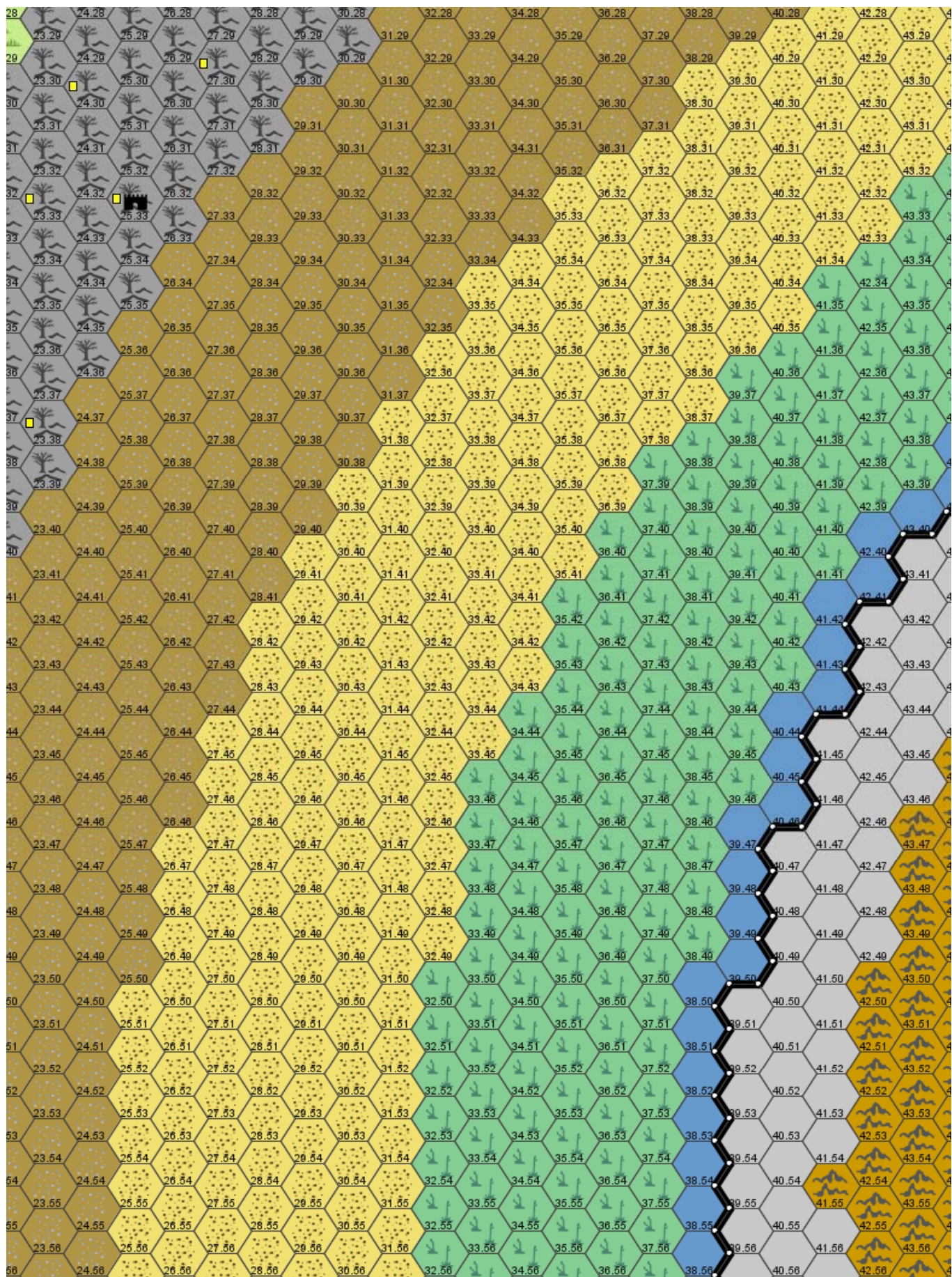
The Hell hex crawl is designed with 12 mile hexes, though Referees should feel free to alter those distances if they find it convenient to do so. While most of the NOD hex crawl maps are easily displayed on two pages, the Hell hex crawl, alas, does not. You can find a downloadable copy of the map at my blog:

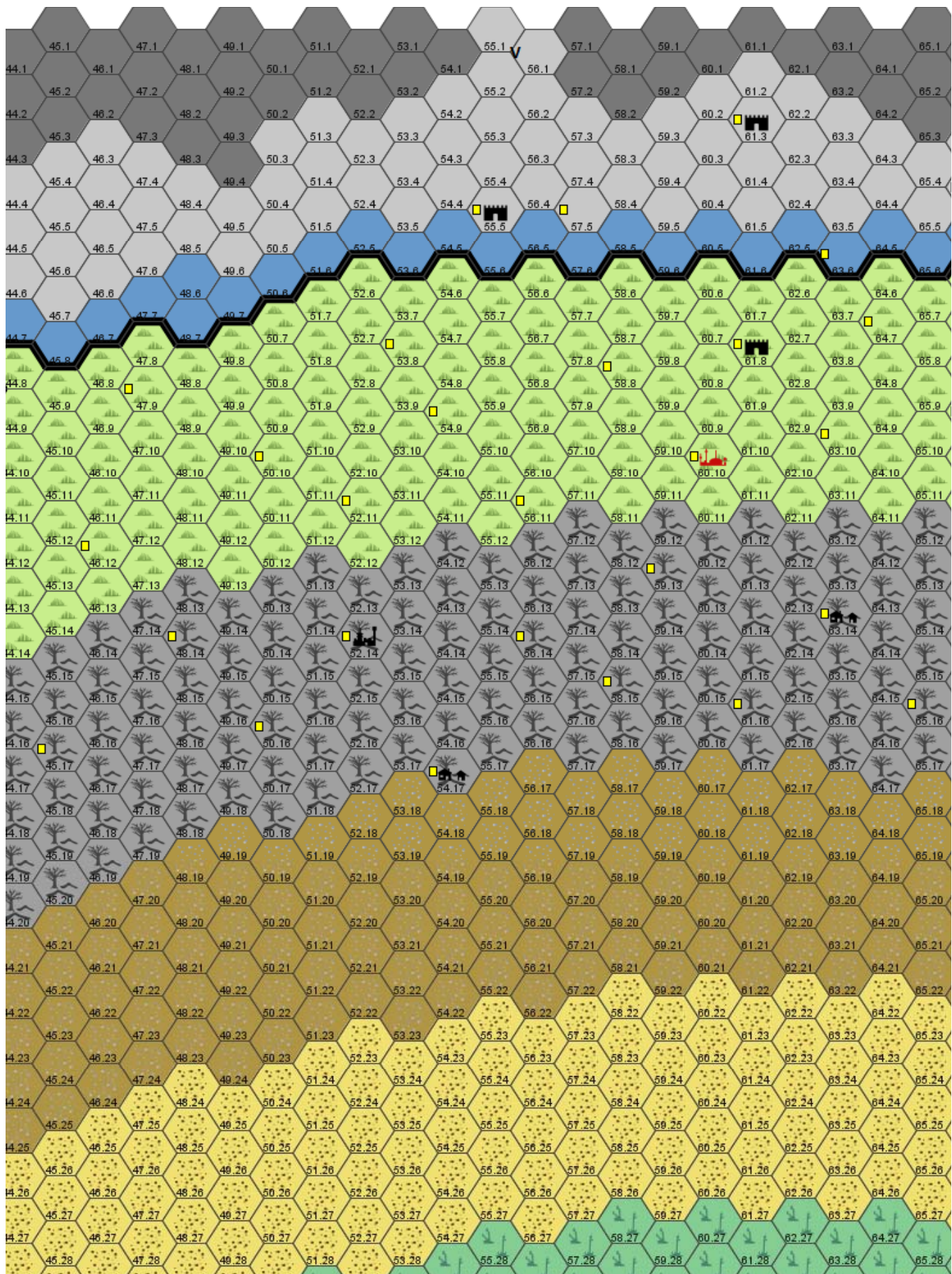
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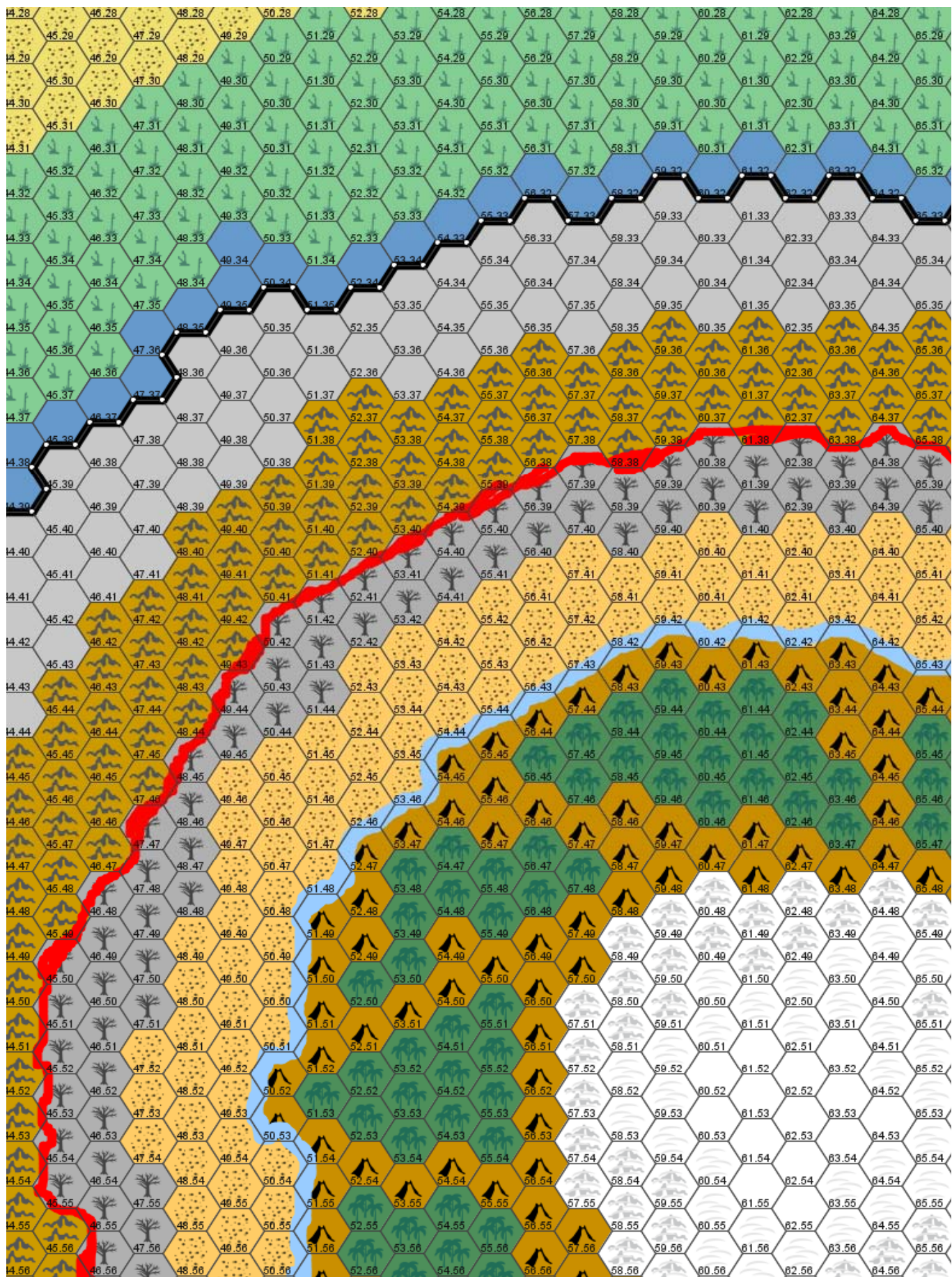


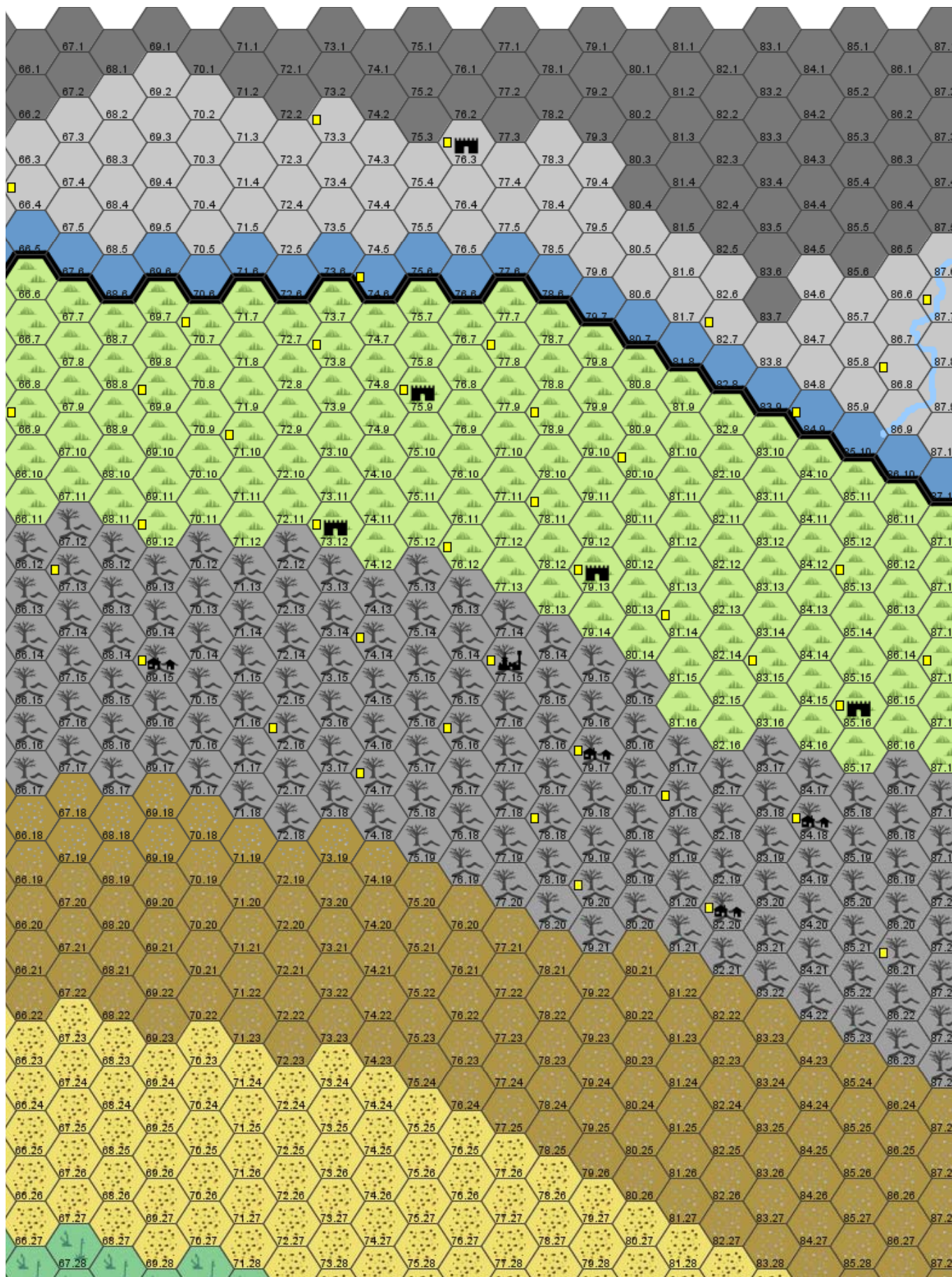


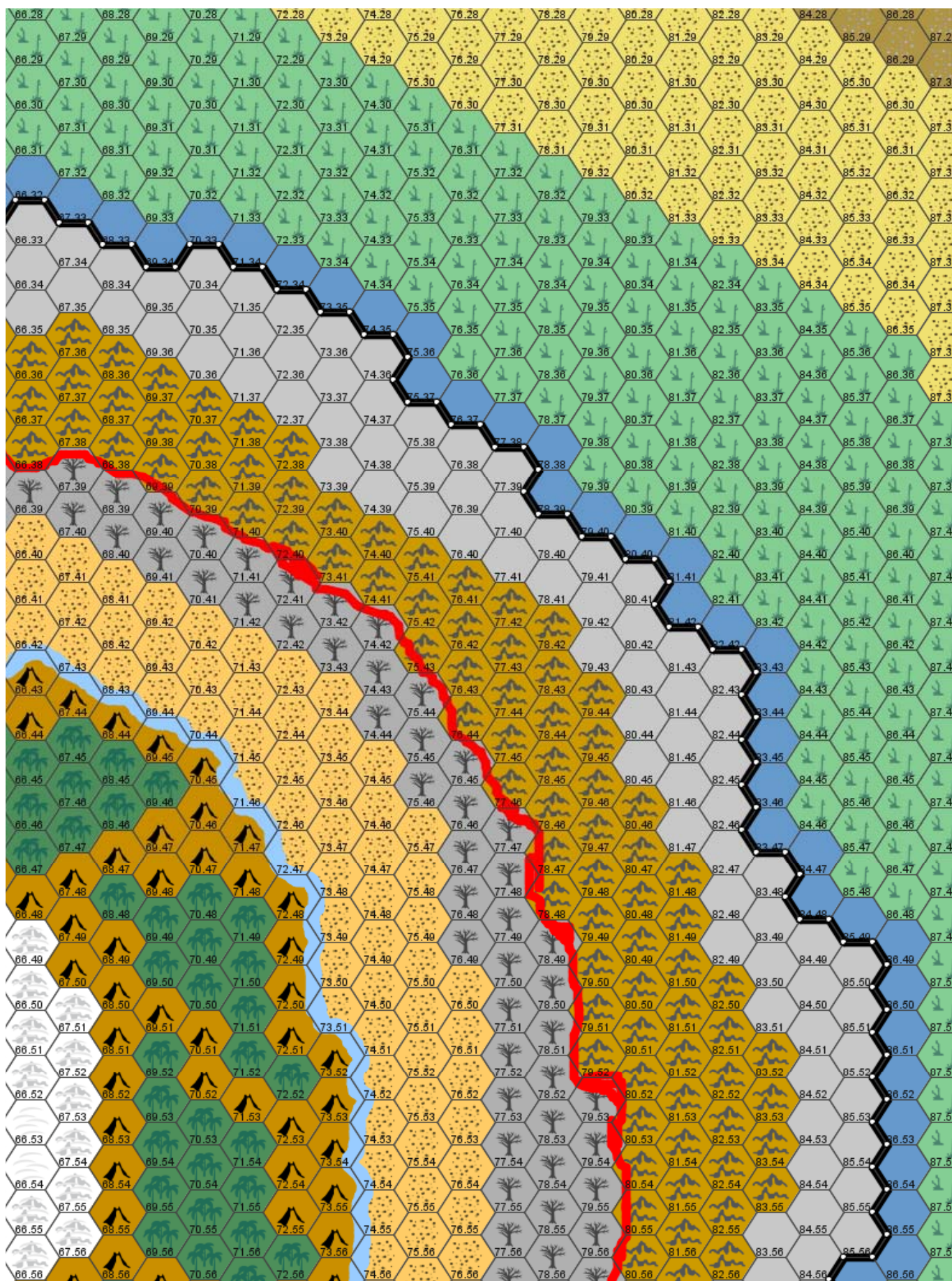


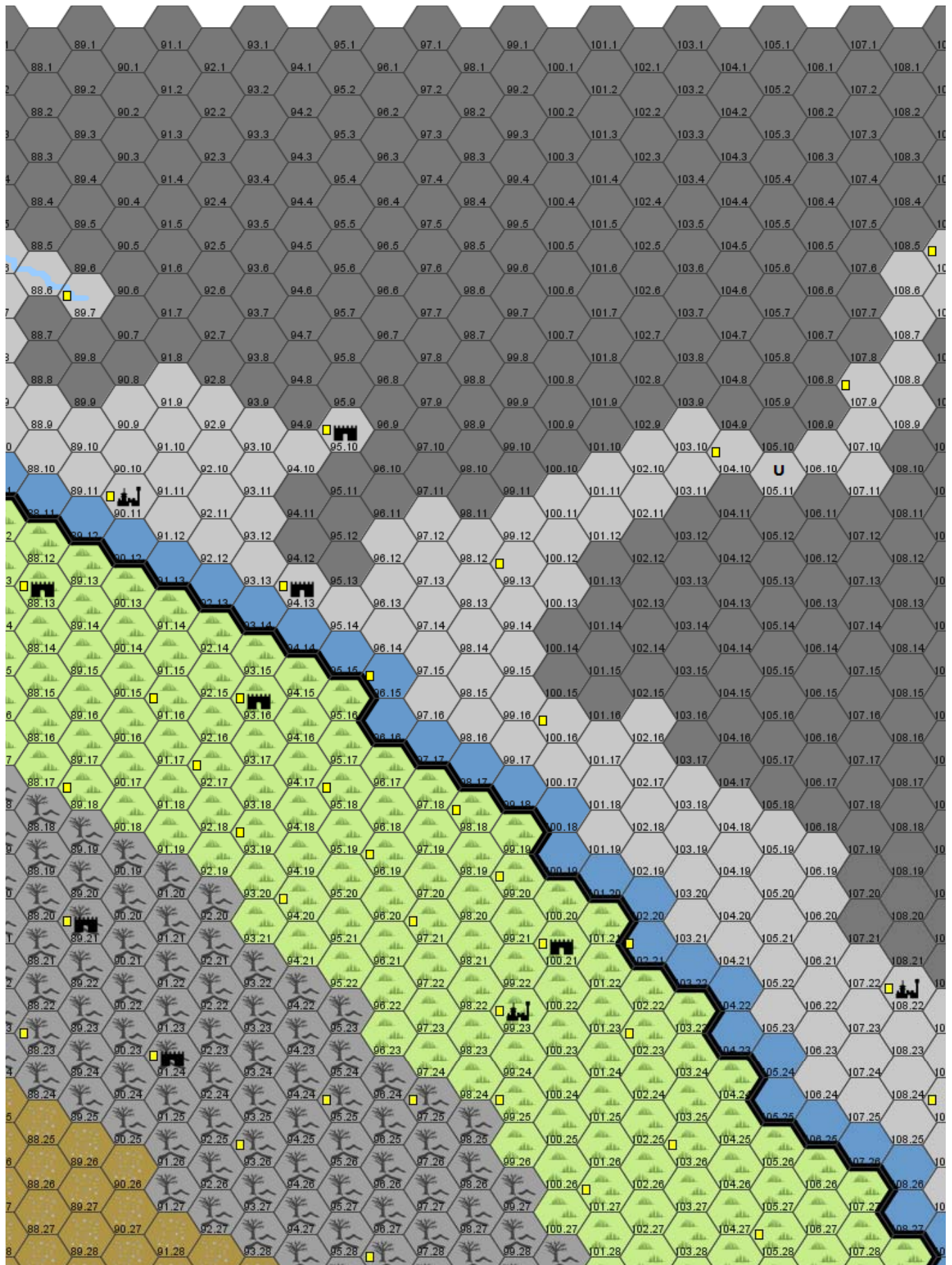


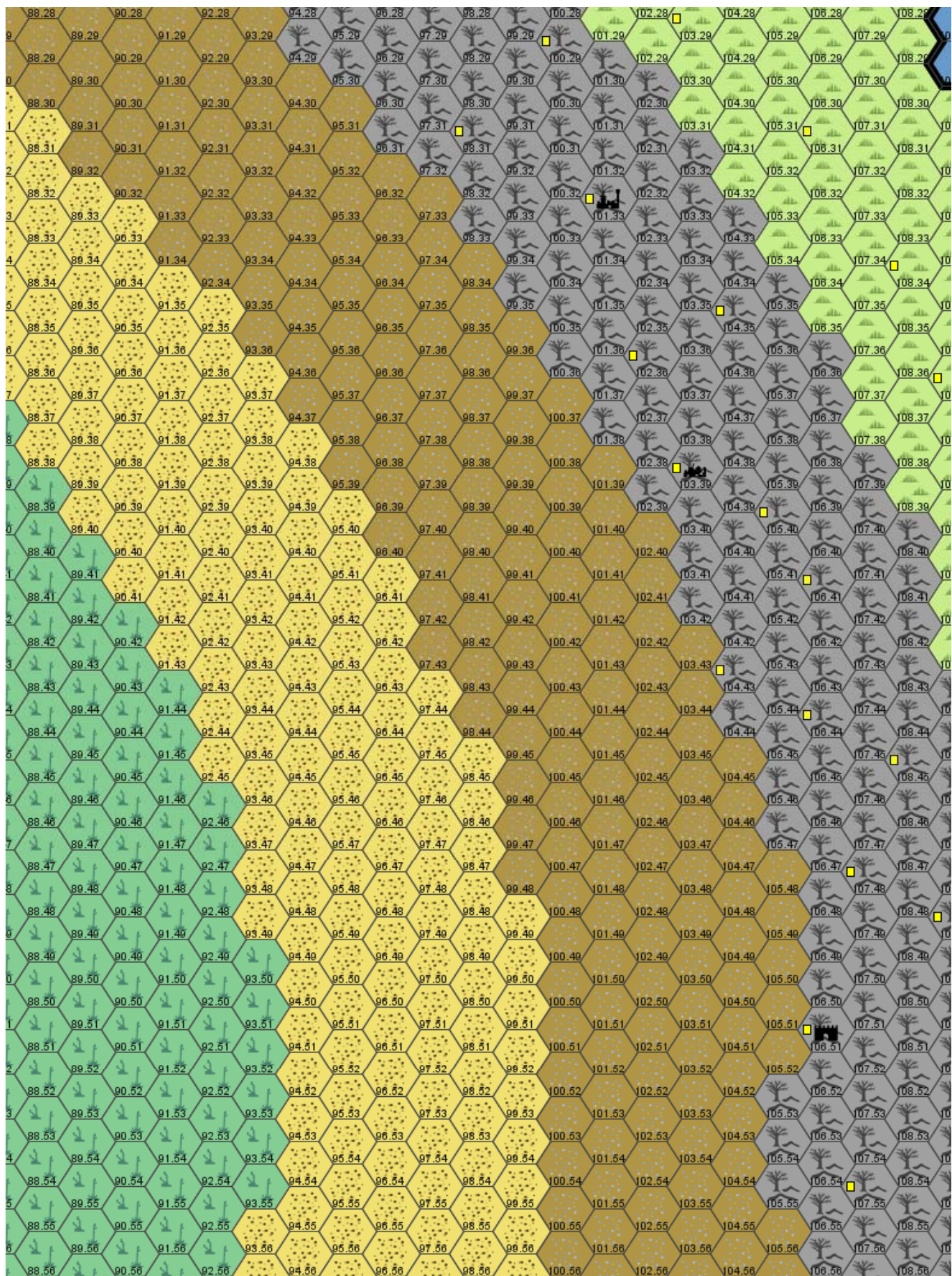


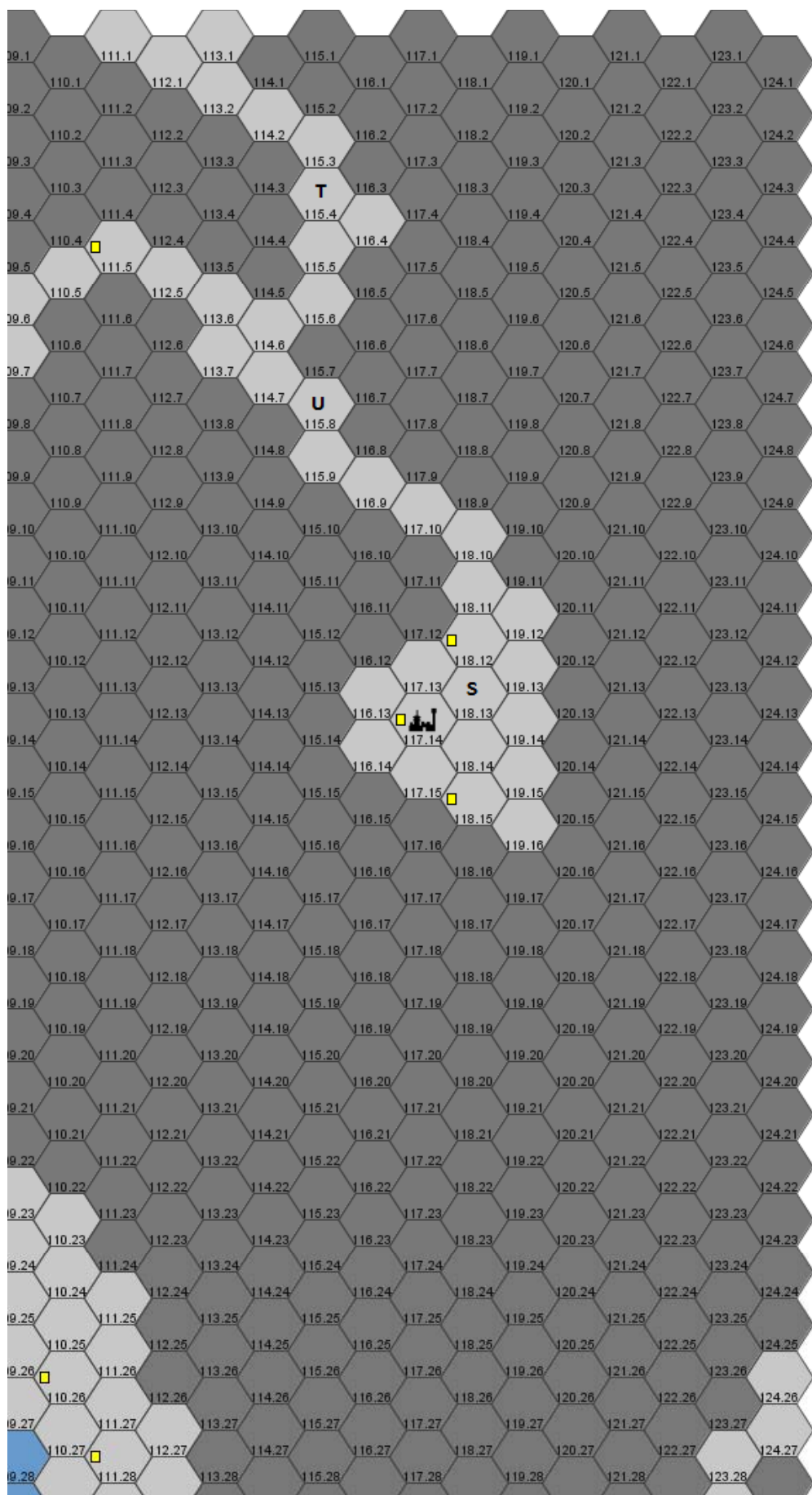














on these circles of Hell cannot see at all. A creature's darkvision range is reduced by half. Inner illumination extends to a range of the person's Wisdom score in yards.

The deepest circles of Hell, the seventh through ninth, are blacker still. Darkvision does not work here, nor does artificial illumination from a natural source – i.e. lanterns and torches. Spells of light have their ranges cut in half and a person's inner illumination now has a range equal to their Wisdom score in feet.

The deeper portions of Hell are swathed in spiritual as well as physical darkness. Here, one's faith and reason (i.e. intelligence and wisdom) are ever assaulted and chipped away at. Each week spent in the deepest portions of Hell forces a person to pass a saving throw or lose 1 point of their intelligence or wisdom (roll randomly). This loss in intelligence and wisdom cannot be reversed until one has left Hell completely, but cannot reduce intelligence or wisdom below a score of 9.

A BRIEF TOUR OF HELL

The Hell hex crawl is composed of The Gloom – the cavernous Ante-Hell that surrounds the demi-plane and holds the River Acheron – and nine descending circles. These circles are:

Asphodel: Asphodel is the first circle. It is a savannah of gray-green grasses, white flowers (the circle's namesake) and trees covered with thorns. Dangerous beasts and humanoids roam these grasses, hunting down the shades making their way to the palace of Minos for judgment.

Erebus: Erebus is a land of rocky gullies and moors buffeted by unending rains and winds. It is the circle of lust, ruled by Asmodee and coveted by Lilith.

Abbadon: Abbadon is a miserable land of sewage and islands of rusted and broken objects, long forgotten by their former owners. Junk goblins and troglodytes lurk among the waste, along with more terrible things.

Gehenna: Gehenna is a land of ashes and iron where Mulciber, the smith of Hell, keeps his forge and Iblis, the lord of the efreets, keeps his palace of beaten bronze.

Stygia: This is the swampy land bordering the River Styx, a place of seething anger and wrath.

Dis: Dis is a sprawling city, miles wide and leagues long centered on Pandaemonium, the twisted parliament of Hell and its many ministries and offices. The gates from Dis to Avernus are guarded by the legendary Minotaur.

Avernus: Avernus is divided into rings of badlands, the boiling river of Phlegethon, a bleak woodland and a fiery desert. It is separated from Malebolge by the final river of Hell, the Lethe, or River of Unmindfulness.

Malebolge: Malebolge, the circle of “evil pockets” is a land of volcanic mountain ranges separating thick jungles. Some of the most powerful demon lords dwell here.

Cocytus: Cocytus is the frozen heart of Hell, the prison of Lucifer and the only means of escape back to the material plane. It is mountainous on the edges, where the ancient titans are chained to cliffs, and then turns into a sea of ice (some of it thin) in the center.

THE WAGES OF SIN

Whether a party is gadding about in Hell or plundering a surface dungeon, the game is still the same and the name of the game is treasure. Obviously, a visit to Hell needs to be about more than that, but treasure means experience points and those XP are going to be needed if most parties are going to eventually make it down to Cocytus to escape from Hell.

Fortunately, Hell does have coins, gems, jewelry, objects of art and magic items in abundance. In some ways, this makes sense. Gold, silver, copper and precious stones are dug out of the ground and ancient peoples sometimes combined their deities of the underworld and wealth for this reason. On the other hand, it can seem a bit silly. Why does Orcus need gold pieces? Or, more to the point, why does Orcus value gold pieces? Does he need to hit the general store for rope and ten-foot poles?

The true currency of Hell is power. The fallen angels wound up in Hell because of a thirst for power, and though they are now essentially powerless, their desire to dominate others remains. It is for this reason that they seek shades to punish and enslave. Dominating shades makes them feel better (or maybe less bad) about their imprisonment. But shades do not last in Hell. These damned souls fade and become indistinct. Eventually they forget themselves and melt into the ethereal fabric of Hell, becoming a part of the landscape.

While shades do not last, the coins they bring to Hell to buy passage across the River Acheron are forever. These coins persist as a record of those souls that chose chaos over law and were duly sent to their reward.

The shades that descend through the earth and into the Glooms are ethereal. They have no solid substance and therefore cannot actually carry a coin to pay Charon. The “coins” that wind up in Hell are actually a part of the soul extracted by the bony fingers of Charon. Charon is allotted a share of these coins. The remainder are the property of Lucifer, making their way by caravan to the vaults of his palace in Dis and the counting house of Astaroth, a Grand Duke and Treasurer of Hell.

Since Hell respects power, the shadow coins of Hell are valued as Hell values human souls. Souls that pass into Hell produce a coin of value commensurate to their position in society at the time of their death.

Each shadow coin in Hell is impressed with the image its linked soul possessed in life. If an adventurer comes across a coin in Hell with his mother's portrait on it, he knows that her soul passed into this dark realm after death. In general, the coinage of Hell is linked to souls as follows:

Metal	Soul
Copper	Common souls like normal folk and men-at-arms
Silver	Skilled artisans and merchants, lesser adventurers
Electrum	Merchant princes, clergy and mid-level adventurers
Gold	Nobles, high clergy, high-level adventurers
Platinum	Kings, Emperors, Patriarchs and High Priests

It is important to remember that the shadow coins of Hell, whatever else they represent, are actually coins that can be carried out of Hell and spent on the mortal plane. They are highly sought by necromancers and demonologists.

Since, though, they are not minted as normal coins are minted, shadow coins do have some unique properties:

1. They cannot be melted down by anything less than the breath of an ancient red dragon or the fires of a volcano. Once melted down, they are fit for forging into magic weapons, but always implant a secret curse in these items.
2. They are unlucky to those who hold them. Quantity doesn't matter - any shadow coin in a person's pocket gives that person a -1 penalty to saving throws and enhances the chances of suffering little misfortunes like having a chamber pot emptied on them or having the target of one's insults and jests turn out to be standing behind them as they say it.
3. The holder of a shadow coin can use it as a focus for speaking with the soul it is linked to via the spell *speak with dead*. In other words, one can speak with the coin as though they were speaking to the person's remains.
4. Finally, a shadow coin can be placed in the mouth of its soul's previous owner and animate that corpse as a loyal, though fully sentient, zombie.

THE NATURE OF DEMON LORDS

As was mentioned above, demon lords seek power above all things. Power, even ultimately meaningless power, is a balm to their tortured existence imprisoned within the earth. It is for this reason that demon lords are in eternal competition with one another over shades, territory and honors, just as mortal kings compete for land and subjects on the Material Plane. Lesser demons also compete, for they know that entry into the upper echelons of Hell's hierarchy is possible. The ultimate pawns in these games are mortals who have ventured into Hell.

When demon lords clash and one is killed by another, it is a minor setback. Demon lords are inextricably linked to the landscape of Hell – they are, in fact, manifestations of the very concept of Hell. In that regard, they cannot truly be killed. A demon lord vanquished by a peer falls over dead and melts into the ground or vaporizes into the air and remains in this diffused state for one week before reforming elsewhere.

When a demon lord is killed by a lesser demon, he goes through the same process, but returns as a normal demon of the variety that vanquished him. His killer then assumes his former mantle and gains a very determined enemy who will not rest until he or she regains their former glory.

Normal demons, when killed by other demons of any status, pass through their diffused state for a week and then emerge as a demon of one Hit Dice less. Their killer takes that Hit Dice and becomes a more powerful form of demon. In this way, most demons are not terribly attached to their physical bodies – they have had many different forms during their existence and have their eyes on eventually becoming a demon lord.

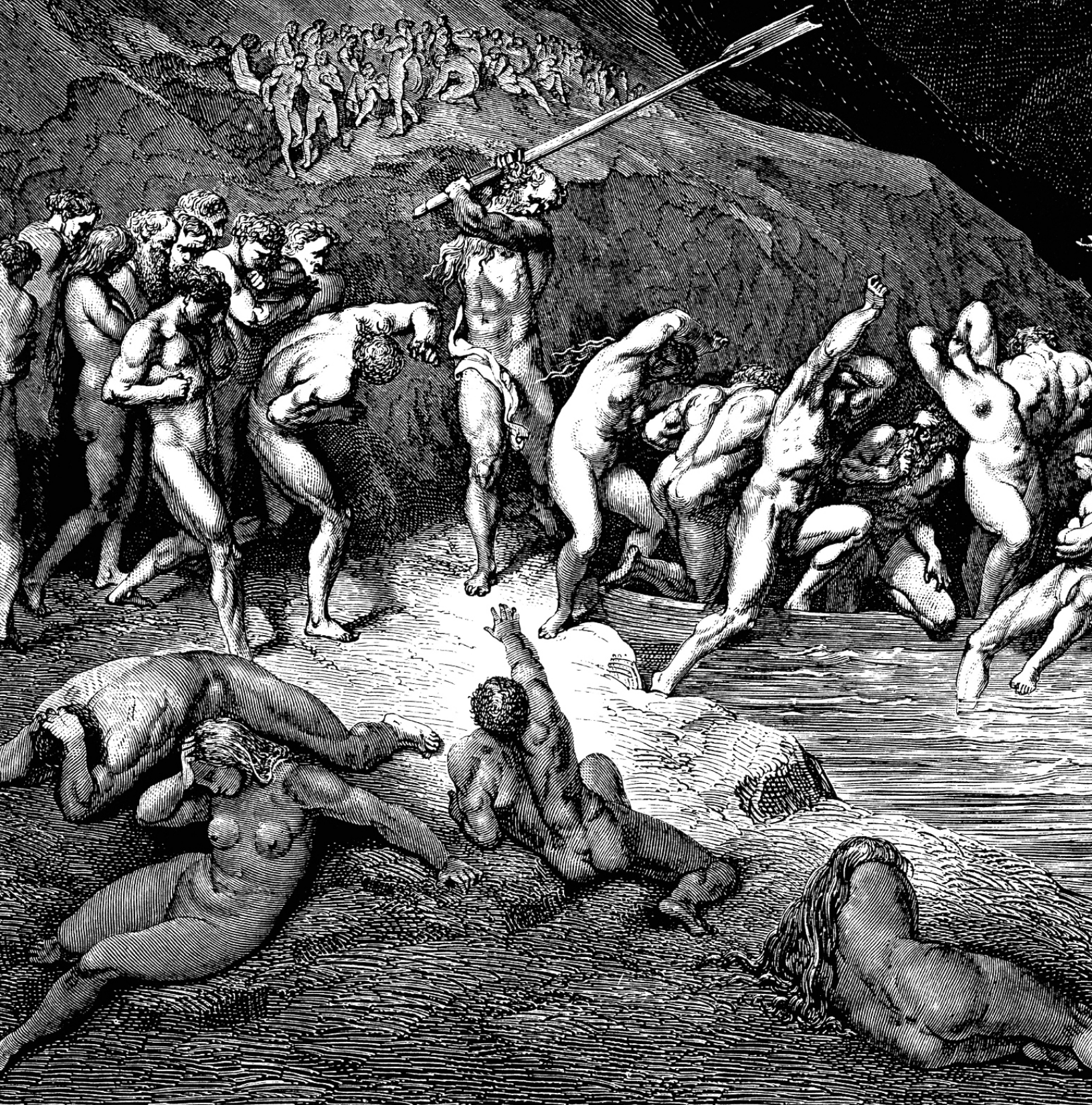
Because the stakes are so high, demon lords and even minor demons are surprisingly hesitant to destroy one another. Wars are no more common in Hell than on Earth, for no demon wants to turn into a lemure or mane and no demon lord wants to fall back into the ranks.

When mortals enter the picture, everything changes. A demon lord or demon destroyed by a mortal becomes a shade. Not a demon, but a mere shade. For all intents and purposes, they cease to be as a demon. Despite their power, demons fear mortals. As terrible as their existence is in Hell, a demon cannot bring itself to admit defeat and simply end it all. The path to salvation is open even to them, but they are too proud to take it. Becoming nothing more than a shade that will eventually melt into the landscape is unthinkable to them.

Because of the finality of death by mortal hands, demon lords see mortals as very useful agents and assassins. Instead of simply using their power to destroy them, they welcome the chance to bend them to their service and use them to weaken and destroy their enemies. Paladins might be surprised by this reticence on the part of demons to destroy them. If they are wise enough not to give into the temptation of slaying that which cannot be slain, then they need never learn the truth.

ANTE-HELL

THE GLOOMS AND ACHERON



Hell lurks in the deepest bowels of the globe, beneath the deepest, darkest dungeons and below the great vaults of called “The Gloom”, where lie the kingdoms of the drow and duergar, who have been tainted by their proximity to the stygian depths.

Before one reaches Hell by physical travel, they must navigate The Gloom and the many horrors that dwell therein. This is a land of darkness, where even the inhabitants tread carefully, for the ability of their eyes to pierce the darkness is limited compared to mortal man’s ability to perceive the surface world under the Sun’s rays. Most travel is done by subterranean river or by following the walls of the great tunnels, which might be as much as 10 miles wide. In some places there are trails marked out with phosphorus markers, but these are rare and are sometimes traps.

Water abounds in the Gloom, with many subterranean rivers and streams flowing into the River Acheron, the “moat of Hell”. Heat, on the other hand, is not so prevalent, save in places where geothermal vents warm the air – and sometimes foul it with repugnant vapors. Wood is also in short supply, so subterranean peoples rely on their own natural protection from the cold, furs taken from other creatures and coal, which, like the geothermal vents, tends to foul the air. Food is taken from fungus, which can grow without sunlight, the beasts of the Underworld and trade with folk closer to the surface. One cannot discount the amount of trade that flows between the surface world and Underworld through monstrous proxies and few especially brave human venturers.

VAULTS AND TUNNELS

The Gloom can be divided into vaults and tunnels. Each vault and tunnel has different characteristics. Some of these areas are not represented in the locations described in this issue of **NOD**. This issue describes the northern portion of the Gloom and the first two circles of Hell. **NOD 12** will describe the southern portion of these regions.

[A] Hall of Surt: This tunnel is 10 miles wide and 300 feet tall, with roughly rectangular walls carved throughout with the images of solemn fire giants. The air here is warm and dry, and the tunnel has no resources to speak of. The floor is covered in massive stalagmites and the ceiling in

stalactites, some of them so large as to connect to form pillars 30 to 50 feet in diameter. This forest-like environment makes travel slower than normal (one hex every two days) and increases the chance of wandering monsters to 2 in 6 per day.

One fire giant sculpture has an empty eye socket that leads to a ruined complex of tunnels and chamber now occupied by a tribe of sooty goblin miners, who produce much of the coal burned in the Gloom.

ROLL	ENCOUNTER
1	Drake, Fire (2d6)
2	Elemental, Fire (12 HD) (1d8)
3	Giant, Fire (1d8)
4	Goblins (8d6)
5	Janni Merchants (2d6)
6	Shadows, Lesser (8d6)

FIRE DRAKE: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 9 (F30); Save 13; CL/XP 6/400; Special: Breath weapon (5/day, 40 ft cone of fire, 2d8), pyrophoric blood, resistance to fire (50%).

LESSER SHADOW: HD 1; AC 6 [13]; Atk 1 touch (1 strength); Move F15; Save 17; CL/XP 2/30; Special: Strength damage, blend with shadows.

[B] Frozen Vault: This great vault has a ceiling 3 miles high. The floor is composed of parallel ridges running north to south, with glaciers working their way through the ridges. The air is frigid. Crossing the ice carries with (one must do so to cross any given hex from east to west) it a 1 in 6 chance per day of falling into a crevasse for 3d6 points of damage. Creatures in this hex without cold weather gear are treated as fatigued (-2 to all d20 rolls). The frozen walls of the vault are marred in places by mines dug by azer with the help of firedrakes. The azer would not bother if not for the presence of rich veins of adamant.

ROLL	ENCOUNTER
1	Azer (4d6) and fire drakes (1d4)
2	Devil Dog (2d6)
3	Elemental, Air (12 HD) (1d8)
4	Giant, Frost (1d10)
5	Remorhaz (13 HD) (1d8)
6	Shadows, Lesser (8d6)

[C] Bat Tunnel: This circular tunnel is about 3 miles in diameter. The walls are pierced with numerous small caves and cliff dwellings of goblins. A canal has been dug through the tunnel, carrying water to [D]. The canal water is warm

and the banks of the canal are streaked with mineral salts. Bat swarms are common in this tunnel, hence the name. The air is dry and chilly.

ROLL	ENCOUNTER
1	Bat, Giant (3d6)
2	Bat Monster (2d6)
3	Darkmantle (8d6)
4	Drake, Salt (1d8)
5	Goblins (8d6)
6	Shadows, Lesser (8d6)

[D] Kobold Vault: The walls of this vault, with its miles high ceiling, are streaked with aluminum deposits. They are pierced by numerous mines, mostly worked by kobolds. The middle of the vault is a great, saline lake. The air here is frigid and the ground around the lake is covered in slush that bubbles from carbon monoxide escaping from seams in the lake's bottom. Each day spent in the vault carries a chance of poisoning (save vs. poison). A failed save indicates 1d6 points of constitution loss. At a constitution score of zero, a person dies. Spiders and beetles creep along the walls and ceiling of the vault and serve as the primary food source of the miners.

ROLL	ENCOUNTER
1	Beetle, Giant (4d6)
2	Kobold (8d6)
3	Shadows, Lesser (8d6)
4	Spider, Giant (4-ft) (3d6)
5	Troglodyte (5d6)
6	Troll, Scrag (2d6)

[E] White Tunnel: The walls of this tunnel are stark white. The tunnel is roughly rectangular in shape. It is 7 miles wide, but only 50 feet high. The walls contain wide ledges and numerous waterfalls pouring from jagged seams. These waterfalls create deep, cool pools on the floor filled with blind fish. The floor is smooth and flat. A steady breeze flows through the tunnel carrying the smell of boiling caramel.

ROLL	ENCOUNTER
1	Carrion Fly (2d6)
2	Dhezik (3d6)
3	Giant, Stone (1d10)
4	Shadows, Lesser (8d6)
5	Skulk (8d6)
6	Sycorex (2d6)

[F] Blue Vault: This vault has a 250-ft high ceiling. The walls are streaked with blue from the presence of azurite, which serves as a source of copper. The floor of the vault inclines sharply in the direction of Hell, and it is quite broken and rough. The ground is covered in a thick mist and the air is damp and chilly. The broken nature of the floor, and the mist, conspire to halve normal movement and there is a 1 in 6 chance per day of a random adventurer falling for 2d6 points of damage. Blind worms about 3 feet long abound, burrowing through the clay walls.

ROLL	ENCOUNTER
1	Ant, Giant (4d6)
2	Beetle, Giant (4d6)
3	Goblins (8d6)
4	Kobolds (8d6)
5	Shadows, Lesser (8d6)
6	Stegocentipede (1d10)

[G] Sour River: This tunnel is circular and about 2 miles in diameter. The walls are phosphorescent and covered with a multitude of bas-relief carvings of monsters and heroes. These carvings are situated about 500 feet apart. The floor of the tunnel is strewn with humanoid bones. An acidic rivulet flows down the center of the tunnel on its way to the Acheron. Tiny worms abound in the soil beside the river. Touching the river inflicts 1 point of damage per round, and ingesting it causes 2d6 points of constitution damage as one's insides are scalded and liquefied. The worms are edible and have a pleasant, tangy taste.

ROLL	ENCOUNTER
1	Darkmantle (8d6)
2	Fungi, Violet (4d6)
3	Grey Ooze (5d6)
4	Grick (4d6)
5	Ochre Jelly (2d6)
6	Shadows, Lesser (8d6)

[H] Vault of Oozes: This vault has a 350-ft high ceiling and walls rich in pitchblende, a radioactive material (save once per day or lose 1 point of constitution). The walls are damp and slimy, and oozes abound here. There are pools of primordial ooze throughout the vault (1d4 in each hex) churning out all manner of monstrosities night and day. For this reason, encounters occur in this vault on 3 in 6 chance per day.

ROLL	ENCOUNTER
1	Chaos Beast (1d10)
2	Malformian (8d6)
3	Ochre Jelly (2d6)
4	Primordial Ooze (1d4)
5	Shadows, Lesser (8d6)
6	Thelidu (2d6)

[I] Lava Vault: This vault has 500-ft high ceilings. Old lava flows are in evidence throughout, and large, crude, phosphorescent examples of cave art (seemingly drawn by giants) can be found in many places. The floor is a series of bewildering basalt ridges (movement halved) and swarms of giant bats scream through the air night and day.

ROLL	ENCOUNTER
1	Bat, Giant (3d6)
2	Bat Monster (2d6)
3	Giant, Stone (1d10)
4	Ogres (4d6)
5	Purple Worm (1d6)
6	Shadows, Lesser (8d6)

[J] Ferrous Tunnel: This oval tunnel is 3 mile wide and 300 feet high. It appears to have been dug as a mine, for veins of iron and massive pick marks are evident in the walls and there are great heaps of slag and a poisonous stream in the center of the tunnel. Many streamlets flow into the center from the walls, and the tunnel is slippery. Small, poisonous mushrooms, slightly phosphorescent, grow around the slag heaps and around the exposed veins of iron in the walls. Some duergar still mine the tunnel.

ROLL	ENCOUNTER
1	Duergar miners (5d6)
2	Duergar traders (3d6) on giant lizards (2d6)
3	Ooze, mercury (2d6)
4	Rust monsters (3d6)
5	Shadows, Lesser (8d6)
6	Troglodytes (5d6)

[K] Stagnant Vault: This vault was once inhabited by duergar. Raised highways cross the vault, connecting mines and cliff dwellings. The highways now barely peek out above brackish water covered with algae and slimes. The air is close, hot and steamy.

ROLL	ENCOUNTER
1	Algoid (2d6)
2	Dhezik (3d6)
3	Fungal Creeper (4d6)
4	Ooze, Crystal (2d6)
5	Shadows, Lesser (8d6)
6	Troglodytes (5d6)

[L] Slime Run: This hexagonal tunnel is about 3 miles wide and high. The entire length is damp and slimy and home to thousands of oozes and jellies. Hot springs with poisonous and valuable salts are common, and small mushrooms sprout around them, turning the poisonous waters and salts into non-poisonous, edible flesh. Many of these springs are inhabited by nymphs. These hot springs disappear by the time one gets to the end of the tunnel.

ROLL	ENCOUNTER
1	Black Pudding (1d10)
2	Green Slime
3	Grey Ooze (3d6)
4	Nymph (3d6); relaxing in steaming pool, immune to fire
5	Ochre Jelly (2d6)
6	Shadows, Lesser (8d6)

[M] Vault of Death: The Vault of Death is completely dry and offers no resources whatsoever. There are no valuable minerals, no food or water – nothing. Lava pours from the ceiling and forms rivers that empty into a V-shaped chasm that runs through the middle of the vault. A basalt bridge crosses this chasm.

ROLL	ENCOUNTER
1	Elemental, Fire (16 HD) (1d6)
2	Hell Hound (7 HD) (2d6)
3	Igniguana (2d6)
4	Magmin (5d6)
5	Salamander (2d6)
6	Shadows, Lesser (8d6)

MAGMIN: HD 2; AC 2 [17]; Atk 1 touch (1d6); Move 12; Save 16; CL/XP 3/60; Special: Heat.

[N] Flooded Vault: Miners digging into the walls of this great vault breached a subterranean lake above. The lake now pours into the vault from the mines. The water is clean and clear and the air is warm and humid. The water from this new lake flows eventually into the Acheron. The floor of the vault is covered in about 100 yards of water at

its deepest point and there is very little “shore”, so a boat (or flight) is required to cross the vault.

ROLL	ENCOUNTER
1	Dertesha (2d8)
2	Elemental, Water (8 HD) (2d6)
3	Nixie (8d6)
4	Purple Worm – Aquatic (1d6)
5	Shadows, Lesser (8d6)
6	Troll, Scrag (2d6)

[O] Raining Tunnel: This tunnel is rectangular, 1 mile wide and 3 miles high. Water drizzles from the ceiling, forming stalagmites, puddles and streams on the floor. The walls of the tunnel are riddled with caves, mostly shallow affairs, but a few housing monsters (2 in 6 chance of encounter). The stream that flows through the tunnel is spanned by several natural bridges and the air here is quite chilly.

ROLL	ENCOUNTER
1	Goblins (8d6)
2	Kobolds (8d6)
3	Roper (12 HD) (1d8)
4	Shadows, Lesser (8d6)
5	Troglodyte (5d6)
6	Troll (2d6)

[P] Howling Tunnel: This tunnel is circular and about 2 miles in diameter. One can spot abandoned cliff dwellings along the sides in the form of circular, iron doors set into the stone. The walls of the tunnel are hot to the touch and travel through here is uncomfortable (saving throw each day or fatigued). The bottom of the tunnel is filled with warm, slightly acidic waters that host a population of blind, white crayfish. Air blows through the place like a gale, grounding flying creatures. The tunnel descends sharply heading west.

ROLL	ENCOUNTER
1	Air Gust (4d6)
2	Crayfish, Monstrous (4d6)
3	Elemental, Air (8 HD) (2d6)
4	Shadows, Lesser (8d6)
5	Slug, Giant (1d8)
6	Troglodytes (5d6)

[Q] Ice Tunnel: The walls of this tunnel are so clad in ice one might think they were walking through a glacier. They form an oval about 4 miles high and 2 miles wide, and a

glacier actually moves through the tunnel before melting into rapid rivers and feeding into the Acheron. The tunnel is filled with a cacophony of noises from the ice shearing and grinding, and there is a 1 in 6 chance per day of a person falling into a crevasse and suffering 5d6 points of damage (save for half). Extracting a person takes the better part of a day, meaning no progress made that day.

ROLL	ENCOUNTER
1	Deasic (1d10)
2	Devil Dog (2d6)
3	Elemental, Air (12 HD) (1d8)
4	Giant, Frost (1d10)
5	Remorhaz (13 HD) (1d8)
6	Shadows, Lesser (8d6)

[R] Vault of Worms: This otherwise unremarkable vault is split by a 150-ft deep chasm from northwest to southeast. The bottom of this chasm is inhabited by death worms (encounter 1d4 of them at the bottom of the chasm). There is no bridge crossing the chasm. The vault is damp and humid and generally uninhabited.

ROLL	MONSTER
1	Berserker (8d6)
2	Mushroom Man (5 HD) (3d6)
3	Olive Slime
4	Purple Worm (1d6)
5	Shades (8d6)
6	Slime Zombie (2d6)

[S] Vault of the Drow: This grand vault has warm walls that sweat and sometimes crack loudly, with bits cleaving off to form rubble heaps. The vault cools towards the center. Torrential rivers flow through the vault, covering much of it in cool mist. The addition of light creates rainbows, making it look like some manner of dark fairyland. The vault is thick with cave worms, the main prey of the drow that dwell in the city-state of Zvartlheim.

ROLL	MONSTER
1	Bat, Giant (3d6)
2	Dire Corby (8d6)
3	Drow (5d6)
4	Fungi, Violet (4d6)
5	Goblin slaves (6d6) and drow slave drivers (2d6)
6	Shades (8d6)

[T] Tunnel of Dust: This rectangular tunnel is 1 mile tall and 3 miles wide. Wide ledges and stairs have been carved

into the walls in some places, leading to tunnels carved in the shape of grotesque faces with open mouths. Fat, white mushrooms are cultivated on these ledges by svirfneblin, who sift gold dust from the floor of the cavern and dig zircons from the granite walls. The floor of the tunnel is covered with sand (about 2 feet thick), with a few deeper pits beneath the sand that swallow up travelers with frightening regularity. Once every 1d3+1 days a terrific wind blasts through the tunnel – sometimes towards the surface, sometimes towards Hell – reducing visibility to zero and potentially killing those who are unprotected.

ROLL	MONSTER
1	Elemental, Earth (8 HD) (2d6)
2	Sand Pit* (1 in 6 chance of Dust Digger)
3	Shades (8d6)
4	Svirfneblin (3d6)
5	Wind – save or 1d6 damage per hour
6	Zombies – desiccated (8d6)

Sand Pit: Each character must save or fall into the pit, dropping one foot per turn. They must hold their breath or drown in the sand.

[U] Steam Tunnel: This tunnel has a hexagonal profile, measuring about 3 miles tall and wide at its widest points. The walls are slimy to the touch, and mildly acidic. Steam vents explode from cracks in the floor, creating thick, acrid fog that hides bubbling lava pits. The air is humid, and only a few of the hardiest notac-ichat venture here to mine tin and topaz from the slimy walls.

ROLL	MONSTER
1	Delver (1d6)
2	Dweller (3d6)
3	Lava Child (3d6)
4	Magmin (5d6)
5	Notac-ichat (4d6)
6	Shades (8d6)

DELVER: HD 15; AC 0 [19]; Atk 2 strikes (2d6); Move 12 (B6); Save 3; CL/XP 19/4100; Special: Corrosive slime (2d6 damage to organic creatures, 4d6 to metal, 8d6 to stone), immune to acid, transmute rock to mud (touch).

[V] Blazing Tunnel: This tunnel is lit up as bright as day. A balmy breeze blows through it day and night towards the surface. The walls are pierced with many caves, most of which are studded with inferior aquamarines that have been mined, but not extensively. The floor is carpeted in

long, greenish-yellow grass that grows up and through piles of bones and tall cycads and ferns. The bones are all piled neatly, with a skull atop each pile. Tunnel lit up like a bright day. The air here has an acidic tang, and drones with the buzzing of giant mosquitoes and carrion flies. The ground is slick and crawling with serpents and lizards.

ROLL	MONSTER
1	Carrion Fly (2d6)
2	Dhezik (3d6)
3	Giant Lizard (5d6)
4	Shades (8d6)
5	Stirges (4d6)
6	Viper Snake (1, surprises on 1-5 on 1d6)

GENERAL RANDOM ENCOUNTERS

For those portions of the Gloom adjacent to Hell (i.e. not in one of the aforementioned vaults or tunnels) you can use the following random encounters. Encounters should be diced for once per hex per day. Random encounters occur on a roll of 1 on 1d6.

D20	Encounter
1	Bat, Giant (3d6)
2	Blindheim (3d6)
3	Bugbears (5d6) or Ogres (4d6)
4	Darkmantle (8d6)
5	Dire Corby (8d6)
6	Drider (2d6)
7	Drow (5d6) or Duergar (5d6)
8	Elemental Earth (8 HD) (2d6)
9	Fungus, Violet (4d6)
10	Ghast (3d6) or Ghoul (5d6)
11	Giant Lizard (5d6)
12	Giant Rat (8d6)
13	Giant, Stone (1d10)
14	Goblins (8d6) or Kobolds (8d6)
15	Grey Ooze (3d6)
16	Grimlock (4d6) or (2d6) and thelidu (1d6)
17	Hobgoblins (8d6) or Orcs (8d6)
18	Roper (12 HD) (1d8)
19	Shadow, lesser (8d6)
20	Spider, Giant (6 ft) (2d6)

GRIMLOCK: HD 2; AC 4 [15]; Atk 1 slam (1d6) or 1 weapon (1d8); Move 15; Save 11; CL/XP 4/120; Special: Blind-fight, invisible in rocky areas.

DEMON LORDS OF THE GLOOMS

The only demon lord that dwells in the Gloom is Charon, who ferries shades across the Acheron to the gates of Hell. The others only wish they could dwell outside of Hell.

KEYED LOCATIONS

2.54. Sentinel of Hell: The tunnel narrows here to a mere 3 miles wide. This seems to focus the flow of air, creating a quick wind. The tunnel is bisected by a granite wall about 30 feet tall. From the top of the wall, one can perceive a great chasm on the other side about 50 feet wide and another wall on the other side. Groans can be heard echoing from the chasm, which seems to sparkle with brilliant gems embedded in the walls. The chasm is 200 feet deep and filled with about 20 feet of brackish water.

These gems contain the souls of the damned. They are entrapped in these stones by the use of a magic bell kept in a tower that rises from the depths of the chasm. The tower gleams like mother-of-pearl and lies at the middle of a bridge across the chasm. The bridge can be accessed by passing through a gatehouse in either wall. The gates in the walls are always left opened. One can usually find many shades (1d20+20) passing over the bridge toward Hell, but the bridge on the Hell-side is emptier (1d6+6).

The tower is inhabited by a skeleton warrior, the remains of the paladin Involm. By using his magic bell to trap wicked souls, he seeks to deny them to the master of Hell. As shades pass through the tower, the bell is struck and the wickedest souls are sucked into the chasm, lodging in one of the walls as a random gemstone. Less wicked souls are permitted to pass through.

Each of the gemstones carries the taint of chaos. People who carry these gems must pass a saving throw every day or commit a sinful act at a moment chosen by the Referee. For every 100 gp worth of gems carried, the saving throw is modified by a -1 penalty.

Involm is bound to protect this passage into the Gloom, and may not let a group pass without challenging their most puissant warrior to a duel. The first combatant reduced to half hit points must bow to the winner. Involm's only treasure is his *longsword* +1 and his circlet

INVOLM: HD 12; AC -1 [20]; Atk 1 magic sword (1d10+2); Move 12; Save 3; CL/XP 12/2000; Special: Fear aura, find target, +1 or better weapon to hit, immune to clerical turning, magic resistance (60%).

3.49. Hounds of Yith: A pack of six hounds of Yith are scouring this hex in search of an escaped soul, sent by Maelin, a drow magic-user from Zvartlheim [117.14] to find a slave who escaped with a large garnet and his infant daughter, who carries the blood of a marilith demon. The woman and infant are lost in the tunnel's darkness and will likely starve in 1d6 days if not found.

HOUND OF YITH: HD 3; AC 1 [18]; Atk 1 bite (1d6+1); Move 18 (F25); Save 14; CL/XP 7/600; Special: Baying, immune to normal weapons, silver weapons do 1 point of damage, magic weapons do 1 point of damage per "plus", fly, magic resistance (10%).

3.56. Celdrien's Tomb: The wizard Celdrien was laid to rest here in a fire pit (20 feet deep), his ashes mingling with the ashes of his favorite courtesans and most hated enemy. Secret caches are hidden in the walls of the black bricks that line the pit, each one containing one of his treasures

1. A large tome covered in duergar skin holding three spells: *teleport*, *dimension door* and *passwall* as well as demonic chants that, if repeated, summon 2d6 vrock to attack the reader. Until these vrock are fought and defeated, the book drives its owner (and anyone who has learned a spell from it) to kill honest people they meet.

2. An oil lamp of yellow glass. It is non-magical, but was made with pitchblende, causing the owner of such a lamp to pass a saving throw each month or lose one point of constitution from radiation exposure.

3. A round +1 *shield* lacquered bright orange and emblazoned with a black demon head. The shield is -2 against the attacks of demons until the bearer has slain three different breeds of demon and nailed their hands into the wooden frame of the shield. After that, the shield is +3 against the attacks of demons.

4. Silk hose of yellow with ribbons of pale lavender and brilliant white. They act as a ring of feather fall, but until they are dyed in the ichor of a demon they make their wearer completely passive (i.e. must save each round to fight, though they can defend themselves).

5. A copper locket set with tiny sapphires. The locket provides a +2 bonus to save vs. magic, but also prevents natural healing until hairs from a bearded devil are placed inside the locket.

The pit is guarded by the spirit of Cledrien, who manifests as a raging fire elemental with a humanoid shape.

FIRE ELEMENTAL: HD 16 (81 hp); AC 2 [17]; Atk 1 strike (3d6); Move 12; Save 3; CL/XP 17/3400; Special: Ignite materials.

5.42. Icy Chasm: This tunnel gives way here to an icy chasm about 75 feet wide and 30 feet deep. Large pillars of ice, 30 feet tall and 5 feet in diameter, rise from the floor of the chasm, which is covered in 10 feet of icy water. The pillars are spaced about five feet apart, making a dangerous “bridge” across the chasm. Fiendish sharks, stark white with burning red eyes and teeth that drip with acid, swim in these waters.

At the heart of each ice pillar there is an iron rod that once belonged to a cleric who dared challenge the powers of Hell. Each rod is possessed of the personality of its former owner, and attempts to possess its new wielder whenever their actions clash with its personality. The wielder can attempt a saving throw, adding to his roll his charisma bonus (i.e. 1-3 -3; 4-5 -2; 6-8 -1; 9-12 +0; 13-15 +1; 16-17 +2; 18 +3), to resist this possession.

Rod of St. Kadinaz: The touch of this rod drains an enchanted item of all magical properties (saving throw to resist). When this is done, one of the owner’s fingers withers away. This rod is inhabited by the spirit of Kadinaz, a lawful cleric who seeks the destruction of Gorson, the Blood Duke.

Rod of Tamuldur the Reviled: The bearer of this rod commands undead as a 3rd level cleric or, if already cleric, as a cleric of three levels higher. Tamuldur was an anti-cleric in the service of Orcus who ran afoul of his dark lord when he sought to help a woman who had captured his heart escape from Hell. His spirit still possesses this rod and seeks to free the Duchess Malvina.

Rod of St. Diamon: Dread Diamon was a famed exorcist who was driven to vanquish all possessing spirits. The touch of his rod eliminates a creature’s magic resistance for 1d4 rounds if they fail a saving throw.

Rod of Summann the Serpent: Summann was a high priest of Seth who sought the secret of immortality. His rod acts as a +1 *light mace*. On a natural attack roll of ‘20’ the target must pass a save at +3 or be *disintegrated*. Magic resistance applies, and demon lords struck by the rod reform in 24 hours.

Rod of Lorch: Lorch was a necromancer/priest who sought to build an army of undead to conquer the world. Orcus found his manner irritating and infected him with mummy rot as a jest. He still seeks revenge. The touch of this rod animates dead bodies as zombies or skeletons. The bearer of the rod cannot command more Hit Dice of undead than his level plus his wisdom score.

Rod of Sister Camline: This rod points to any creature that harbors ill will toward the bearer. It also strikes as a +1 *mace*. It was owned by Sister Camline, a lawful cleric who traveled to Hell in search of the soul of her twin sister, Botheca the Beauteous.

Rod of Brother Heldiberic: Brother Heldiberic was a lawful crusader who committed hubris when he sought to invade Hell itself and slay Lucifer. His rod can be commanded to transform into a +3 *flail*. Once per day, it can create a *protection from evil, 30’ radius* effect.

FIENDISH SHARK: HD 8; AC 6 [13]; Atk 1 bite (1d8+4); Move 0 (S24); Save 8; CL/XP 11/1700; Special: Feeding frenzy, resistance to cold and fire (50%), magic resistance 15%, only harmed by +1 or better weapon.

5.45. Dal-Berith, City of Goblins: Dal-Berith is a terrible city of goblins. The city is constructed of large, crude stone blocks, with narrow, dark lanes in between them. Throughout the city there winds a covered lane with no apparent entrance – one can only enter it via secret doors hidden in buildings. This covered lane houses the true masters of the city-state, the Sages Who Dwell in Shadow. The sages are a cabal of black sorcerers who died and should have gone to Hell but for powerful spells enacted before they died. This gave them the power to resist the pull of Hell, but still left them trapped as shadows. They now lurk in this corridor, lit by ghostly candles, seeking new magic to free them from their curse.

Dal-Berith has a population of 5,000 goblins, hobgoblins, bugbears and orcs living in tense, angry clans always at one another’s throats. One might compare the city-state to

Hell's Kitchen. The presence of a powerful artifact in the hidden corridors of the shadow sages spreads contrariness and dissension, and each night a thousand petty arguments spread into the streets as all-out war. The artifact looks like a simple necklace of chicken bones.

The walls of Dal-Berith are slimy and irregular. There are no gates – one can only enter through one of a dozen hidden silver mines in the hex. The walls are topped by about 100 gargoyles that guard the city. It is surrounded by foul-smelling streams and fields of mushrooms.

SHADOW SAGE: HD 6+6; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 9/1100; Special: Drain 1 point Str with hit, hit only by magic weapons, spells as 8th level magic-user.

5.51. Glass Funnel: Whichever way you enter this hex, the ground begins to slope downward. Gradually, it becomes smoother and smoother until it is as smooth and slippery as glass. At this point, the slope is sharp enough that one must pass a saving throw each round (at a cumulative -2 penalty) to avoid slipping into this great funnel and landing in a small depression with a portal carved from the same glass as the rest of this strange hex. The glass door here can be shattered (30 hp), but since it is unlocked there is little use in doing so.

[A] This chamber has walls of greenish-black glass that glisten in the torchlight. The walls are carved to resemble great shells, like those of abalone, with the exit flanked by two very intricate carvings of mollusk-like creatures emerging from these shells. As one might expect, these are

not carvings, but lithonnites.

LITHONNITE: HD 8; AC frontal shell 2 [17], body 6 [13]; Atk 2 tentacles (2d6); Move 9; Save 8; CL/XP 9/1100; Special: Immune to blunt weapons.

[B] This cavern is composed of unadorned quartz, with a large, steamy pool of water. The pool leads to a submerged tunnel and a large, subterranean sea that ultimately drains into the Acheron. Thirty strange, thin men and women with fishy skin covered by patches of purple on their skin and wearing bronze and glass helms dive into the steamy pool and pull out weird, purple nodules that they then sit and lick, gaining visions of the future and a weird euphoria from the substance.

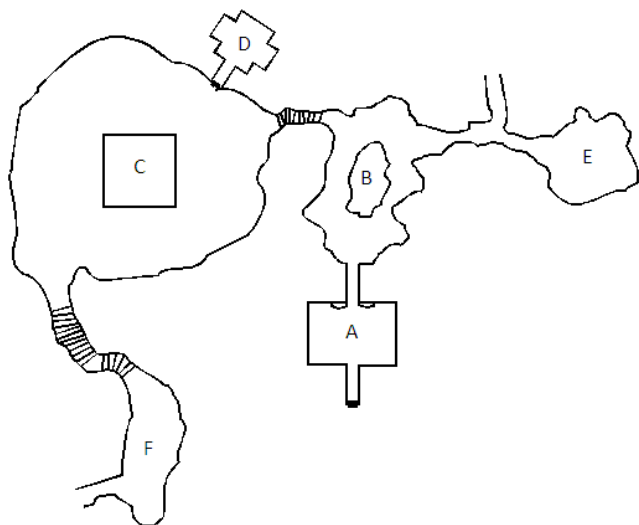
The men and women attack by grasping for people's heads. If successful, they share their own minds with their victims, causing 1d4 points of wisdom damage each round. Victims who are reduced to less than half their original wisdom crave these visions and the purple nodules and join their attackers in their weird repast.

FISHY MEN: HD 3; AC 7 [12]; Atk 1 strike (1d4 intelligence); Move 12; Save 14; CL/XP 4/120; Special: Madness.

[C] At the bottom of the stairs there is a large grotto with a pool of the same steaming water seen in [B]. The pool takes up a small portion of the grotto, though, the rest being filled with ruined buildings constructed of blocks of glass and badly damaged glass statuary. One of the larger buildings holds large (6' x 6') panes of 1" thick glass etched with star charts of alien dimensions. The etchings were done by an acid weird that dwells in a pool underneath the building. The room contains a number of un-etched glass panes. The panes may be useful to magic-users attempting to summon truly alien creatures.

ACID WEIRD: HD 8 (39 hp); AC 5 [14]; Atk 1 bite (1d8 + 1d8 acid); Move S12; Save 8; CL/XP 9/1100; Special: Grab and drown, transparent, reform (1d4 rounds after death), immune to acid.

[D] This is the tomb of Go'enotheama and Achaghamm, the king and queen who once reigned here in these caverns. Both were powerful and ambitious magic-users who had a seething affair fueled as much by their desire to best one another as from any love they felt. Their bodies remain in state, apparently preserved, atop brilliantly hued glass slabs. They are completely naked, their fish-like skin and large, black eyes revealing they are related to the weird



folk dwelling the caverns above. Both are completely hairless and have daggers thrust into their chests. The daggers are +2 *weapons*, +3 *vs. magic-users*. One is possessed by the spirit of Go'enothama and the other by the spirit of Achaghamm. These spirits can possess the wielder of the dagger per the rods in [5.42].

[E] A pallid magician known as the Adept of Misfortune dwells here, the last member of his race. He seeks the lost knowledge of his people, that he might find a way home. His study contains a few of the glass star charts as well as glass cylinders etched with weird writing. The etching appears to have been scrawled by diamond-tipped needles attached to a throne of glass. The chair has restraints and a faceted gemstone set in the back, approximately where a person's head would rest. The cylinders are set into the arms of the throne. A person sitting in the chair and questioned by the Adept has their deepest thoughts torn from their psyche and etched on the glass cylinders. The Adept has about fifteen cylinders already and has still not learned what he wishes to know.

ADEPT OF MISFORTUNE, MAGIC-USER LVL 15: HP 31; AC 9 [10]; Save 5 (3 *vs. spells*); CL/XP 14/2600; Special: Spells (5/5/5/4/4/2). Staff, 3 darts, dagger, spellbook.

[F] This long cavern has 40-ft tall walls and a peaked ceiling. Dozens of alcoves are cut into the walls and hold odd creatures that look like fish-headed humanoids with silvery scales and wing flaps between their arms. The creatures are frozen in amber blocks, but their minds are active and sinister and capable of controlling people. People gazing at the fish-things must pass a saving throw, adding their wisdom bonus to the roll, or fall under their control. These slaves are driven to kill non-slaves and then work at freeing the fish-things from the amber, that they might work their will upon the world once again.

FISH-THING: HD 6; AC 5 [14]; Atk 2 claws (1d4) or by weapon; Move 12 (F6, S12); Save 11; CL/XP 8/800; Special: ESP, command humanoid, immune to cold.

6.39. Tempest: This hex is filled with swirling, damp winds that smell of salt. The tempest prevents flying and increases the chance of surprise to 1-3 on 1d6. Near the center of the hex there is a virtual forest of copper poles, some up to 1 foot in diameter and 50 feet in height, that crackle with static electricity.

Dwelling among these poles and feeding on whatever game enters the tempest – but mostly on slimy fungus that gathers on the posts – are hook beasts. These weird creatures look something like bipedal, hulking, wingless turkeys with large hooks – something like the claws of a sloth – in place of hands. Encounters with them occur on a roll of 1-4 on 1d6 in this hex. Inside their gizzards one might find thunderstones – small rocks that, when slammed against a hard surface erupt in a thunderous noise that causes deafness (save to avoid) and stuns people within 30 feet for 1 round.

HOOK BEAST: HD 6; AC 3 [16]; Atk 2 hooks (1d6); Move 12; Save 11; CL/XP 6/400; Special: None.

7.5. Iron Spikes: Near one wall of this tunnel there are five iron spikes driven into the ground laid out in the pattern of a person. Chains are connected to them and appear to have been eaten through by acid.

7.11 Slug Fields: This hex is currently occupied by the gypsies of the Grooms, a race of semi-feral, crystalline halflings who work as tinkers and fortune tellers. These halflings live atop giant slugs that they use as beasts of burden. They collect the slime from their beasts and use it to create tiny stones that they sell as a cure-all (+2 bonus to saves *vs. disease*). These halflings can, for a valuable gift of gemstones, materialize a person's fondest desires in front of them. These desires remain substantial for 24 hours only and then fade again into unreality. They ride through the hex on their slugs, rubbing their fingers together to create haunting melodies that stir the heart strings. Each slug carries three halflings and there are currently twelve slugs gathered together in this hex.

CRYSTAL HALFLING: HD 2; AC 6 [13]; Atk 2 slashes (1d6+1); Move 9; Save 16; CL/XP 2/30; Special: Light (3/day), tell future (25% accuracy).

GIANT SLUG: HD 12; AC 8 [11]; Atk 1 bite (1d12) or acid squirt; Move 6; Save 3; CL/XP 13/2300; Special: Spit acid.

7.37 Leechbook: A leechbook containing notes on treating the slashing wounds of hook beasts and the poisons of the drow has been dropped here on the ground. The book is actually trapped – it sits atop a small hole in the ground. If lifted, it pulls the cork out of a bottle that emits chlorine gas (6d6 points of damage, per green dragon breath).

7.41. Spiderweed: This hex is overgrown with spiderweed. It creates a thick carpet of bluish-grey. Massive beasts that look like a cross between giraffes and brontosauruses dwell in this hex, feeding on the weed. Most are held fast as soon as they are born, but given that they are roughly the size of small trucks at that age, and have 10-ft long legs, they have little to fear from the weeds. These beasts barely move, but their long, whip-like tails are incredibly dangerous. Not only can they strike for significant damage, they move so quickly as to break the sound barrier, creating a deafening boom (deaf for 1d6 hours).

SPIDERWEED: HD 4; AC 6 [13]; Atk 4 vines (1d6); Move 0; Save 13; CL/XP 6/400.

GREAT BEAST: HD 25; AC 6 [13]; Atk 1 tail whip (4d10); Move 9; Save 3; CL/XP 25/5900; Special: None.

7.44. Crypt of Grimuss: A great crypt constructed of glistening black stone stands overlooking the Acheron. It is surrounded by a portico supported by bronze statues of burly women. There is a hole in the center of the roof from which shines a sulfurous yellow light into the Gloom, accompanied by thick, white smoke.

Within the crypt there are twenty sarcophagi, each decorated with a bas-relief of a beautiful woman inlaid with alabaster and gold (worth about 200 gp each). They stand around a pit that emits the yellow light. Each sarcophagus holds a mummified corpse (non-animated) of a female hobgoblin. The crypt is the last resting place of the hobgoblin warlord Grimuss the Golden. His body is laid beneath the crypt in catacombs. The glowing yellow pit is a permanent illusion hiding the hole that leads into the catacombs. The catacombs hold twenty bricked-up alcoves in which are interred Grimuss and his guardians, ten animated iron statues in Grimuss' image.

IRON STATUE: HD 5; AC 2 [17]; Atk 2 fists (1d8); Move 9; Save 12; CL/XP 6/400; Special: Magnetic (iron weapons that strike the statue are held fast until the wielder makes an open doors check)

8.32. Bakery: A family of ten ubues dwells here in a deep cave. The smell of burning coal is in evidence as people approach, the smell coming from a large fire pit kept ever ablaze before the entrance to their cave. The ubue run their lair as a road-house. They provide a pallet of furs, a pungent blood wine and thick pasties made out of whatever meat happens to turn up – usually dire corbies and

bats. Any group that passes by is informed that the ubue claim the right to cull one of their animals or members for their pantry. The ubue have a treasure of 250 sp, 340 ep, 190 gp and a coral oil lamp (100 gp). A night's stay in their cave costs 5 gp per person.

UBUE: HD 3; AC 2 [17]; Atk 3 clubs (1d8) or 3 strikes (1d6); Move 9; Save 14; CL/XP 3/60; Special: Multiple personalities.

8.38. Dragon Spring: A small stream bubbles out of the top of a mound of stone, spilling down one side and then forming a small stream that flows into the Acheron. The banks of the stream are coated in poisonous salts that are licked by drowsy pseudo-dragons. The dragonets laze about and discuss philosophy, with the discussions sometimes growing heated. They do not accost travelers other than to ask them to declare their philosophical allegiance. 1d8 of the assembled dragons will take offense at the adventurer's apparent stupidity and engage them in a pointless debate, while another 1d3 of the beasts will agree wholeheartedly with their position. Each round, there is a 5% chance per dragon that the argument turns violent, with all involved coming to blows. The pseudo-dragons will not kill one another – just a little maiming – but visitors enjoy no such immunity.

PSEUDO-DRAGON: HD 2; AC 2 [17]; Atk 1 bite (1d3), 1 tail sting (1d3 + poison); Move 6 (F25); Save 16; CL/XP 5/240; Special: Poison (75% lethal or catalepsy for 1d4 days), 80% invisibility, magic resistance (25%).

9.6. Varj Lair: A tribe of these ogreish insects dwell here in the mists between Surt's Hall and the frozen vault to the west. The tribe includes 16 males, 5 females and 8 young. They dwell in a karst pillar that extends from ceiling to floor. The pillar is 50 feet in diameter and riddled with caves dug by the varj, who cultivate slimes on the walls and hunt whatever prey walks by. They lovingly carve the faces of their victims into the walls of their home, and there are many dead faces staring out from the pillar. They currently hold eight kobold prisoners – traders from the lands above. The chief of the tribe is Mozok, its shaman K'orthaak. Their treasure consists of 550 pp, 8,020 gp, 18,580 sp, 4 lion skins (25 gp) and an olivine (6 gp).

VARJ: HD 4+2; AC 3 [16]; Atk 1 bite (1d4), 2 claws (1d6), 1 weapon (2d4); Move 12 (C12); Save 13; CL/XP 7/600; Special: Acidic bite, belch acid, tremorsense.

MOZOK: HD 7+2 (42 hp); AC 3 [16]; Atk 1 bite (1d4), 2 claws (1d6), 1 weapon (2d4); Move 12 (C12); Save 9; CL/XP 10/1400; Special: Acidic bite, belch acid, tremorsense.

K'ORTHAAK: HD 4+2; AC 3 [16]; Atk 1 bite (1d4), 2 claws (1d6), 1 weapon (2d4); Move 12 (C12); Save 13; CL/XP 9/1100; Special: Acidic bite, belch acid, tremorsense, cast spells as 5th level cleric and magic-user.

10.8. Formians: Formians from higher up have established a hive here in a series of caverns. The caverns were once inhabited by a tribe of blood orcs that were rapidly liquidated by the much more powerful formians. The formians number 200 workers, 20 warriors, 7 task-masters, 5 myrmarchs and 1 queen called Mothai-bota. The taskmasters have seven varj [9.6] under their control. Their ultimate aim is the conquest of the Gloom. To that end, they plan to excavate a much larger hive and establish multiple queens and hundreds of warriors and workers. They currently hold an enormous war chest of 3,100 sp, 28,631 gp and 460 pp to hire mercenaries.

The formians of Mothai-bota have brown carapaces speckled with gold. The myrmarchs dress in long, spider-silk gowns and carry bronze javelins.

WORKER: HD 1; AC 2 [17]; Atk 1 bite (1d4); Move 15; Save 17; CL/XP 2/30; Special: Immune to poison, resistance to electricity (50%).

WARRIOR: HD 4; AC 1 [18]; Atk 1 sting (2d4 + poison), 2 claws (1d6), bite (1d4); Move 15; Save 13; CL/XP 7/600; Special: Immune to poison, resistance to electricity (50%), magic resistance (30%), poison (paralysis for 1d6 rounds).

TASKMASTER: HD 6; AC 0 [19]; Atk 1 sting (2d4 + poison), 2 claws (1d6); Move 15; Save 11; CL/XP 10/1400; Special: Immune to poison, resistance to electricity (50%), magic resistance (40%), telepathy 100 ft., dominate creatures (save or under their control), poison (paralysis 1d6 rounds).

MYRMARCH: HD 12; AC -1 [20]; Atk 1 sting (2d4 + poison), bite (2d6), javelin (1d6); Move 18; Save 3; CL/XP 13/2300; Special: Immune to poison, resistance to electricity (50%), magic resistance (50%), poison (paralysis 2d6 rounds), spells (1/day – charm monster, clairaudience, clairvoyance, detect evil, ESP, protection from evil 10' radius).

QUEEN: HD 20; AC -2 [21]; Atk n/a; Move 0; Save 3; CL/XP 27/6500; Special: Immune to poison, resistance to electricity (50%), magic resistance (60%), telepathy 100 ft., spells (1/day – charm monster, clairaudience, clairvoyance, detect evil, ESP, hold monster, protection from evil 10' radius, shield, true seeing), cast spells as 18th level mage.

10.14. Umdidum: As folk move into this area of caverns, they will notice (assuming they can see the cavern walls) that they are carved from floor to ceiling with writhing images that are no less terrifying for their abstraction.

They look like a madman's nightmares given form. Besides being artistic, the carvings create channels that drain moisture from the walls into channels cut into the floor. These channels are about ten feet deep and are filled with water to a depth of about 3 feet. All of these channels lead to the great duergar city of Umdidum at the center of the hex. The channels hold entrances to long perpendicular tunnels where mushrooms are cultivated by the duergar. Gangs of duergar on skiffs ply these waters, going from tunnel to tunnel gathering fungus and transporting it back to Umdidum. Sullen and bitter, these men are not averse to transporting others back to the city, charging 10 gold pieces per passenger and doing their best to intoxicate them with their pipes so that they may rob them and dump their bodies into the slimy waters of the channel.

Umdidum is home to 5,000 duergar and their slaves – mostly humans from the surface lands who are blinded, their minds broken, and used as beasts of burden. The city is constructed of gray stone. Every surface is carved with the same writhing figures as seen on the cavern walls. It has straight, wide avenues that lead, like the spokes of a wheel, to the fortress-temple at the center of the city-state. The city walls stand 80 feet tall and are about 40 feet thick at the base and 20 feet thick at the top. Four massive gate towers permit entrance into Umdidum, each guarded by a colony of 20 white apes chained to the walls. A duergar guard in a chamber above the entrance tunnel can release the chains and drop the quadruple portcullises with the flip of a slim lever.

The main business of the duergar is the mining of iron from the cavern floor – hundreds of mines, each owned by a different clan, can be found throughout the hex. In the city-state, this iron is turned into steel and then further manufactured into all manner of items which are then traded to other subterranean peoples or to Hell itself.

Umdidum is controlled by a priest-king of Mulciber, the artificer of Hell. His temple fortress stands 120 feet tall, with 10-ft thick walls of stone covered with thick steel plates. At the top of the fortress there is a steel tower from which flows four trickles of oil. These trickles are guided down each corner of the temple and are lit from the top, making four streams of fire flowing down the walls and into flaming pools at the bottom. Each pool is monitored 24 hours a day by a brotherhood of priests who record the

movement of the flames and interpret them. Important revelations from the flames are then carved into stone to preserve them. Within the fortress there is a maze of chambers, most empty and covered with a layer of ash. Those that are occupied hold forges, shrines, barracks and locked vaults. The center-most chamber is a massive inner sanctum holding an iron idol of Mulciber. The statue holds a hammer and tongs and is bathed in flaming oil that trickles through the fortress-temple from the steel tower at its pinnacle. This statue is an iron golem under the command of the priest-king Grekor. Its flaming skin makes it more dangerous than most iron golems.

The duergar of Umdidum are typical for their race – sullen, angry and wholly without pity. Families and clans are hotbeds of back-stabbing and betrayal and inter-clan relations are based on blood feuds over ancient slights. Two clans never make peace, but one clan might join another to destroy a clan they like less.

There is no hospitality in Umdidum, but there are taverns and inns. Prices are about ten times as expensive as on the surface. Inns are quiet and clean – few ever speak in Umdidum and people are judged by their attention to detail. They serve fungal wines, which do little to relieve the eternal sorrow of the duergar, but which may well cause terrible hallucinations and nausea. They serve mushroom stews and bitter, gray bread made of fungus flour and ashes. Creatures caught by the duergar, even sentient creatures, are always eaten. They are usually processed into fatty sausages, which are relished by the duergar. Fat from the cooking of the sausages is drizzled on the gray bread, making it almost palatable.

DUERGAR: HD 1+2; AC 4 [15]; Atk 1 weapon (1d8); Move 6; Save 13; CL/XP 1/15; Special: Darkvision to 120-ft.

IRON GOLEM: HD 20 (80 hp); AC 3 [16]; Atk 1 hammer or fist (4d10); Move 6; Save 3; CL/XP 18/3800; Special: Poison gas, +3 or better weapon to hit, slowed by lightning, healed by fire, immune to most magic.

GREKOR, DUERGAR CLERIC 7/THIEF 9: HP 35; AC 7 [12]; Save 8 (6 vs. devices, 4 vs. magic); CL/XP 10/1400; Special: Back stab x5, climb walls 93%, delicate tasks 60%, hear sounds 5 in 6, hide in shadows 55%, move silently 60%, open locks 55%, read languages, read magic writings, banish undead, spells (2/2/2/1/1), surprise (2 in 6), immune to paralysis, poison and illusion, innate spells (*enlarge*, *mage hand*). Leather armor, war hammer, sling, thieves' tools, unholy symbol.

11.26. Sorrowful Ogres: A band of thirty ogres has made camp here. Mercenaries, they were recently defeated by a large force of duergar and are now nursing their wounds. Their commander, a bull-necked lout called Dagum, has been driven round the bend by this defeat. He has become even more violent and erratic than normal for an ogre, and the others seek a cure – for they know he cannot easily be defeated by them.

DAGUM, DEMON OGRE: HD 10 (48 hp); AC 2 [17]; Atk 2 claws (1d10); Move 15; Save 6 (3 vs. mind effects); CL/XP 11/1700; Special: Resistance to acid, cold, fire and electricity (50%).

11.30. Emerald Eye: An obelisk rises here in the Grooms. It is stark white and topped with a pyramid-shaped emerald as large as a man's head (worth 10,000 gp). Once per hour this emerald bathes the surrounding hexes in a sickening green glow (save or nauseous for 1d6 hours). Any creature touched by this light has their identities, surface thoughts and general abilities transferred to the clerks of Dis, who record these impressions on copper plates and file them away for the use of the demon lords of Hell. An attempt to dislodge the emerald from the top of the 300-foot tall tower causes a vast swarm of ants to emerge from pores in the stone of the obelisk. The ants are capable of stripping the flesh of a person's bones in minutes. Any creature that is swarmed over must pass a saving throw each round or become helpless. Helpless creatures are then consumed, suffering 3d6 points of damage per round.

ANT SWARM: HD 11; AC 2 [17]; Atk swarm (3d6); Move 12; Save 4; CL/XP 14/2600; Special: Consume, blunt weapon resistance (50%), immune to slashing and piercing weapons.

12.19 Iron Maze: This hex holds a maze of iron. The maze has walls 50 feet tall and many twists and turns. To navigate the maze, you can use the following process:

The Referee rolls 6d6. Each dice represents one turn (10 minutes) of travel time. If players guess the number on the dice, they advance through the maze to the next dice. If they fail to guess the number, they must deal with a random event determined by the number on that dice:

D6	EVENT
1	After an hour of wandering, you return back to where you started. Roll for a random encounter from the main Wandering Monster chart for this hour.
2	After 1d3 turns of wandering you come to a dead end. The walls here are cast in a bas-relief of Amazons slaying men, women and children. The Amazons are iron dergenue, who animate and attack unless a handsome man sings them a song (roll 3d6 under Charisma score to succeed).
3	After 1d3 turns of wandering you come to a Ploutonic shrine. The shrine has been bored into one of the iron walls, and contains an idol of a demon lord holding a large gemstone. Touching the gemstone causes it to shatter, the pieces sprouting into 2d6 crystalline warriors holding jagged, crystal blades. A pool of unholy water is left in the cupped hands of the idol.
4	Walls of iron spring up around you, trapping you unless you can climb over them. The tops of the maze's walls come to a razor-sharp point, making escape tricky.
5	After 1d3 turns of wandering, you are discovered by the fiendish minotaur of the maze, a creature called Baalgor.
6	After 1d3 turns of wandering you discover a large, black hole in an iron wall. This hole transports you to a hex in the Grooms of the Referee's choice.

BAALGOR: HD 8+4; AC 6 [13]; Atk Head butt (2d4), bite (1d3) and flail (1d8); Move 12; Save 11; CL/XP 8/800; Special: Never gets lost in mazes.

IRON DERGENUE: HD 4; AC 2 [17]; Atk 1 strike (1d6); Move 12; Save 16; CL/XP 5/240; Special: Drag into iron, immunities.

CRYSTALLINE: HD 3; AC 3 [16]; Atk Weapon (1d6); Move 12; Save 14; CL/XP 5/240; Special: Blinding refracted light.

12.26 Petrified Forest: A great "forest" of limestone pillars – stalactites and stalagmites that have grown together, fill this hex. The pillars are multi-colored and glistening and inhabited by dozens of chokers (encounters with 1d6 of the creatures occur on a roll of 1-4 on 1d6 in this hex) as well as hermit called Ansia, a woman who dared venture into the Grooms and soon lost her companions and her sanity. She dwells in a massive hollowed pillar with the remains of her companions, which she animates as skeletons sometimes as entertainment. Ansia has a treasure of 5,390 sp, 1,400 ep, 940 gp and 20 pounds of salt (worth 5 gp per pound). The coins are scattered about in tall piles while the salt is contained in a locked iron chest. A dried human hand is hidden inside the salt with a golden ring (worth 500 gp) on its pinky.

CHOKER: HD 3; AC 2 [17]; Atk 2 tentacles (1d3 + strangle); Move 18 (C12); Save 14; CL/XP 4/120; Special: Strangle for 1d4 damage per round, open doors check to break strangulation.

ANSIA, MAGIC-USER LVL 12: HP 27; AC 9 [10]; Save 5 (3 vs. spells); CL/XP 13/2300; Special: Spells (4/4/4/4/1). Dagger, 3 darts, spellbook.

13.24. Bugbears: A tribe of 100 bugbears dwells here in caves set high in the walls of the great vault of the Grooms. They access their cave homes using thick iron chains that hang from the ceiling of the vault. The chains appear to be the work of titans, given their length. At the top of the chains there are massive bronze bells that, when rung, impose one of the following conditions on the ringer for one week unless they pass a saving throw:

D10	CONDITION (as potion of same name)
1	Diminution
2	Ethereality
3	Fire Resistance
4	Flying
5	Gaseous Form
6	Growth
7	Invulnerability
8	Levitation
9	Slipperiness (coats the skin)
10	Treasure Finding

The bugbears are ruled by the iron fist of Zarn, a barbaric priest who spends most of his time intoxicated. He holds a chart of Dis which, if one can read bugbear, allows them an easier time navigating that seemingly endless city. He sells his bugbears services as warriors and guides.

14.1. Silent Knight: From a high cave a silent knight surveys Surt's Hall. Mounted on an old, laconic red dragon called Leoniad, he patrols the tunnel, killing intruders and collecting their treasure in his aerie. He currently has a horde of 2,180 sp, 3,500 gp, 440 pp and a jasper (300 gp). *A medallion of ESP* rattles around in his steel sabaton.

SILENT KNIGHT: HD 7 (40 hp); AC 2 [17]; Atk 1 weapon (1d8); Move 9; Save 9; CL/XP 8/800; Special: Silence.

LEONIAD, RED DRAGON: HD 10 (80 hp); AC 2 [17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (F24); Save 5; CL/XP 22/5000; Special: Breathes fire (cone 90-ft long, 30-ft wide).

16.19. Salt Mummies: A cavern that branches away from the main Salt Tunnel has been carved into a mausoleum. Sixteen goblin bodies wrapped in spider silk in the fashion of mummies are interred here. The touch of these mummies does not spread mummy rot, but rather drains the moisture from people (saving throw or lose 1d3 points

of constitution; one point of constitution can be regained by drinking one gallon of water). Sewn into each mummy is a gold statuette worth 600 gp.

GOBLIN SALT MUMMY: HD 6+4; AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 7/600; Special: Desiccate, hit only by magic weapons.

18.18. Geyser: A geyser erupts here in the White Tunnel, flowing through the tunnel to the Acheron. The water in this swift stream is, naturally, very salty. A band of 30 svirfneblin have established a salt mining operation here, using the stream to drive a waterwheel to help them carry their salt up from the deep mines they have dug. Every so often, they discover a cavorite crystal in the salt. Cavorite is a mineral that defies gravity. Each pound of cavorite has enough lift to carry 100 pounds of weight to a height of 10 feet. If a current of electricity is run through the cavorite, these properties expand by a factor of 10, though no living magic-user has yet discovered this. The svirfneblin have about 300 pounds of salt (worth 5 gp per pound) and 5 pounds of cavorite (worth 1,000 gp per pound). Their leader is an old female called Pecia.

SVIRFNEBLIN: HD 2; AC 0 [19]; Atk 1 pick (1d6) or crossbow (1d8); Move 6; Save 16; CL/XP 4/120; Special: Spells, magic resistance (10%).

PECIA, SVIRFNEBLIN ILLUSIONIST LVL 6: HP 15; AC 9 [10]; Save 10 (8 vs. illusions); CL/XP 6/400; Special: Spells known (3rd), spell points 15, silver tongue. Dagger, staff, 3 darts, shark skin boots (worth 15 gp).

18.22. Purple Stronghold: In the midst of the White Tunnel of salt there rises a semi-ruined stronghold of purple stone. The stronghold goes from floor to ceiling and is in the shape of a round tower keep with arrow slits all around (about 20 feet above the surface) and passages carved into the salt above and below the fort.

The fort now houses 95 blood orcs and their 75 females and 85 orclings. The blood orcs have painted the interior of the stronghold with blood and consecrated it to Gorson, the Blood Duke of Hell. The orcs are led by Gzud and allied with six female ogrillons – the “wives” of Gorson. The ogrillon females wear tunics dyed in blood.

OGRILLON: HD 2; AC 5 [14]; Atk 2 reinforced fists (1d4+1); Move 12; Save 16; CL/XP 2/30; Special: Reinforced fists.

BLOOD ORC: HD 2; AC 5 [14]; Atk 1 two-handed weapon (1d10); Move 12; Save 16; CL/XP 2/30; Special: Frenzy (+2 to hit) when they smell blood.

GZUD, BLOOD ORC BARBARIAN LVL 5: HP 40; AC 6 [13]; Save 11; CL/XP 6/400; Special: Immune to backstabs, fear magic, berserker (+2 hit and dmg, -2 AC, 5 rounds, fight until berserkergang ends), +2 to hit when he smells blood (on top of normal bonus for berserkergang). Ring armor, battle axe, dagger, tiger eye gem (worth 125 gp).

21.18 Palanquin of Death: The bones of a 100-ft long serpent is coiled here, a palanquin of polished ebony balanced precariously on its back. The palanquin has a small cabin, the door of which has been splintered open. Inside the cabin are the bloody bodies of three drow. The drow were set upon by blood orcs [18.19] and left to bleed out. Being as they are so close to Hell, the bodies re-animated as bleeding horrors.

Hanging in the cabin is an old bulls-eye lantern. With the command word “Boadie”, the lantern can emit crimson-colored hands of force (per the various “hand” spells) up to three times per day.

BLEEDING HORROR: HD 6; AC -1 [20]; Atk 2 claws (1d8); Move 12; Save 11; CL/XP 10/1400; Special: Blood consumption (gains as many hit points as it inflicts as damage; creatures hit by both claws lose 1d4 points of constitution – save for half – and the bleeding horror gains 4 hit points per point of constitution damage), horrific appearance (save or lose 1d6 points of strength), +1 or better weapon to hit, magic resistance (10%), creatures slain rise as bleeding horrors in 1d4 minutes.

25.17. Tomb of Fire: The tomb of Sinmara, a queen among fire giants, has been placed here about seven miles from the Acheron. The tomb is a pyramidal tower of basalt with a locked bronze door. The door is trapped so that a layer of bronze melts over the thief’s hand (4d6 damage) and then hardens, trapping them there until a denizen of the underworld can finish the job. Once the thief’s hand is trapped the lock cannot be opened without removing the hardened bronze. The tower is surmounted by an *everburning* fire.

Within the tomb there is but a single chamber clad in red marble and lit with twenty *everburning torches*, each sized for a fire giant and set about 7 feet above the floor. In the center of the room there is a bronze idol of Sinmara that holds the queen’s bones. The idol can only be opened by the application of a cone of cold. If so opened, the bones suddenly light with hellfire and attack.

A secret chamber beneath the idol holds a burial treasure of 500 over-sized gold coins (five times normal size) stamped with Sinmara’s face in profile.

SINMARA: HD 11+3; AC 1 [18]; Atk 2 claws (1d6 + 1d6 fire), bite (1d8 + 1d6 fire); Move 12; Save 4; CL/XP 13/2300; Special: Hurl boulders, immune to cold and fire, half damage from edged weapons, flaming aura (1d6 damage to all within 10 feet).

29.12 Lost City: There is a lost city here carved into the cavern floor. The streets are 30 feet deep and about 6 feet wide. The walls of these tunnels are pierced with circular holes that serve as windows and doors. Behind these holes are chambers barren except for piles of colored dust.

Wild streams of magic flow through these streets, nearly blinding magic-users who attempt to detect magic and causing most spells to go awry on a roll of 1 on 1d6.

D6	Random Effect
1	Spell fizzles – no effect and spell lost
2	Spells goes off as a random spell of the same level (re-roll if this same spell is indicated)
3	Spell tears open a rift in time, sending the party back to 1d4 days earlier
4	Spell summons 1d6 vrock demons
5	Spell caster must pass a saving throw or be turned into an adherer; otherwise as “1”
6	Spell creates a crack of thunder and a cloud of soot, staining the spellcaster’s face black

The streets of this city are inhabited by two types of creature. The first is a man known as the Steel Swordsman, a human fighting-man clad entirely in iron plates who can train fighters in the secrets of swordsmanship (see below). The other creatures are adherers – the former inhabitants of the city twisted by the magic that flows through the streets. Encounters with 2d4 of the adherers occur on a roll of 1-3 on 1d6 each hour.

ADHERER: HD 4; AC 3 [16]; Atk 2 slams (1d4); Move 12; Save 13; CL/XP 5/240; Special: Adhesive, x2 damage from fire, resistance to blunt weapons (50%), surprise (3 in 6).

The Steel Swordsman can teach a fighting-man how to gain a +2 bonus to hit an opponent when fighting sword vs. sword. A sub-class of fighting-man can learn a lesser technique, gaining a +1 bonus when fighting sword vs. sword. The training takes a minimum of 1 month, at which point the student can attempt to pass a monthly saving throw to learn the proper techniques. After two failed saving throws, the student is rejected as not teachable and sent on his way. Training costs 250 gp per month. The Steel

Swordsman uses a two-handed sword, and will require his pupil to train with the same.

STEEL SWORDSMAN, FIGHTER LVL 10: HP 37; AC 7 [12]; Save 5; CL/XP 10/1400, Special: Multiple attacks, parry. Leather doublet, hard high boots, two-handed sword, dagger.

32.10 Rats & Sharks: There is an old stone fortress here. It has a courtyard and three towers. The two smaller towers have tumbled at some point in the past and now exist as a ruin. The larger tower, though shabby, is still strong and is inhabited by a gang of 20 ratling reavers. Ratlings are, of course, little threat to the denizens of the Gloom, but these ratlings are smart and they control five land-walking sharks, which they use in the manner of war elephants. The sharks are kept chained in the courtyard. The ratlings must use extreme caution when mounting them, jumping on the large leather and wood harnesses affixed to their backs from above and then guiding them with gibbets of meat tied with sinew to long sticks or bones. Patrols of three of these war sharks are constantly active in these tunnels, and may be encountered randomly (see above).

The tower of the ratlings contains a shrine to their goddess, the Mouse Lord. Here, they keep a silver idol with ruby eyes and the living manifestation of their goddess (or so they think), a wererat named Tefnuin who wandered into the Gloom as an adventurer and managed to hook up with the ratlings after her partners were killed. Tefnuin dwells in luxury, her every need catered to. She wears silk veils that accentuate her semi-humanoid curves, enticing perfume (well, enticing to a ratling) and carries a poisoned dagger. Her soldiers are armed with crossbows with poisoned bolts, short swords and, when on their landwalking sharks, harpoons that are used to reel in prey.

The ratlings have a treasure of 9,790 gp, 860 pp and a lapis lazuli charm worth 200 gp.

LANDWALKING SHARK: HD 13; AC 5 [14]; Atk 1 bite (1d10+8); Move 9 (S18); Save 4; CL/XP 13/2300; Special: Amphibious, feeding frenzy.

RATLING: HD 1; AC 9 [10]; Atk 1 bite (1d6+poison) or weapon; Save 17; Move 12; CL/XP 2/30; Special: Diseased bite.

TEFNUIN, WERERAT: HD 9; AC 6[13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 7; CL/XP 10/1400; Special: Lycanthropy, control rats, surprise (4 in 6).

35.8 Nixie Pool: A waterfall descends with a roar from the ceiling, forming a deep pool swarming with nixies with coppery scales and fang-filled mouths. A submerged tunnel in the pool leads to a grotto which serves as the entrance to a complex of damp, partially submerged caverns.

NIXIE: HD 1d4 hp; AC 7 [12]; Atk 1 weapon (1d6); Move 6 (Swim 12); Save 18; CL/XP 1/15; Special: Charm.

[A] A Nixie shaman is slowly molding the form of Dagon out of clay, hoping to summon and trap his spirit into the clay figure that she may command it. She is completely deranged, but no less dangerous for it. Her cavern is mostly submerged save for the rocky islet on which she is making her clay figure. Two dozen nixies dwell beneath the water among the rocks. Each wears a silver necklace that shows it is one of the “elect” of lord Dagon. A fortune in gemstones (1,000 gp) is hidden within the clay figure.

NIXIE ELECT: HD 3d4 hp; AC 7 [12]; Atk 1 weapon (1d6); Move 6 (Swim 12); Save 16; CL/XP 2/30; Special: Charm.

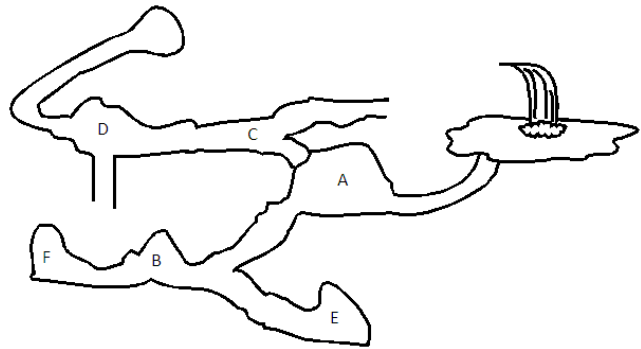
NIXIE SHAMAN, CLERIC LVL 6: HP 23; AC 7 [12]; Save 10 (8 vs. paralysis and poison); CL/XP 7/600; Special: Banish undead, spells (2/2/1/1). Light mace, holy symbol, charm.

[B] At the end of this tunnel there is a massive statue of a bald-headed sorcerer. The statue depicts the sorcerer from the waist up. He has two long arms and outstretched hands marked with glyphs of warding (6 dice fireballs). The statue is made of iron, with scythes hidden in the arms. Should one step before the statue, the scythes spring out to cut them down (attack as 10 HD monsters for 3d6 damage, beheading them on a natural ‘20’). The sorcerer’s eyes, which are obviously glass, are actually crystal balls. The left eye is a cursed crystal ball that shows deceptions.

[C] This wide and long cavern is blackened by magic. Light cannot shine here. The room has a musty smell to it, and the air is damp and swirls about. There is a 50% chance per turn spent here of an ethereal filcher arriving and pilfering something vital.

ETHEREAL FILCHER: HD 5; AC 2 [17]; Atk 1 bite (1d4); Move 15; Save 12; CL/XP 6/400; Special: Ethereality, detect magic, pick pockets 85%.

[D] This chamber consists of a bottomless pit crossed by two bridges, one east to west, the other north to south. The bridges have no railings and are about 3 feet wide. The bridges are guarded by zombies under permanent *spider*



climb and *haste* spells. When folk have gotten to the midway point in the room, they emerge from underneath the bridges and attack. If a person stands at the crossing of the two bridges and casts a spell of 4th level or higher, they cause a bright beam of light to shine from above, teleporting them into [G].

ZOMBIE: HD 2; AC 8 [11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 12; Save 16; CL/XP 2/30; Special: Immune to sleep and charm, haste (attack twice per round), spider climb.

[E] This cavern at first appears to be filled from floor to ceiling with water and dangerous, black sharks. It quickly becomes apparent that this is an illusion, for they can walk into the room without getting wet, although the air is damp and clammy. A pedestal in the room holds a spinning globe of aquamarine-colored quartz. If this globe is disrupted or removed, the water, which actually exists in another dimension, shifts into the material plane. The fifteen sharks are now free to attack. The water only extends as far as the entrance/exits, though, and thus can be escaped if one can hold their breath long enough to make it there. A person can hold their breath for one round per 4 points of constitution, but each round of fighting forces them to pass a saving throw or lose one of those rounds of breath.

MEDIUM SHARK: HD 5; AC 6 [13]; Atk 1 bite (1d6+2); Move 0 (Swim 24); Save 12; CL/XP 5/240; Special: Feeding frenzy.

[F] This chamber is filled with about two feet of water. As adventurers pass through it, a pillar rises from the center of the room. The pillar holds a throne which holds the form of a green hag. The hag has sagging skin and ancient, malevolent eyes. With a wave of her hand, black tentacles erupt from the floor to capture the adventurers. The tentacles attack as 8 HD monsters and inflict 1d6 points of hit point damage and 1d6 points of strength damage per round on those they strike, with an open doors check

required to break free. When only one adventurer is left, the attack stops and the hag, Shau-Nataug, gives the survivor a choice. Doom one of their comrades to the watery depths of Dagon's palace in Hell and all of the others go free. Make no choice, and all will die here, their bones ground into magic powders, their skins hung on her walls as decorations, their flesh devoured raw such that resurrection will be impossible.

SHAU-NATAUG: HD 9 (60 hp); AC -3 [22]; Atk 2 claws (1d6); Move 12 (S12); Save 7; CL/XP 14/2600; Special: Spells (as 9th level magic-user), weakness (touch attack, 2d4 strength), mimicry, magic resistance (35%).

[G] The treasure chamber of Shau-Nataug is filled with twenty small statues of trolls. Each statue is made of fired clay and holds a portion of the hag's treasure. Each statue might also hold brackish water or a small ooze. Roll 1d6 for each statue. On a 1-4 it holds water and treasure. On a roll of 5 it holds a small gray ooze, on a 6 a small black pudding. The treasure "packages" are as follows:

STATUE	TREASURE
1	150 pp
2	1,000 gp
3	200 gp
4	Carnelian worth 2,000 gp
5	5 gp
6	50 pp, 300 gp
7	515 gp
8	40 gp
9	Scroll of <i>jump</i>
10	450 gp
11	490 gp
12	100 pp

GREY OOZE: HD 3; AC 8 [11]; Atk 1 strike (2d6); Move 1; Save 14; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

BLACK PUDDING: HD 10; AC 6 [13]; Atk 1 attack (3d8); Move 6; Save 5; CL/XP 11/1700; Special: Acidic surface, immune to cold, divides when hit with lightning.

37.9 Lizard Men: A band of 27 lizard men, 26 females and their 36 eggs has made a home here in a series of damp caverns, the entrance to which is a simple hole in the ground through which one must squeeze. Beneath the hole there is a great, muddy lake supporting a population of olms and a breed of stark white, blind giant snapping turtles. The lake covers most of the hex, about 60 feet beneath the surface. The turtles feed on the lizardmen and

they return the favor. The lake flows through many caverns and caves, traversed by the lizardmen on rafts made from giant turtle shells. A cave located about 20 feet above the surface of the muddy lake houses the tribe.

The lizard men of Nigol are a pinkish-white in color, with tiny, black eyes and smooth, featureless faces. The tribe is under the command of a king called Ugothac, a tall, lithe lizardman with a kingly crest on his head. Ugothac sits on a throne of turtle bones decorated with rock crystals worth 200 gp. The remainder of their treasure consists of 1,430 sp, 38 ep, 1,189 gp, a jug of jasmine oil (4 lb, 100 gp) and a box of saffron (7 lb; 105 gp).

LIZARDMAN: HD 2+1; AC 5[14]; Atk 1 bronze spear (1d8) and bite (1d6) or 2 claws (1d3) and 1 bite (1d6); Move 6 (S12); Save 16; CL/XP 2/30; Special: Breathe underwater.

UGOTHAC: HD 5+1 (30 hp); AC 5 [14]; Atk 1 heavy trident (1d10+1) and bite (1d6) or 2 claws (1d3) and bite (1d6); Move 6 (S12); Save 12; CL/XP 5/240; Special: Breathe underwater.

39.9 Salt Lick: The banks of the Acheron here are terraced and composed mostly of salt. The banks are covered with about 100 dire corbies, who lick the bitter salt from the banks while cawing and preening. While they lick away the salt, they are slowly revealing ivory bodies embedded therein. The bodies seem vaguely humanoid, but the heads and faces suggest dolphins with short snouts. Whether they are (or were) alive or are just sculptures is unknown.

DIRE CORBY: HD 2; AC 5 [14]; Atk 2 claws (1d4); Move 12; Save 16; CL/XP 2/30; Special: None.

40.6 Butchery: There is a cliff dwelling here carved from the gray stone of the Glooms. A winding stair climbs up the wall of the cavern to the dwellings which, though simple and somewhat shabby on the outside are rather plush within. The cliff dwellings – there are about 20 chambers connected by halls and stairs – are clad with yellow-red marble inside and hung with expensive curtains. One chamber in the place contains a number of copper vats containing a grayish soup. A hand cranked generator sends bursts of electricity into the vats and, from time to time, creatures resembling hairless, blind rabbits crawl out. These beasts are seized by the inhabitants, yellow scalefolk, and quickly butchered. Their organs are ground and turned into sausages and the rest of the meat is dried. This meat is then sold to other denizens of the underworld.

The scalefolk number fifteen guards plus their leader Ch'ogngo and their guest, a drow alchemist called Kiliraz who was exiled from his home for unsavory behavior. Kiliraz is the inventor of the vat process, and though he has permitted the scalefolk to use it as a source of meat, but his ultimate aim is to clone his despised former monarch.

The scalefolk have a treasure of 750 gp, a platinum bracelet (200 gp), a brass statue of Cali (150 gp) and eight small spell books bound in troglodyte hide. Each book contains a single forgotten spell: *Crystal Shroud*, *Dire Gestation*, *Envenomed Blade*, *Eternal Death*, *Kiss of Crimson Doom*, *Malevolent Shade*, *Sword of the Night Unending* and *Vampiric Web*. Spells up to third level are always memorized by Kiliraz. You can find descriptions of these spells at the end of this article.

SCALEFOLK: HD 1; AC 4 [15]; Atk 1 bite (1d3) or heavy mace (1d8) or heavy crossbow (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

CH'L'OGNGO: HD 5 (26 hp); AC 4 [15]; Atk 1 bite (1d3) or heavy mace (1d8) or long bow (1d8); Move 12; Save 17; CL/XP 5/240; Special: None. Maple longbow (taken from an elf), leather armor decorated with tourmaline chips (100 gp).

KILIRAZ, DROW FIGHTER 4/MAGIC-USER LVL 7: HP 27; AC 9 [10]; Save 9 (7 vs. spells); CL/XP 7/600; Special: Spells (4/3/2/1), multiple attacks, parry, darkvision 120 ft., -4 to hit and save in sunlight, spells (*dancing lights*, *darkness*, *faerie fire*). Elven chain, long sword, dagger, spellbook.

55.5 Black Quay: There is a large structure here that looks something like a mausoleum. It is constructed of black and white marble and is exceedingly lovely. The mausoleum is empty, its uses a mystery, for what need has Charon for a place to lay his head or sup. Behind the structure, a quay of black stones extends out into the Acheron. It is here that Charon picks up most of his fares, and the place is always occupied by 1d10 +10 shades waiting for transportation.

The space between the mausoleum and the quay is guarded by the giant Antikus, who swore to serve Charon loyally in return for not being taken to his well-deserved punishments in Hell. Antikus permits shades to pass, but challenges all others to single combat, throwing the bodies of those who die into the Acheron.

Charon appears to ferry souls across the Acheron once every 1d3 days.

ANTIKUS: HD 12 (66 hp); AC 0 [19]; Atk 2 strikes (2d6); Move 15; Save 3; CL/XP 16/3200; Special: Ignores first 6 points of damage while standing on ground, magic resistance (70%), hug (2d6 damage per round), if removed from ground, loses 4 hit dice and 4d8 hit points and his strikes and grapples inflict 2d4 damage.

57.5 Prisoner: Seven bugbears escort a cursed paladin in chains to the gates of Hell to trade with the demons. The bugbears have white fur and black eyes.

BUGBEAR: HD 3+1; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents (3 in 6).

D'ADRAM, PALADIN LVL 4: HP 3 (normally 13 hp); AC 9 [10]; Save 9; CL/XP 4/120; Special: Lay on hands (8 hp), immune to disease, summon warhorse.

61.3 Grey Tower: A tower of grey stone sits atop a great mound, about 200 feet tall, with rugged sides. Water spills from small caves in the sides of this mound, splashing onto the land below and eventually forming a stream that runs to the Acheron. The tower has no discernible entrances, and it is fairly crawling with manavores (1d6+1 are to be found crawling on the walls when encountered), a cousin of the rust monster that feeds on magic. Within the tower a demi-lich, the first lich in fact, dwells in the tower contemplating the universe and the choices he made that put him in this hellish existence.

The demi-lich no longer has a name – or at least, everybody but him has forgotten it. His only companions are a band of seven cowed ghastrs and his collection of trophies. These include a horn from a giant goat, a jaguar's claw, a leather jerkin stained with blood, a copper necklace (50 gp), an exquisite cuirass that has been turned to lead. The lead cuirass weighs 44 pounds and provides a -3 [+3] bonus to Armor Class. The final piece is a diamond pendant worth 4,000 gp. The gems that have replaced the lich's eyes and teeth are worth a total of 2,500 gp.

MANAVORE: HD 5; AC 1 [18]; Atk 1 bite (2d6); Move 15; Save 12; CL/XP 9/1100; Special: Counter-spell, dissolve magic, half damage from magic weapons, magic resistance (15%).

GHASTS: HD 4; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; CL/XP 5/240; Special: Stench, paralyzing touch.

DEMI-LICH: HD 11; AC 0 [19]; Atk steal soul; Move F12; Save 4; CL/XP 13/2300; Special: Immune to most spells, +3 weapon to hit, immune to acid, electricity, fire, cold and polymorph, rejuvenation (reforms in 1d10 days), steal souls (8/day), cast *death* spells at will.

66.4 Fishing Trolls: A tribe of trolls (50 males, 50 females and 60 young) dwell here on the banks of the Acheron. The trolls are whalers. They sail a boat made from the ribs and hardened skin of abyssal whales. They head out into the Acheron each day seeking abyssal whales to harpoon and pull out of the water. The whales are then processed, producing black ambergris that is highly valued (1,000 gp per pound; the trolls usually have 2d10 pounds on hand).

The trolls dwell in a white mount that abuts the river, in caves chewed out of the chalky stone. These caves wind through the white stone like a maze, but the trolls always know their way, especially the secret doors and passages.

The trolls are led by a jarl called Svalmad and his five brothers, who serve as his huscarls. The tribe also includes a shaman called Bearlang, who prays to Hel and Angrboda and has been given a nithund by those demons for his loyal worship. The trolls of White Mountain have oddly elongated arms, giving them a +1 bonus to hit in melee combat. They wear bits and pieces of leather and metal armor (equivalent of ring mail) and carry axes and harpoons. Svalmad is growing old for a troll, and his brothers know it. They plot against him with Bearlang.

Besides the aforementioned ambergris and a fair amount of scrimshaw art (maybe 1d4 x 100 gp worth), the trolls have a treasure of 3,500 ep, 45,400 gp, 520 pp, a silver idol of Hel (800 gp), an emerald (4,000 gp), an aventurine (1,250 gp) and eight casks of fine wine (12 gal./100 lb. each, worth 600 gp/gal.)

TROLLS: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3hp/round, +1 to hit.

NIDHUND: HD 4; AC 5 [14]; Atk 1 bite (1d6) and 2 claws (1d6); Move 21; Save 13; CL/XP 7/600; Special: Immune to cold and poison, rake with claws, magic resistance (10%).

HUSCARLS: HD 7+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 9; CL/XP 9/1100; Special: Regenerate 3 hp/round, +1 to hit.

BEARLANG: HD 6+3 (38 hp); AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3hp/round, cast spells as a 3rd level anti-cleric, +1 to hit due to elongated arms.

SVALMAD: HD 9+3 (33 hp); AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 9; CL/XP 9/1100; Special: Regenerate 1 hp/round, +1 to hit due to elongated arms.

67.3 Deep Chasm: A deep chasm splits this hex and works itself into the hex to the south. The chasm has steep sides and is about 300 feet deep with burning sand in the bottom heated by volcanic action. At odd intervals, bubbles of poisonous gas pop from the sands (1 in 6 per round, save or die). At the north end of the chasm there is a tunnel lined with obsidian dug into the wall.

This tunnel extends back 500 feet into the wall, growing smaller as it does. It begins at 15 feet high and wide and ends about 10 feet high and wide. There is no adornment on the walls, but they are warm to the touch and the close, heated air in the tunnel seems to draw the moisture from one's body. There are three traps down the corridor, each more deadly than the last, as follows:

[TRAP 1] Stepping on a plate creates a *prismatic sphere* to zap into existence.

[TRAP 2] Ten needle-thin spikes spring from the walls, floor and ceiling, turning somebody into a pin cushion. Make five attacks on the first person down the corridor. The spikes attack as a 7 HD monster and do 2d4 points of damage. Anyone hit more than two times has been pierced and cannot move without cutting the spikes (requires 1d3 turns, with 1d4 points of hit point damage from blood loss each turn) or cutting their flesh (3d6 damage).

[TRAP 3] When a 5-ft x 5-ft area is entered, a gelatinous cube materializes there, trapping people. A saving throw can be made to give people a chance to leap out of the way, but whether they leap forward or backward is determined by a throw of the die.

GELATINOUS CUBE: HD 4 (30 hp); AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

At the end of the corridor, a horrid creature called a devourer sits on a throne of salt, seemingly ignoring trespassers. If a person touches the creature, they disappear along with the devourer and the walls around the throne suddenly become "windows", each showing a white chamber in which the devourer sits on his throne, slowly drawing the life force out of the person who disappeared, now bound in the chains of two chain devils.

Of course, only one of the windows leads to the torture chamber – as Referee, you can choose which one. Both of

the other windows, if shattered, summon a crystalline horror and lead to one of two treasure chambers. The first contains thirteen silver scimitars (worth 50 gp each), a rowan flute, a diamond (8,400 gp), seven suits of gilt *-1 platemail* (double weight, make one greedy for wealth), 20 yards of lace (60 lb., worth 5 gp/yard) and 1,000 gp. The second chamber contains the azure feather of a tropical roc, violet silk breeches and a porkpie hat, a collection of 50 scrolls on various subjects, a necklace of platinum webbing with garnets suspended in it (worth 1,000 gp) and 2,100 gp. The crystalline horrors wait for a person to enter the treasure chamber before they attack.

CRYSTALLINE HORROR: HD 7; AC 0 [19]; Atk 1 shard spray (3d6) or claw (1d6); Move 12; Save 9; CL/XP 10/1400; Special: Shard spray, bend light, +1 or better weapon to hit, resistance to cold (50%).

CHAIN DEVIL: HD 8; AC -1 [20]; Atk 2 chains (2d4); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (35%), silver or +1 to hit, immune to cold and poison, resistance to fire (50%), control chains, assume face.

DEVOURER: HD 12; AC -2 [21]; Atk 2 claws (2d6); Move 12; CL/XP 20/4400; Special: Level drain (save or lose 1 level), trap essence (takes 1 round, only traps a slain creature), spells (confusion, monster summoning V, ray of enfeeblement, suggestion, true seeing), spell deflection (spells affect trapped essence), magic resistance (50%).

73.3 Sandy Hex: This hex is filled with dull gray sand that flows, on and off, from the ceiling about 600 feet above. In the midst of the hex there is a needle-thin tower that is really just a set of spiral stairs climbing 100 feet into the chill air. Hundreds of gray oozes flow through the sand, digging trenches that, if viewed from the tower, create a potent glyph of warding (*feeblemind*).

Magic-users that save vs. this effect can make a second saving throw to learn this symbol. When traced in the air before a devil or demon, it must pass a saving throw or be thrown into Astral Space for 24 hours. Folk tromping through the sand disrupt the glyph and anger the gray oozes. Every hour spent in the hex brings a 3 in 6 chance of attack by 1d6 gray oozes.

The symbol is effective against demons and devils, but it is also a trap. On the thirteenth use of the sign, it summons Almighty Zond, a bizarre deity from another dimension. Zond appears as a towering female humanoid with the characteristics of a lizard. She has long, powerful legs and wears a tight costume of adamant scales. Zond carries a shield with razor-sharp edges.

GREY OOZE: HD 3; AC 8 [11]; Atk 1 strike (2d6); Move 1; Save 14; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

ZOND: HD 22 (94 hp); AC -3 [22]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 24/5700; Special: Spells (two of each level from magic-user and cleric spell lists).

76.3 Ruined Stronghold: The duergar once had a stronghold here governed by the warlord Ragan the Wretched. Like most of his race, he reveled in misery – his own and that of others. He made his final error when a drow of high birth came into his possession and he subjected her to the horrors of domestic servitude. A large war party of her fellows attacked and blasted the stronghold to the ground with lightning bolts that shook the Underworld for many miles. The remains of the stronghold and about 100 duergar bodies – mostly picked over and devoured by subterranean scavengers and oozes – lie in the wreckage. The catacombs of their stronghold are intact and may hold many dangers and treasures. The drow raiders engraved a number of *glyphs of warding* as a sort of triumphant graffiti to let other duergar know what had happened here.

82.7 Duergar Traders: A band of sixteen duergar traders are moving their arms and armor through Hades on the backs of their giant lizards. The duergar are led by a canny thief called Kelex. Kelex has a child-like face and keeps her hair matted into long “braids” that run down her back. Hidden in these braids are poisoned needles – just in case she needs to score a deadly surprise attack. The train of giant lizards carries a host of arms and armor, sized for anything from goblins to ogres. There is a 15% chance of any particular piece or weapon of the right size being present. They also carry dried mushroom bread and pots of rendered lard (three months’ worth of rations) and three months’ worth of water in water skins.

DUERGAR TRADER: HD 2+1; AC 3 [16]; Atk 1 weapon (1d8); Move 9; Save 16; CL/XP 4/120; Special: Surprise on 1-2 on 1d6, +4 to save vs. magic, immune to paralysis, poison and illusion, spells.

KELEX, DUERGAR THIEF LVL 8: HP 15; AC 7 [12]; Save 9 (7 vs. devices); CL/XP 7/600; Special: Back stab x3, climb walls 92%, delicate tasks 50%, hear sounds 4 in 6, hide in shadows 40%, move silently 50%, open locks 40%, read languages, read magic writings, surprise (2 in 6), immune to paralysis, poison and illusion, innate spells (*enlarge*, *mage hand*). Leather armor, hand axe, 3 daggers, thieves’ tools.

86.8 Roper Grove: Six ropers dwell in this hex, centered around a large mound of loose stones. These stones are

actually the petrified eggs of dragonnells, turned into stone by the action of a wandering cockatrice. A number of trails lead through this area, making it a decent hunting ground for the ropers.

ROPER: HD 12; AC 0 [19]; Atk 1 tentacle (weakness), 1 bite (2d10); Move 3; Save 3; CL/XP 13/2300; Special: tentacles grab and cause weakness.

87.7 Silicon Pool: This hex holds a massive pool of silicates. The silicates are slate grey and lustrous, and are home to several lithonnites – silicon-based mollusks akin to the flail snail. The lithonnites lurk beneath the surface, striking out when vibrations are felt. The silicates are as impossible to cross as water, though one can use large, flat objects, like shields, to cross slowly. Crossing the silicates takes at least a full day of exhausting work. The silicates can be bypassed by spending two days to traverse the hex.

LITHONNITE: HD 8; AC 2 [17] (frontal shell), 6[13] (body); Atk 2 tentacles (2d6); Move 9; Save 8; CL/XP 9/1100; Special: Body immune to blunt weapons.

89.7 Crysmal Geyser: A geyser erupts in this hex about once every twenty minutes (give or take 1d4 minutes). The geyser shoots about 60 feet into the sky and fills a small lake. The salts in the mineral lake blossom into immature crysmals that make their way into the rest of the Glooms.

IMMATURE CRYSMAL: HD 3; AC 1 [18]; Atk 1 sting (1d3); Move 12 (B9); Save 14; CL/XP 4/120; Special: Immune to cold and fire, resistance to electricity (50%).

90.11 Igcho-Kih: Igcho-Kih is a dread city of 12,500 grimlocks and their thelidu masters. The city is hewn from the very stone of the underworld in a lopsided radial pattern – meaning circles off-set from one another in such a way that they intersect at weird angles. The city-state is surrounded by a tall karst wall that looks like a picket of giant stalactites. These walls have been carved into battlements and towers at places, and form a massive fortress. Each buttressed balcony is patrolled by 1d4 grimlocks who carry spears and wear chainmail. Within the city-state there are tall towers that rise above the canyon-like streets. These black, 3-story towers contain acid that can be released into the streets like a flood at the direction of the city's masters, a council of thirteen thelidu.

These thelidu dwell in a domed palace in the center of the city-state. The palace and city are ensorcelled to be

completely black. Even magical light can only penetrate about 5 feet into the darkness, and even then only with the brightness of twilight. Within the domed palace there is a series of pits and tower platforms. There is no way to move between them other than magic or difficult climbing. At the center of the dome there is a deep pit lined with mirrors that scry into the worlds beyond Nod (i.e. Mercurius, Veneris, Martis, etc).

The thelidu plot the downfall of all creation, though they are so plodding and intellectual they'll probably never get around to actually doing anything. In the meantime, the grimlocks raise worms and fungus. They live in warrior bands under violent chiefs, enslaving their (and other race's) women to use as domestic servants and for mating. The council watches all and knows all, and rewards or punishes the chiefs as they see fit.

GRIMLOCK: HD 2; AC 4 [15]; Atk 1 slam (1d6) or 1 weapon (1d8); Move 15; Save 11; CL/XP 4/120; Special: Blind-fight, invisible in rocky areas.

THELIDU: HD 4+3; AC 5[14]; Atk 2 claws (1d6) and 1 tentacles (1d4); Move 13; Save 12; CL/XP 8/800; Special: Mental powers, brain extraction.

94.13 Advance Guard: An advance guard of franken-zombies has set up shop here in an abandoned fortress. They await the arrival of their master, the scientist Zarko. They have been collecting escaped experiments of Zarko's, and currently have a chemical man trapped in a bubble of force generated from a small, pyramid-shaped object.

CHEMICAL MAN: HD 5; AC 3 [16]; Atk 2 strikes (1d6); Move 24; Save 12; CL/XP 6/400; Special: Acid touch, immune to acid, regenerate 2 hp/rd.

FRANKEN-ZOMBIE: HD 4+4; AC 17; Atk 1 slam (2d6); Move 9; Save 13; CL/XP 4/120; Special: Inhuman lust.

95.10 Notac-Ichat: A strange breed of creatures that call themselves notac-ichat dwell here in a city of domes. The city is surrounded by a moat about 30 feet deep and 20 feet wide. Channels from this moat extend north through [99.12] and southeast through [100.13]. The moat is filled with burning green gases that sputter and flare up. Strange creatures called flame wisps rise up from these channels to attack creatures that attempt to cross it. The only safe crossing is at the village of the notac-ichat.

FLAME WHISP: HD 3; AC 4 [15] or 2 [17] vs. missiles; Atk Fire Blast (1d6+1); Save 14; Move 12 (F18); CL/XP 4/120; Special: Fire blast (15 ft range).

The notac-ichat number 2,000. They look like praying mantises with blue chitin covered in bristly fur – not unlike the furry protrusions on some breeds of crab. They have long, bony, five-knuckled fingers that, when rubbed against their shanks, create vibrations that paralyze listeners (saving throw to negate). They wear no armor, but do equip themselves with barbed whips and cruel daggers.

The leader of the notac-ichat is a being called Nangu, who is wise in the black arts. He and his people charge 100 gp to enter their village and 100 gp to leave. Those who stay overnight must camp in a great courtyard with other travelers and contend with the possibility of wandering flying monsters, for the notac-ichat are without mercy and will not lift a finger to defend their guests. They dwell in domed shrines dedicated to various primordial gods, living beneath them in catacombs. Some notac-ichat are willing to sign on as guides to the underworld, traveling as far as the shores of the Acheron or the edge of the map, but no farther. These guides have the skills of a 6th level ranger. They ride giant lizards (there is a 50% chance that 1d4 of the creatures are for sale in the village at 300 gp each)

NOTAC-ICHAT: HD 3; AC 3 [16]; Atk 1 claw (1d4) or weapons; Move 12; Save 14; CL/XP 4/120; Special: Paralyzing vibrations.

NOTAC-ICHAT GUIDE: HD 6; AC 3 [16]; Atk 1 claw (1d4) or weapons; Move 12; Save 11; CL/XP 8/800; Special: Paralyzing vibrations, tracking.

99.13. Fungal Playground: The humidity in the tunnel finally condenses here and forms a number of shallow pools lined with fungus. These pools of clear water are covered with sticky strings of fungus. Besides the common mushrooms and slimes, there are also a number of tall basidirond and violet fungi scurrying about. Several hostile bands of goblins dwell in this fungal forest, hunting the violet fungus and doing their best to avoid the larger basidirond. The goblins wear leather armor and masks and carry man-catchers (1d6 damage, entangle) and bows.

GOBLIN (1d10+10): HD 1d6 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.

BASIDIRONDS: HD 5; AC 3 [16]; Atk 1 slam (1d8 + spores); Move 9; Save 12; CL/XP 8/800; Special: Hallucinogenic cloud, spores, immune to cold.

VIOLET FUNGUS: HD 3; AC 7 [12]; Atk 4 tendrils (rot); Move 1; Save 14; CL/XP 4/120; Special: Tendrils cause rot.

100.16 Gravel Pits: This hex is an enormous, bowl-shaped gravel pit. Travel through the gravel is at half-speed. Lurking beneath the surface are the fossilized, animated skeletons of numerous humanoids – possibly Neanderthals or other primitive human beings. Encounters with these undead (three times as many as there are party members) occur on a roll of 1 on 1d6, checking every hour. There is a 5% chance that one of them is Gort, a powerful undead chieftain who wears a magic smilodon-hide cloak that grants him a 2 point bonus to Armor Class and a +2 bonus to hit and damage.

FOSSIL SKELETON: HD 2; AC 6 [13]; Atk 1 weapon or strike (1d8); Move 9; Save 16; CL/XP 2/30; Special: None.

GORT: HD 4 (16 hp); AC 4 [15]; Atk 1 weapon or strike (1d8); Move 9; Save 16; CL/XP 2/30; Special: Magic cloak.

104.10 Tablet: A clay tablet has been smashed against the ground somewhere in this hex, probably during a fight. Adventurers have a 1 in 20 chance of coming across it on their travels. The tablet held a magic spell, and if the tablet is reassembled by some magical means, the spell, *flame strike*, goes off as though cast by a 10th level cleric.

107.9 The Thinker: A living iron statue sits here on a mound of stone, pondering creation and the need for a place like Hell. If he is guided to the philosopher wyrms [8.40] he will bestow a magical blessing on his friends, granting them the ability to use the spell *iron body* once per month for a number of rounds equal to their intelligence bonus plus one.

THE THINKER: HD 7 (26 hp); AC 0 [19]; Atk 2 slams (1d10); Move 9; Save 9; CL/XP 8/800; Special: Immune to wooden weapons, immune to poison and disease, immune to cold, fire and electricity.

108.22 Elophesh: The weird city-state of Elophesh rests here under the sloping, black ceiling speckled with tiny crystals. The city is composed of basalt and iron pillars that range from 30 feet to 100 feet in diameter and from 50 feet to 500 feet in height. The space between these pillars is covered in sticky webs in which dwell about 3,500 giant spiders, 1,500 ettercaps and the masters of the city-state, one hundred arachs. The arach dwell atop these pillars in stately hives of crystal and iron, while the others dwell in the webs. Beneath the city there is a tangle of lava tubes that are used to hold refuse and to hide treasure.

The city-state is surrounded by a 30-ft high wall of iron about 10 feet thick. The gates are taller than the wall and decorated with the desiccated bodies of drow and duergar. A gang of ettercaps controls two giant rhinoceros beetles, that pull the gates open and push them closed.

Within the dwellings of the arach one might find fine libraries of scrolls kept in boxes of exotic wood or stone, armories containing their elegant, strange weaponry, pantries of humanoids wrapped in webbing and in various stages of desiccation and shrines dedicated to dread Cali.

ETTERCAP: HD 5; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d8 + poison); Move 12; Save 12; CL/XP 6/400; Special: Poison bite, traps.

ARACH: HD 8; AC 5 [14]; Atk 6 slams or weapons (1d6) and bite (1d4 + poison); Move 12 (C6); Save 8; CL/XP 9/1100; Special: Poison, summon spiders, spells (30% chance of casting spells as 6th level magic-user).

109.6 Primordial Ooze: In the midst of the steamy slime caverns, beneath a ridge of lava-filled calderas, there is a subterranean lake from which crawls a steady stream of monsters. The lake is actually a primordial ooze. In its center there is a small, barren island that holds a shrine composed of long pillars of crystal that are leaned against one another to form a pyramidal structure. The shrine is dedicated to Demiurge, the False Creator, who claims all but does nothing.

Inside the shrine, which is filled with blinding white light, there is a spot of darkness. People standing in the white light feel rejuvenated (1d4 points of healing per turn) but must pass a saving throw or mutate, new flesh growing over old (use your favorite mutation table or just make something up – no powers should be gained, just a deformity). By touching the black spot, the room reverses, becoming a dark space with an intense white light in its center. The blackness now inflicts 1d4 points of damage per round from decay. Touching the white spot reverses the effects once again.

PRIMORDIAL OOZE: HD 20 (97 hp); AC 4 [15]; Atk 3 slams (4d6) or 1 spit (4d6); Move 9; Save 3; CL/XP 24/5600; Special: Degeneration, spawn, spit goo, regenerate 5 hp/rd.

109.25 Pool of Brains: Hidden in the bleak expanse of this hex there is a cross-shaped pool lined with white marble. It is the kind of pool one would expect to find in the gardens surrounding a mansion and almost appears as though it

was dropped here from elsewhere as it is incongruent with the surroundings of the Gloom.

The pool is filled with clear water, though close scrutiny reveals that the water doesn't move like water should. Suspended in the water are a dozen or more humanoid brains. This is actually a creature, a variety of ooze called a brainslick. The creature absorbs the brains of its prey, adding them to its substance and growing larger, more intelligent and more powerful as it does so.

Beneath the ooze, at the bottom of the pool (which is about 4 feet deep), there is a golden seal. If touched, it emits a burst of golden sunlight that inflicts 2d6 damage (double for neutrals, triple for chaotics) and might cause blindness for 1d3 days (saving throw to negate). The burst of sunlight lights the entire hex for 24 hours, causing the denizens of the underworld no end of discomfort. Once it has been activated, it can be turned like a screw, though this requires one character with a strength score of 18.

When the screw is turned, the pool descends into the ground about 10-ft – slowly and smoothly. This reveals a tunnel of white marble that is the entrance to a dungeon.

BRAINSLICK: HD 10; AC 11 [8]; Atk 1 slam (1d6 + dissolve brain); Move 6; Save 5; CL/XP 11/1700; Special: Dissolve brain, engulf, immune to cold.

110.26 Mantari Lairs: A tribe of mantari have lairs in caves high in the walls of this hex. When not hunting in this hex or others, they flit around a magical heavy mace that floats in the air near the ceiling of this hex – about 600 feet above the surface. The mace emits a reddish-brown glow that bathes the hex in its weird light, causing everyone to appear sinister. On the ground there is a pit monastery carved into the stone of the ground. This monastery is a hospice under the protection of the guardian naga Evesses and a trio of paladins named Anne-Rose, Haeth and Pabel.

The weapon appears to be a rusty mace. It is actually a +2 *heavy mace* and can, once per day, turn water into fire. It is haunted by its past owners, each of which died and was consigned to Hell for their sins. These owners are Abluiten the Gluttonous (human fighter), Ondina the Fornicator (elf fighter/magic-user), Signi the Greedy (dwarf thief), Nualde the Pridful (human fighter), Iobharin the Sorrowful (human cleric), Magill the Wrathful (half-orc barbarian), Gennan the Vainglorious (human cleric) and Ermina the

Listless (elf fighter/magic-user/thief). Each appears on a different day of the week as a semi-transparent spirit that follows around the owner, tempting them and being a general nuisance. Any time the owner gives into the sin they represent while they are present, they gain a hit dice. When one of these spirits has more hit dice than the owner has levels, they finally manifest fully and challenge them for the mace. If killed, the former owner becomes a spirit attached to the mace, taking the place of the spirit who defeated them.

MANTARI: HD 1; AC 5 [14]; Atk 1 tail sting (1d6); Move 3 (F24); Save 17; CL/XP 2/30; Special: None.

GUARDIAN NAGA: HD 11; AC 3 [16]; Atk 1 bite (1d6 + poison), 1 constrict (1d8), 1 spit (poison); Move 18; Save 4; CL/XP 13/2300; Special: Poison, constriction, cleric spells (2/2/1/1).

PALADIN LVL 7: HP 29; AC 1 [18]; Save 6; CL/XP 7/600; Special: Lay on hands (14 hp), immune to disease, summon warhorse. Platemail, shield, long sword, dagger.

110.29. Forlorn Golem: A stone golem sits on the banks of the Acheron, its feet in the black waters, chin on hands, elbows resting on knees. The golem was created by a mad wizard to besiege Hell, the wizard miscalculating the width and depth of the Acheron. Abandoning the concept, the wizard moved on and left his creation by the river to await new orders. He sits there to this day.

STONE GOLEM: HD 15 (60hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

111.5 Caged Imp: Somewhere in this hex of magma pools and basalt landforms, hanging from a chain beneath a natural land bridge that spans a flow of magma, there is an imp inside a cage constructed of logical fallacies. The cage is too convoluted for the imp, but perhaps a character with high intelligence could solve it. To simulate this, the Referee can prepare three riddles. If a player can answer all three of them, they succeed in freeing the imp, which will swear eternal loyalty (ha!) to its rescuer and even become their familiar if they are a magic-user. Each riddle that is answer incorrectly, however, costs the character one point of their intelligence score, permanently, as they find themselves trapped in logical fallacies. Of course, as difficult as answering the riddles is, the swarm of adamantine wasps that guards the bridge is even worse.

ADAMANTINE WASP SWARM: HD 15 (76 hp); AC 0 [19]; Atk 1 sting (3d6+poison); Move 5 (F14); Save 4; CL/XP; 16/3200; Special: Poison (harden into ice, 1d6 damage per round, shatter when dead), magic resistance (12%).

IMP: HD 2; AC 2 [17]; Atk 1 sting (1d4 + poison); Move 6 (F16); Save 16; CL/XP 6/400; Special: Poison tail, polymorph, regenerate, immune to fire.

111.28 Last Stand: A patrol of 20 duergars was beset in this hex by a flock of 60 dire corbies. Only eight of the duergars are still alive, and all of the commanders are now dead. The duergar have made their last stand on a great mound of chalky earth. The rugged mound provides some defense against the horde, but the duergar's time is running short. There is a 2 in 6 chance that travelers will come upon the scene and be attacked by 2d6 dire corbies. If they do come upon the hill, there is a 3 in 6 chance that the other dire corbies are assaulting the hill.

113.32 Escaped Experiments: Nine chemical men have made their way to this hex. Encounters with them occur on a roll of 1-2 on 1d6.

CHEMICAL MAN: HD 5; AC 3 [16]; Atk 2 strikes (1d6); Move 24; Save 12; CL/XP 6/400; Special: Acid touch, immune to acid, regenerate 2 hp/rd.

116.39 Crystal Meadows: When adventurers enter this hex, they find themselves walking in a virtual meadow of crystalline growths – something like spun glass. The area reeks of acidic salts, and in fact the ground is so caustic that it begins tarnishing armor and eating through boots. After one hour, leather boots are ruined and one begins suffering 1d6 points of damage per hour to their feet. The meadow is home to strange glass butterflies, which are encountered on a roll of 1-4 on 1d6 in great swarms.

GLASS BUTTERFLY: HD 1d4hp; AC 9[10]; Atk none; Move 12 (Fly 20); Save 18; CL/XP A/5; Special: chance of random spell discharge upon death.

117.14 Zvartlheim: Zvartlheim is the grand city of the drow, wherein is kept their darkest secrets and greatest treasures. The city floats between the floor and ceiling. It is composed of ivory colored stone and is shaped roughly like a cube stood on one point. From the city issue forth the drow warrior-mages astride bluish-white dragonnells.

The floating city houses 7,000 drow and their 3,000 slaves. The drow, living as they do in a heated cavern, dress in silk loincloths and sheer cloaks of spider silk. Within the city they cultivate elegant gardens under false moons and

pursue their twin loves of sword practice and magical study. All manner of strange crossbreeds are created in the city and then set loose in the surrounding caverns and vaults to torment the unfortunate. Demons and devils are summoned for their knowledge of magic as well as mating.

The drow of Zvartlheim are decadent and boorish, nibbling sumptuous viands and drinking wines and liquors taken from the surface lands or distilled from fungus. They are cruel and wicked, and at the same time graceful and comely. Like all drow, they have skin of jet black and eyes that range from violet to chartreuse. Male drow shave their heads while females grow their hair long.

Zvartlheim has no inns or taverns. Visitors are either thrown in the slave pits (possibly in the central engine room, wherein are kept the strange engines that enable the city to float, fed by pitchblende shoveled into great furnaces by slaves that soon sicken and die) or they must be taken in by a family, usually in return for some service.

The drow do not deign worship any creature – their feud with the ancient gods called the Kabir settled that – but they do honor a great variety of fell creatures, most especially Amduscias, the demon lord of wicked fey, and Fraz-Urb'luu, the demon lord of illusion and deceit.

DROW: HD 2; AC 4 [15]; Atk 1 short sword and dagger (1d6+1 and 1d4+1) or crossbow (1d4+1); Move 12; Save 16; CL/XP 3/60; Special: Adamant chainmail, adamant buckler, darkvision 120-ft, surprise (4 in 6), find secret doors, spells (dancing lights, faerie fire, darkness), magic resistance (50%)

117.42 Karentos: Karentos is a bizarre giant with ochre skin and four great eye stalks upon a large, flat head. Karentos has two arms and two legs that are long and thin, and a stout, pot-bellied torso. He dwells here in a rent in the cavern floor, climbing into it with the aid of iron spikes pounded into the sides of the narrow chasm. Within there is a collection of large chambers that he has outfitted with skins and furs and other odds and ends of living. One of the chambers holds a deep, icy cold pond fed by a spring. He keeps a bronze chest at the bottom of the pool (about 12 feet deep), inside of which is 5,650 sp, 1,470 ep and 450 gp. He also has twenty sealed amphorae of sparkling wine (30 gal., 250 lb each).

KARENTOS: HD 12 (52 hp); AC 6 [13]; Atk 1 club (3d6) or boulder (3d6); Move 12; Save 3; CL/XP 12/2000; Special: Cannot be surprised.

118.12 Weeping Women: Several lanes of white chalk arise in this hex, converging on a strange garden composed of smooth river pebbles and statues of crying women. The statues appear to be painted bright, vibrant colors, but this is actually growths of psycho-active molds cultivated by the “caretaker” of the place, a limping drow magic-user with severe burn scars called Ganjo.

GANJO, DROW FIGHTER 4/MAGIC-USER LVL 8: HP 29; AC 6 [13]; Save 8 (6 vs. spells); CL/XP 8/800; Special: Spells (4/3/3/2), multiple attacks, parry, darkvision 120 ft., -4 to hit and save in sunlight, spells (*dancing lights*, *darkness*, *faerie fire*). Elven chain, short sword, two daggers, spellbook.

118.15 IOUNifier: This hex is afflicted with a reverse gravity curse. One can literally walk up the walls and onto the ceiling. There are several caves in the walls and the ceiling, most of which are inhabited by a species known to the drow as the zbavi. The zbavi are hulking, thick-skinned creatures with stubby legs and long, clawed arms. These creatures are quite diverse in appearance, with varying skin colors and head ridges. They look something like gorillas covered in chitin with armadillo claws.

The zbavi worship an IOUNifier trapped in a deep, broad cave in the ceiling and held in a sphere of frosted crystal resting atop a golden pedestal. Should the globe be broken and the IOUNifier freed, the *reverse gravity* effect is immediately cancelled, sending people falling a mile to the cold, hard ground.

IOUNIFIER: HD 3; AC 0 [19]; Atk none - by projection only; Move 0 (F25); Save 5; CL/XP 8/800; Special: Improved saving throw, immune to electricity, projection beam.

118.46 Clay Golem: A clay golem wanders this hex. He was created by a svirfneblin cleric, who rides inside. The cleric, Ganhir, is seeking clues to the whereabouts of his tribe, which was captured by raiders while he was away.

GANHIR, SVIRFNEBLIN CLERIC LVL 9: HP 31; AC 4 [15]; Save 7 (5 vs. paralysis and poison); CL/XP 10/1400; Special: Banish undead, spells (3/3/3/2/2), stone knowledge, darkvision 120 ft., *non detection*, cast *blindness* 1/day. Chainmail, sling, warhammer, sling, holy symbol.

118.51 Natural Amphitheatre: There is a natural amphitheater located in this hex. The amphitheater has been accentuated with seating carved into the reddish-brown rock. Against the back of the amphitheater there is what appears to be a deep bas-relief of a warrior in Greek-style armor, spear and shield in hand. He appears to be

fighting, with his back against the wall. The statue is actually a warrior who was turned to stone while fighting the guardians of this shrine, for the amphitheater is a shrine dedicated to the Tenebrae, the daughters of Nyx and Erebus. The statue is still inhabited by the warrior's spirit, now an ethereal shade. The shade appears when people walk on the "stage" and attempts to force a female adventurer touch his statue body. Doing this releases him from the curse, in which case the restored warrior can introduce himself as Damali, a crusader from ancient days.

ETHEREAL SHADE: HD 8; AC 1 [18]; Atk Icy touch (2d6) or special ability; Move 9; Save 8; CL/XP 10/1400; Special: Hard to see, immune to non-magic weapons, befuddlement.

DAMALI, PALADIN LVL 10: HP 43; AC 4 [15]; Save 3; CL/XP 11/1700; Special: Lay on hands (20 hp), immune to disease, summon warhorse, dispel evil, detect evil. Hoplite armor, shield, spear, short sword, dagger with tiger's eye in the hilt (worth 5 gp).

119.33 Oak Tower: Amidst the mists and the cave worms, there sits a stout tower of white stone. The tower is 40 feet tall and about 30 feet in diameter, and on its roof there grows a large oak tree. A miniature sun (actually a permanent illusion, but the light is real enough) hovers about 200 feet above the tree, illuminating much of this hex. The tree is tended by a druid called Herric. Herric has no memory of how he came to live here – he half thinks his presence here is his damnation – but he does know that the tree must live and thrive. From the ground one might not see the tree's protector – a jack-o-bear – but they will certainly see it if they approach the tree. When one climbs into the limbs of the tree, they seem to run much higher than the tree does from the outside. After climbing 200 feet, one emerges in the limbs of a similar oak tree on the surface world (wherever the Referee wishes). Herric is unaware of this power.

Herric dwells in the upper story of the tower, which features a great, empty hall on the ground floor and two hidden staircases in the walls (which are about 12 feet thick). The eastern stairs lead up to the druid's living quarters, while the western stairs are enchanted with an illusion – they appear to go up, but actually go down about 100 feet, ending in a grotto drained by a subterranean tributary of the Acheron.

The grotto measures about 200 feet in diameter and is strewn with stalactites and stalagmites. The lagoon here is

as black as pitch and freezing cold. Shadowy rays swim here, feeding on silver fish. About 20 feet out into the lagoon there is a single, black boat large enough to fit about eight people. This boat is not moored, and drifts around a bit, but never gets closer than 10 feet to the shore. The boat is actually a large mimic. The mimic, though as predatory as any of its kind, has a taste for elven songs, and the singing of an elf may convince it to take adventurers down the river.

The river that runs from this grotto becomes a series of rapids and water-falls after 3 hexes and then becomes a smooth, easy journey until about one hex before the Acheron, at which point the tunnel it flows through becomes completely submerged.

Herric has accumulated a small treasure in the course of defending the tree. It consists of four smilodon skins with heads still attached (worth 25 gp each), 2,200 sp, 1,970 gp and a malachite blade worth 4 gp.

HERRIC, DRUID LVL 12: HP 36; AC 6 [13]; Save 4 (2 vs. fire); CL/XP 14/2600; Special: Spells (5/4/4/4/3/2/1), first mysteries, shapechange, immune to fey charms. Leather, shield, spear, dagger, sling, holy symbol, pearl worth 95 gp.

JACK-O-BEAR: HD 9 (30 hp); AC 4 [15]; Atk 2 claws (1d8); Move 12; Save 14; CL/XP 5/240; Special: Surprise (3 in 6), fear gaze (save or flee), +2 to hit and damage when defending his tree.

MIMIC: HD 7; AC 6 [13]; Atk 1 smash (2d6); Move 2; Save 9; CL/XP 8/800; Special: Mimicry, glue.

STING RAY (3d6): HD 1d6 hp; AC 7 [12]; Atk 1 sting (1d3 + poison); Move (Swim 10); Save 17; CL/XP 3/60; Special: non-lethal poison.

119.55 Silver Plates: Somebody has dropped two silver plates in this hex. Characters have about a 1% chance of coming across them on their travels. The plates depict angelic beings in chains bound to large stones. The delicacy and artistry of the plates is astounding, and has an arresting effect on a person's attention if they fail a saving throw to resist the effect. A person so drawn to the silver plates finds the plight of the fallen angels more and more compelling, and, if they encounter such angels (i.e. devils) later will suffer a -3 penalty to save against any charm or compulsion effects by them. The plates are worth 300 gp.

120.41 Tormented Angel: A movanic deva has been chained to the wall here, about 60 feet above the floor of

the cavern. The cavern wall is a series of wide, basalt ledges from which spew goutts of burning, poisonous vapor that make climbing dangerous (1 in 6 chance per turn of an explosion; all must pass a saving throw or suffer 3d6 points of damage). The angel is tormented by a gang of five fire trolls, whose attacks, though vicious, do little damage to the angel. The largest of the trolls now wields the angel's *+1 flaming two-handed sword*.

MOVANIC DEVA: HD 8; AC -1 [20]; Atk 1 weapon (3d6); Move 18 (F36, S36); Save 8; CL/XP 15/2900; Special: Resistance to fire and electricity (50%), +1 weapon to hit, magic resistance (55%), magical abilities (anti-magic shell 3/day, continual light, cure disease, cure light wounds 7/day, detect evil, dispel magic, invisibility (self), plane shift, polymorph self, protection from normal missiles 1/day, remove curse.

FIRE TROLL: HD 6+3; AC 4 [15]; Atk 2 claws (1d4 + 1d6 fire) and bite (1d8 + 1d6 fire); Move 12; Save 11; CL/XP 10/1400; Special: Fiery, regenerates 3 hp/rd, immune to fire, vulnerable to acid and cold.

122.30 The Prancing Pussy: A large inn / roadhouse has been carved into the side of the cavern wall here and bears a sign showing a dancing greymalkin. The roadhouse has three levels, about a dozen rooms (cost 10 gp per night), a private dining area (costs 50 gp to enter) and lounge with entertainment like duergar wrestling, bugbear plays of a distinctly unsavory nature and drow performing feats of skill and daring better left undescribed. The main room seats about 50 and is usually full of drinking, gambling and (sometimes) fighting patrons drawn from all the races of the Glooms – traders mostly, but sometimes emissaries and adventurers. You can use the table below to determine the exact number and composition. The main room features the entertainment styling of seven gnome skeletons that dance and caper about in the style of the *Commedia del Arte*. They are controlled by a young necromancer, Cynhelan, who found herself trapped in the Glooms after insisting a group of more powerful adventurers take her along.

The Prancing Pussy is owned by a stout-hearted dwarf warrior of a chaotic mien named Roald. Roald built the inn himself (with goblin slave labor) and defends it as though it were a stronghold. He has twenty staff – all female dwarfs – that cook, clean and toss out unruly patrons. He calls them his “shield maidens”. They wear fetching chainmail tunics that show plenty of leg and carry cinquedeas on their ample hips, with which they are quite deadly.

ROALD, DWARF FIGHTER LVL 7: HP 44; AC 8 [11]; Save 8 (4 vs. magic); CL/XP 7/600; Special: Multiple attacks, parry, +4 save vs. magic, note features of stonework, darkvision 60 ft.. Shield, battleaxe.

SHIELD MAIDEN, DWARF FIGHTER LVL 3: HP 12; AC 9 [10]; Save 12 (8 vs. magic); CL/XP 3/60; Special: Multiple attacks, parry, +4 save vs. magic, note features of stonework, darkvision 60 ft.. Club.

CYNHELAN, MAGIC-USER LVL 6: HP 12; AC 9 [10]; Save 10 (8 vs. spells); CL/XP 5/240; Special: Spells (4/2/2). Dagger, 3 darts.

Roll	Race (1d4+1 appearing); roll 10 times
1	Arach – in the market for magic
2-3	Bugbears – looking for a sucker
4	Crystal Halflings – picking pockets
5	Drow females – seductive and deadly
6	Drow males – looking for a fight
7-8	Duergar – grim and singing dirges
9-10	Goblins – making a racket
11-12	Hobgoblins – looking down their noses at people
13	Lizardmen – swallowing live cave fish
14	Notac-Ichat – observing with complete detachment
15	Ogres – eye the shield maidens
16	Orcs – guffawing over a dirty joke
17	Ratlings – arguing over the bill
18	Scalefolk – plotting some devilry
19	Svirfneblin – relaxing with a smoke
20	Varj – chittering away and rolling dice

THE ACHERON

The Acheron is an impossibly deep river that flows ever around Hell, much as a moat surrounds a castle. The river is as black as night and about 10 miles wide. Several subterranean rivers flow into the Acheron, although the river seems to be primarily fed by the melting ice of Cocytus on the lowest ring of Hell. The Acheron is actually a sea upon which the rings of Hell float.

D8	Monster Encountered
1	Elemental, Water (16 HD) (1d6)
2	Ghoul, aquatic (5d6)
3	Giant Frog – large (4d6)
4	Nixies (8d6)
5	Shark, Fiendish (1d10)
6	Stygian Leviathan (1d4)
7	Will-o-the-Wisp (1d10)
8	Black Galleon [36.11]

FIENDISH SHARK: HD 8; AC 6 [13]; Atk 1 bite (1d8+4); Move 0 (S24); Save 8; CL/XP 11/1700; Special: Feeding frenzy, resistance to cold and fire (50%), magic resistance 15%, only harmed by +1 or better weapon.

8.49 Bronze Head: The top of the head of a giant bronze statue sticks up above the black waters of the Acheron here. The statue is hollow. It has a third eye that looks over the waves and emits a pale, white light. This eye can be pivoted and opened, allowing one entrance into the statue, which is subdivided into rooms and stairwells. Each hour spent inside the statue carries with it a 2 in 6 chance of encountering 2d6 gorbels, odd creatures that seem to fill the role of white corpuscles in the statue's anatomy.

GORBEL: HD 2; AC 2 [17]; Atk 2 claws (1d4) and bite (1d6); Move 3 (F24); Save 16; CL/XP 3/60; Special: Explosion (when struck by sharp weapon, save or explode for 1d4 damage to all within 5 feet), cannot be surprised, only harmed by sharp weapons, permanent *feather fall* effect.

[A] The hollow head of the statue smells of bitter oranges and is inhabited by three slithering trackers that lurk on the ceiling.

SLITHERING TRACKER: HD 4; AC 5 [14]; Atk None; Move 12; Save 13; CL/XP 6/400; Special: Transparent, paralysis.

[B] The interior of the chest cavity is lined with bronze ribs. A glowing, throbbing red sphere hovers in the middle of the cavity holding the silhouetted body of a man. The figure is that of an incubus, held prisoner until a woman reaches into the heart and takes his hand. A man that reaches into the light is thrown backward 10 feet and suffers 1d6 points of damage. The incubus will take the form of a handsome warrior-mage and tell adventurers that he is the heir of a late king of Guelph that seeks to return to the surface to reclaim his throne.

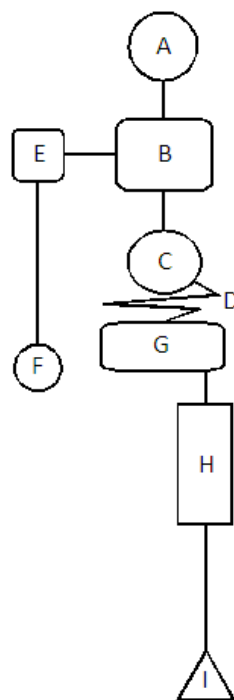
INCUBUS: HD 6; AC -1 [20]; Atk 2 claws (1d4); Move 15 (F24); Save 11; CL/XP 14/2600; Special: Magic resistance (70%), +1 or better weapon to hit, immune to poison, resistance to cold, electricity and fire (50%), level drain, spells, summon demons.

[C] When adventurers enter into the belly, a spherical chamber 30 feet in diameter with perfectly smooth walls (-20% to climb), the walls begin to secrete acid that gathers at the bottom of the sphere at the rate of 1 foot per round. The acid inflicts 1d4 points of damage per round and completely eats a dead body in one turn. One can force the bottom trapdoor of the stomach to open only by inflicting at least 20 points of damage on the room with cold spells or by using some manner of *transmute metal* spell.

[D] Below the belly there is a winding spiral stair guarded by a dozen cave polyps attached to the walls. At the top of the stairs there is 500 gp worth of treasure from the last party to fall into the belly above.

CAVE POLYP: HD 4; AC 5 [14]; Atk 1 tentacles (1d6 + poison); Move 0; Save 13; CL/XP 6/400; Special: Poison (save or paralysis), swallow whole, immune to all mental effects.

[E] This chamber is clad all in ivory, with a marble table covered by platters of sausages and bowls of pudding. The source of these viands is best left undisclosed, but clerics and paladins who partake in it must atone to their gods before they can again cast spells.



[F] This small chamber (10' x 10') is vaguely spherical, as it is one of the statue's clenched fists. Three skeletons are chained to the walls. They were thieves who came to this place but never left. Each round spent in the room causes the possession of one random adventurer to be teleported quietly and unseen from his pack or pouch into the pack or pouch of one of his comrades.

[G] This wide chamber has two pits that permit access into the statue's legs. The room is clad in reddish brown tiles. It is home to two warlocks in obsidian masks. The warlocks are pitted in eternal combat, summoning creatures both fearsome and seductive in a contest of wills and imagination. They will ask adventurers to judge their contest, with predictable results.

RED WARLOCK, MAGIC-USER LVL 12: HP 34; AC 9 [10]; Save 5 (3 vs. spells); CL/XP 13/2300; Special: Spells (4/4/4/4/4/1). Staff, 5 darts, dagger, spellbook.

GREEN WARLOCK, MAGIC-USER LVL 12: HP 11d4+1; AC 9 [10]; Save 5 (3 vs. spells); CL/XP 13/2300; Special: Spells (4/4/4/4/4/1). Staff, dagger, 5 darts, spellbook.

[H] The statue's left thigh looks something like the interior of a bronze tower, with a staircase spiraling around the walls. The center is a fire pit that houses a red dragolem. A key in the dragolem's head fits in a diamond-shaped hole on the rim of the fire pit. This causes the pit to rise on a column, giving access to the foot below. The dragolem's treasure is built into the creature, and consists of 4,500 pounds of silver (worth 450 gp) rods and cogs.

DRAGOLEM: HD 16 (100 hp); AC 2 [17]; Atk 2 claws (2d6), 1 bite (3d10) or breath; Move 12 (F24); Save 3; CL/XP 19/3100; Special: Breath (poison cloud 20' x 20' x 20', save or die), immune to spells up to 4th level, +1 or better weapon to hit.

[I] This chamber fits within the ankle and heel of the statue's left foot. The chamber holds eight statues of mermaids holding silver spheres at different heights. The mouths of the mermaids form an "O" shape, and if struck by metal they give out a clear musical vibration. By sounding the mermaids in pairs – the highest and lowest together, the next highest and lowest together, etc), they create a vibration that animates the bronze statue, which wades out of the Acheron and enters the Gloom as a 40 HD iron golem (160 hp). A secret trapdoor in the heel permits folks to escape the walking juggernaut, who heads directly for the Vault of the Drow to wreak a terrible vengeance on the dark elves. Each mermaid statue weighs 100 lb and is worth 1,000 gp.

14.30 Ghost Ship: The accursed Dutch Indiaman known as the *Flying Dutchman* may be found in this hex (1 in 12 chance). The ship is spectral and will bear down on anything traversing the hex. If it hits (it has a speed of 30), all on board must pass a saving throw or be drawn into the hold of the ship, which now appears material. They find themselves surrounded by a grand treasure, but before

they can sample it are set upon by the crew of twelve wights. These men look like 17th century sailors with tattered clothes, worn, broken teeth and long white hair and beards. They make no sound whatsoever, but grab at any who find themselves aboard, clasp them in a chain and collar and put them to work scrubbing the decks, weaving ropes and filling leaks with tarred cloth.

The captain of the ship is a spectre called Fokke, a tall, gaunt, chalky white apparition with red eyes who carries a long, white walking stick. The touch of this stick, which strikes as a +1 *light mace*, forces folk to pass a saving throw or be held (per *hold monster*) for 1 turn.

The ship's treasure consists of a marble bust of William Prince of Orange (worth 30 gp), a turquoise necklace worth 300 gp, a serpentine figurine of a child worth 3 gp, a bronze-plated gold figurine of a goat worth 900 gp, 10,000 cp, 6,460 sp, 1,140 gp, 260 pp.

WIGHT: HD 3; AC 5 [14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, silver weapons to hit.

FOKKE: HD 7 (38 hp); AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

36.11 Necromanteion: Necromanteion is the terrible city-state of Gorgyra, the nymph of the Acheron. The city is a great dome set atop black, volcanic glass that floats above or under the Acheron as Gorgyra wishes. The interior of the city features five small harbors connected by narrow canals inhabited by demonic nixies. Between these canals and harbors there is a city of spires spun from black glass. Eerie music floats within this crystal wonderland, forcing people here to pass a saving throw each day or lose one important, happy memory (and one point of Charisma). The towers of the city are mostly empty. Each has a narrow entryway flanked by caryatid columns of transparent glass. Vultures wing through the air here and perch on the



towers and fish people guide gondolas through the canals.

The fish people are Gorgyra's children, being polymorphed from the normal, bloated white fish that swim in the murky Acheron. They are given the souls of shades who have been swept into her domain, these souls being kept in crystal spheres worn on silver chains around their necks. These shades are collected by the fish men when they leave the dome (although it appears to be solid glass, it can be passed through by Gorgyra's servants) in their sleek, black galleons. These galleons can submerge or even fly about 20 feet above the surface of the Acheron as the fish men like. Each galleon has a crew of twenty.

Gorgyra's palace is the largest spire in the dome and is located in the center of the dome. Here, she holds court before her people and her priestesses, female drow who have been transformed by their mistress. They now have skin covered in silvery scales and gills, as well as webbed fingers and toes. Gorgyra's throne room measures about 50 feet in diameter with a 100-ft ceiling. The walls are the same black glass one sees in the rest of the city, though here the walls are covered in bas-reliefs of weeping women and drowned men. These sculptures leak salt water from their eyes or mouths, the water pooling on the floor about three feet deep.

FISH MAN: HD 2; AC 3 [16]; Atk 1 bite (1d4+1) and 1 weapon (1d6+1); Move 12 (Swim 24); Save 14; CL/XP 4/120; Special: Slimy skin, immune to illusion, poison and paralysis, half damage from lightning, light sensitive.

FIENDISH NIXIES: HD 1d4 hp; AC 7 [12]; Atk 2 claws (1d4 + poison); Move 6 (Swim 12); Save 18; CL/XP 1/15; Special: Charm, magic resistance (10%), poison claws (save or 1d8 damage).

DROW PRIESTESSES: HD 7; AC 6 [13]; Atk 1 short sword and dagger (1d6+1 and 1d4+1); Move 12; Save 9; CL/XP 9/1100; Special: Darkvision 120-ft, surprise (4 in 6), find secret doors, spells (*dancing lights*, *faerie fire*, *darkness*), cast spells as a 7th level druid, magic resistance (50%)

GORGYRA: HD 9 (72 hp); AC -1 [20]; Atk 2 claws (1d8) and bite (1d10); Move 24 (S24); Save 14; CL/XP 14/2600; Special: Sight causes blindness or death, deals double damage against lawful creatures, spells (*cause disease*, *darkness*, *detect invisibility*, *dispel magic*, *haste*, *poison*), immune to poison, resistance to fire (50%), +2 or better weapon to hit, regenerate 3 hp/rd, magic resistance (50%).

63.6 Sea Serpent: A black-scaled fanged sea serpent haunts these waters, gobbling down charonodaemons on their barges. Creatures swallowed by the sea serpent are

transported to a random circle of hell (just roll D10 and re-roll "10" to find to which circle they are sent).

SEA SERPENT: HD 18 (82 hp); AC 2 [17]; Atk 1 bite (4d10); Move S24; Save 3; CL/XP 20/4400; Special: Constrict (4d10), poison (save or die), swallow whole (natural '20' or beat AC by 4 or more).

74.6 Nizdramond: Nizdramond is a storm giant who crossed the gods and was consigned to the Acheron, a body of water that cannot be whipped into a storm. The giant appears as a sallow skinned, emaciated humanoid with a shaggy beard and hair into which skeletons are entwined. He wears no clothing other than a loincloth composed of silver coins (10,000 sp). He appears rising above the waves on the back of a dragon turtle whose breath weapon is replaced with a thick, clammy fog (per the spell *solid fog*) that does not affect it or the giant.

Nizdramond dwells in a large complex carved into the banks of the Acheron. The complex is composed of dozens of chambers and tunnels composed of slimy mud. Within one might find his treasure horde, which consists of 1,500 sp, 4,420 gp and eight casks of sparkling wine from the vineyards on Nizdramond's old estate.

NIZDRAMOND: HD 15+5 (60 hp); AC 1 [18]; Atk 1 giant spear (6d6); Move 15; Save 3; CL/XP 16/3200; Special: Throw boulders, control weather.

DRAGON TURTLE: HD 12 (48 hp); AC 0 [19]; Atk 2 claws (2d6), 1 bite (4d6); Move 3 (Swim 12); Save 3; CL/XP 13/2300; Special: Breath weapon.

84.9 Fiendish Weresharks: A school of weresharks hunts these waters. There are twelve sharks in the school and their bite not only deals damage, but also delivers a curse. Victims of the bite must pass a saving throw or suffer from a *geas* that requires them to commit an act of evil each day of their life or sicken and die. Each day a person ignores the *geas* they suffer 3d6 points of damage and become sickened. Those who succumb to the curse rise as weresharks and are compelled to join the school.

WERESHARK: HD 6; AC 3 [16]; Atk 2 claws (1d4), 1 bite (1d10); Move 12; Save 11; CL/XP 7/600; Special: Lycanthropy.

96.15 Floating Island: A vast island covered in a thick, dark jungle floats in this hex. The island is about 1 mile in diameter and perfectly round, and the jungle extends right to the shore. The island is inhabited by a race of berserkers that appear to be hewn from obsidian. The berserkers hold

a bard (Orpheus, in fact) their prisoner, requiring him to play them soft music to help them sleep.

OBSIDIAN BERSERKER: HD 6; AC 4 [15]; Atk 2 strikes (1d8+1); Move 12; Save 11; CL/XP 7/600; Special: +2 to hit in berserk state.

ORPHEUS, BARD LVL 15: HP 62; AC 7 [12]; Save 5; CL/XP 14/2600; Special: Decipher, inspire (+1 save, 12 rounds), legend lore, fascinate (12d6 creatures), cast charm person or suggestion on fascinated creature. Harp, short sword, shield, dagger.

102.21 Achie the Dinosaur: A fiendish elasmosaurus lurks in these waters. The beast has bright, red skin that seems to flame in contact with the air and which causes the water around it to boil. The beast has a golden amulet stuck in its teeth. The amulet holds the souls of people who were killed by the original wearer. These souls spin around the amulet like a cloud, forcing all within 20 feet of the beast to save or age 1d10 years.

FIENDISH ELASMOSAURUS: HD 15 (57 hp); AC 7 [12]; Atk 1 bite (4d6); Move 1 (S18); Save 3; CL/XP 15/2900; Special: Aquatic, skin causes the Acheron to boil (1d6 damage within 10 feet) and causes weapons to melt (1 in 6 chance for bronze, 1 in 8 for iron, 1 in 10 for steel and 1 in 100 for magic weapons).

116.47 Black Tower: A tower here rises about 30 feet above the surface of the Acheron. The tower is about 60 feet in diameter and can be entered through any of six portcullis-barred entrances, each one feeding into a veritable water slide that carries adventurers about 200 feet deep into the tower.

[A] This large room of black stone walls and acid-marred floors is inhabited by a band of seven wild-eyed alchemists. The walls are coated in a primordial ooze, and the alchemists scrape it from the walls and feed it into vats into which they pour various fluids to create all manner of terrible creatures. Most of these creations live for only a few moments, while others are locked into cages that line one wall of the room. A large level in the center of the room controls these cages and permits them to be opened. There are currently three creatures in these cages:

1. A creature that looks like a combination of monkey and polar bear. HD 6+1; AC 6 [13]; Atk 2 claws (1d8 + 1d2

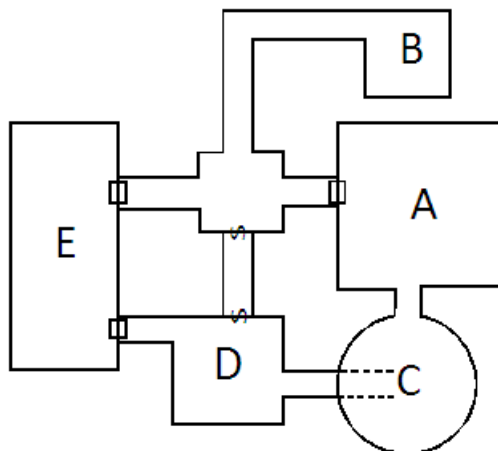
strength damage) and bite (2d8); Move 12; Save 11; CL 7/600; Special: Hugs for 2d6 damage.

2. An ant composed of living water. HD 3; AC 3 [16]; Atk 1 bite (2d4); Move 18 (S15); Save 14; CL/XP 4/120; Special: Envelop and drown.

3. A bloated, rotting spider with a humanoid torso. HD 6; AC 3 [16]; Atk 1 weapon (1d8) or bite (1d4 + poison); Move 12; Save 11; CL/XP 9/1100; Special: Cast spells as 7th level cleric and 6th level magic-user.

The alchemists have too often sampled their own formulas, and are now capable of transforming into malchemics, hideous, green skinned men who froth at the mouth and live only to kill.

MALCHEMIC: HD 5; AC 7 [12]; Atk 1 strike (1d6) or bite (1d4 + imbalance humors); Move 12; Save 12; CL/XP 7/600; Special: Regenerate 3 hp/round, imbalance humors (save or lose one point of strength, charisma, wisdom or dexterity).



[B] Three grim arcanists dwell in this chamber around a bubbling cauldron holding the bones of a comrade. They are trying desperately to resurrect her, for she is a daughter of Gorgyra, whom they worship.

GRIM ARCANIST, MAGIC-USER LVL 8: HP 16; AC 9 [10]; Save 8 (6 vs. spells); CL/XP 8/800; Special: Spells (4/3/3/2). 3 daggers, 3 darts, spellbook, terracotta goblet stained with his mentor's blood (85 gp).

[C] This chamber has a column of light from ceiling to floor. The ceiling is 30 feet above the floor and has a trapdoor in the ceiling with the word "PRIDE" engraved on it. One can rise to the trapdoor in the ceiling by stepping into the light and boasting. With prideful words they rise until they reach the trapdoor and can open it with a pull, releasing a flood of acid into the room that inflicts 3d6 points of damage to the person who opens it and 1d6 points of damage to those below. When one does reach the top, they can see clearly a trapdoor in the floor which is otherwise invisible. This trapdoor leads to other rooms, but one can only reach it with humility.

[D] This wide chamber is filled with swirling mists and the sound of distant thunder. There is a 1 in 6 chance per turn spent inside that it erupts into a violent storm that lasts for one hour. Each round, lightning shoots from the ceiling area at two different characters. If both characters pass a saving throw, they are fine. If both fail, they are struck for 3 dice of damage and they interchange a random set of ability scores (i.e. roll 1d6, 1 = strength, 2 = intelligence, 3 = wisdom, etc). If only one of the targets fails their saving throw, they suffer 6 dice of damage.

[E] The floor of this long chamber is carved to look like the keys of a giant piano. The white keys, when trod upon, strike a note that vibrates through the chamber. The black keys are stationary and are actually sarcophagi. If a "C" is trod upon, the sarcophagus next to it opens to reveal a different type of undead. Each of these undead has a vial of colored liquid hanging from their neck on a silver chain (worth 10 gp). By mixing the five different colored liquids in the vat in [B], characters can create a single dose of a *potion of resurrection*.

NOTE	UNDEAD
C	CADAVER LORD: HD 5; AC 3 [16]; Atk 2 claws (1d4 + disease) and bite (1d6 + disease); Move 9; Save 12; CL/XP 7/600; Special: Disease, reanimation, create spawn, command undead, magical abilities, spell resistance (20%), +1 or better weapon to hit.
D	DEMIURGE: HD 8; AC 3 [16]; Atk 1 incorporeal touch (1d4); Move 12 (F15); Save 8; CL/XP 14/2600; Special: Chill, soul touch, transfixing gaze, incorporeal, only harmed by cold-wrought iron or spells, magic resistance (50%)
F	FEAR GUARD: HD 4; AC 5 [14]; Atk 1 incorporeal touch (1d6); Move F12; Save 13; CL/XP 6/400; Special: Fear aura, <i>darkness</i> 2/day, create spawn.
G	CINDER GHOUL: HD 6; AC 4 [15]; Atk 1 slam (1d8 + 1d6 fire + level drain); Move F12; Save 11; CL/XP 8/800; Special: Drain one level with hit.
A	APPARITION: HD 8; AC 4 [15]; Atk 1 spectral strangulation; Move 12 (F24); Save 8; CL/XP 9/1100; Special: Strangulation, detect living, incorporeal, sunlight powerlessness. Vial of milky white liquid.



CIRCLE ONE

ASPHODEL



Once one has crossed the Acheron, they encounter a fortification greater and more awful than any other in the cosmos. Hell, you will remember, is a prison and the demons and devils within Hell are its prisoners. The walls are composed of impossibly thick stones and thus for all intents and purposes impossible to bore through or knock down. The walls are also proof against ethereal creatures and the *passwall* spell. Within Hell, it is impossible to *teleport* or open *dimension doors* or *gates* to anywhere outside of the confines of Hell.

Hell's ramparts from the outside are a sheer face of dark gray stone about 500 feet high. The battlements are not unlike those of a mortal fortification, being crenellated and manned by any number of barbed devils, the wardens of Hell. The walls are 200 feet wide at the bottom and about 150 feet wide at the top, providing ample room for the terrible bronze guns of Hell – massive cannon 30 feet long and 6 feet in diameter that launch exploding cannon balls that inflict 12d6 points of damage in a 10-ft radius, 9d6 in a radius from 11 to 30 feet, 6d6 in a radius from 31 to 60 feet, 3d6 points of damage in a radius from 61 to 90 feet and 1d6 points of damage in a radius from 91 to 120 feet. Folks within 60 feet of the impact must pass a saving throw or be deafened permanently. The cannon have a range of 600 feet and the shells can explode in mid-air. These shells leave colossal craters, many of which are in evidence on the gray-green plains of Asphodel beyond.

The key point of the cannons is that they point inward, not outward. Likewise, the demons on the parapets do not resist people flying into Hell – only people trying to fly out. For those attempting an escape, assume that every mile of the wall is patrolled by 1d4 squads of barbed devils (i.e. 1d4 x 10 barbed devils) and one cannon.

THE HELLGATE (GL7)

Most of Hell's escape attempts are aimed at the Hellmouth, or Gates of Hell. The gate is unimpressive on the exterior wall – an arched portal 40 feet tall and 25 feet wide barred by a portcullis that, like the walls, is proof against ethereal creatures. The bars are 6 inches thick and made of adamant, and thus quite difficult to bend. The 80 foot tunnel beyond the front portcullis has another adamant portcullis located every 20 feet. All of these are operated by barbed demons looking down from chambers

constructed around the tunnel via arrow slits. Murder holes abound, through which the demons pour such things as molten lead, acid and boiling oil. Arrow slits located about 20 feet above the floor allow them to rain arrows on those who are attempting to force their way through.

On the interior wall of Hell, the gate is more heavily defended, situated between two 500-ft tall towers pierced by numerous arrow slits. Each tower is manned by three companies of barbed devils. The terrible hound Cerberus stands guard just outside the inner portcullis.

BARBED DEVIL: HD 6; AC 0 [19]; Atk 1 bite (1d8) and 2 claw (1d4) or 1 weapon (1d8); Move 15; Save 11; CL/XP 9/1100; Special: Immune to fire, half damage from cold and poison.

CERBERUS: HD 20 (120 hp); AC 0 [19]; Atk 3 bites (3d6 + poison); Move 24; Save 3; CL/XP 29/6100; Special: Spit stream of poison (30-ft range, save or die), howl (save or panic for 2d4 rounds), petrifying gaze (save or turned to basalt), +1 or better weapon to hit, regenerate 1d6 hit points per round, magic resistance (20%), immune to all teleportation effects, death effects, resistance to acid, cold, electricity and fire (50%).

Beyond the walls of Hell, Asphodel is a wide-open, undulating savannah of long, gray-green grasses, thorny, twisted trees and tiny white flowers called asphodels, the circle's namesake. The plains are roamed by a variety of demonic humanoids and animals in a sort of parody of Africa's savannah. Many fortresses and even cities dot the savannah, where the lords and dukes of Hell hold court.

The air of Asphodel is unnatural still, almost suffocating in its stillness. There is no wind to move the grasses or bend the boughs of the prickly trees, and the range of wind-related magic on Asphodel is cut in half. Storms cannot be raised here nor lightning called.

RACES OF ASPHODEL

Asphodel, like most of the other circles of Hell, is not only inhabited by pitchfork-carrying devils and their victims. Four races known to people of the surface world dwell in Asphodel, though these races have been changed in many ways by their habitation in Hell.

Gnolls: The gnolls of Asphodel are tall and thin, with greenish hair spotted with black and glaring white eyes. They arm themselves with spears, ring armor and large, round shields. The Asphodelian gnoll utters an insane, demonic laughter while fighting, forcing people to pass a

saving throw after three rounds of combat or become so unnerved that they suffer a -2 penalty to fight.

GNOLLS: HD 2; AC 4 [15]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 3/60; Special: Unnerving laughter.

Goblins: The goblins of Asphodel have rear legs like those of a grasshopper. They have mottled blue skin and long fangs jutting down from behind their upper lips. These goblins carry spiked maces and wear leather armor. Their touch causes people to revert in age by one year unless they pass a saving throw.

GOBLINS: HD 1d6 hp; AC 5 [14]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight, touch de-ages people.

Halflings: Asphodel's halflings are willowy and relatively tall for their race. They have spidery arms and legs and droopy eyes, like those of opium eaters, on small heads with beetle-brows and pronounced overbites. The halflings are bald and have four gleaming white eyes spaced evenly around their heads, making it impossible to surprise them. They arm themselves with barbed nets and whips, dropping from trees to capture travelers.

HALFLINGS: HD 1d6 hp; AC 5 [14]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight, cannot be surprised.

Hobgoblins: Asphodel's hobgoblins are squat, apelike creatures always encased in black lacquered platemail and gripping their beloved axes and blunderbusses. They are deeply paranoid creatures, positive that everyone and everything is out to get them, and this makes them even more militant than usual for hobgoblins.

HOBGOBLINS: HD 2+2; AC 1 [18]; Atk 1 weapon (1d8+2); Move 9; Save 16; CL/XP 2/30; Special: Magic resistance (10%).

LORDS OF ASPHODEL

Asphodel's prince is Azazel, chief of the order of demons known as the nalfeshnee. Other lords include Duke Alocer, patron of science, Marquis Ronove, teacher of rhetoric, Count Barbatos, patron of hunters and Grand Duke Flavros, who is also the Grand-General of Hell.

RANDOM ENCOUNTERS

Random encounters should be diced for once per hex. They occur on a roll of 1 on 1d6.

D20	Monster
1	Assassin Vines (2d6)
2	Demons – Manes (8d6)
3	Demons – Lemures (4d6)
4	Demons – Achaierai (2d6)
5	Demons – Nalfeshnee (1d10)
6	Devils – Barbed Devil (1d8)
7	Felikaur (2d6)
8	Gnolls (6d6)
9	Goblins (8d6)
10	Gryph (3d6)
11	Halflings (8d6)
12	Hellephant (1d4)
13	Hobgoblins (8d6)
14	Leucrota (3d6)
15	Night hags (1d6) plus 4d6 shades in chains
16	Savage Ant Swarms (2d6)
17	Shades (8d6)
18	Stench Kow (6d6)
19	Vampire Tree (3d6)
20	Zombies (8d6)

HELLEPHANT: HD 18; AC 0 [19]; Atk 2 gores (3d6) and 2 slams (2d6) and sting (2d6 + poison); Move 21; Save 3; CL/XP 29/7100; Special: Poison, toss, trample, trump of doom, +1 weapons to hit, immune to fire, poison and lightning, resistance to cold and acid (50%), magic resistance (45%).

SAVAGE ANT SWARM: HD 8; AC 1 [18]; Atk 1 swarm (2d6); Move 9; Save 8; CL/XP 9/1100; Special: Each round they do damage in a row they gain a cumulative +1 to damage.

KEYED LOCATIONS

8.52 Grasping Hand: In the midst of the grasslands there is a portion of ground that looks as though it has been recently burned. Should somebody step into the middle of this burnt area and speak the name of a place within Hell, an enormous clawed demon hand erupts from the ground beneath their feet and grasps them tightly. It rises in the air, supported on a scaly arm, and then hurls the person bodily towards that place. The landing, unless the person levitates, flies or uses feather fall, inflicts 10d6 damage, and the hand itself inflicts 1d10 points of damage.

9.45 Gnolls: A large village of 200 gnolls has been set up here within a great thicket under the shadow of the walls of Hell. The huts of the village are woven from the jade-gray grasses of the meadow. Racks outside the huts display flayed skins and other grisly trophies, and numerous shades languish here tied to crooked posts of black, thorny

wood. There are no fires in this place, and the village is cold and unwelcoming.

The gnolls are ruled by a powerful witchdoctor – a son of Barbatos who wears a cloak of human hands, each one with a demonic sigil carved into it, and carries a thorny spear that drinks its owner's blood (1 point of damage each round it is used in combat) but provides a -3 [+3] adjustment to Armor Class in return, covering the owner's body with a blood red skein. The witchdoctor, T'nem, controls the "natural" forces of Asphodel as a 9th level druid and commands a pack of three leucrota.

The gnolls share their village with a strange breed of spider that glows with purple light. These spiders harvest tubors from the ground, each one about the size of a melon and shaped like a human heart. These tubors can be mashed into a viscous red pulp that is fermented and strained to make what the gnolls call blood beer. This beer has a sickening sweet taste and smell and is very alcoholic (save with each drink at a cumulative -2 penalty per drink or become outrageously and angrily drunk).

The gnolls craft leather armor from the hides and skins they take and they trade their blood beer and captured shades to night hag caravans for gems, which they favor above all other forms of wealth.

The gnolls have a treasure of eight skins (worth about 250 gp each) and ten obsidian shards worth 200 gp each.

PURPLE SPIDER: HD 2; AC 9 [10]; Atk 1 bite (1d4 + poison); Move 12 (C12); Save 16; CL/XP 3/60; Special: Save vs. poison or skin becomes cracked and dry, inflicting 1d6 damage and reducing speed for 1d3 weeks.

LEUCROTA: HD 6; AC 4 [15]; Atk 1 bite (3d6); Move 18; Save 11; CL/XP 6/400; Special: None.

GNOLLS: HD 2; AC 4 [15]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 3/60; Special: Unnerving laughter.

T'NEM: HD 6 (25 hp); AC 4 [15]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 3/60; Special: Unnerving laughter, cleric spells as 6th level clerics.

9.48 Devil Squad: A patrol of 10 barbed devils has been dispatched from the fortress of Flavros [61.8], the Grand General of Hell. Flavros seeks mates, for he needs strong, wicked sons and daughters to command his legions, especially if he wants to displace the wretched Barbatos

from his hunting lodge [see NOD 12]. The barbed devils are six in number and each of them hold two hell hounds on thick, bronze chains.

HELL HOUND: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 5/240; Special: Breathe fire (8 hp).

BARBED DEVIL: HD 8; AC -1 [20]; Atk 2 claw (2d4) and 1 tail slash (3d4); Move 15; Save 8; CL/XP 16/3200; Special: Fear, spells, immune to fire, half damage from cold and poison, summon barbed devil (30%), magic resistance (35%), +1 or better weapon to hit.

9.51 Halflings: Far from the salt-of-the-earth, pleasant folk of the world above, the halflings of hell are bestial little fiends who delight in the torment of others, and especially of things larger than they are. They are the sum of all the fears and jealousies that infect their kin who dwell in the sunlight. These particular halflings dwell in the branches of a wood of thorny trees that covers most of this hex. The trees grow in clumps and have a bark that can be pulped and turned into a mild poison that they rub on their barbed whips. This poison adds +1 to the damage inflicted by the whips and raises especially large and uncomfortable welts on the skin (-2 effective dexterity for 24 hours).

The halflings dress in bark cloth and lurk in the branches, preparing to ambush travelers with their barbed nets. People captured are tortured to death (suffer 1d3 points of constitution damage each day until they die). The halflings then attempt to capture their shades with their nets when they appear. The shades of lawful and neutral creatures are especially valuable in Hell, but hard to hold onto.

The halflings live in small, clannish groups of about 1d10+20 individuals. There are twenty such groups in this hex and they are encountered on a roll of 1-2 on 1d6.

HALFLINGS: HD 1d6 hp; AC 5 [14]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight, +1 or better weapon to hit, cannot be surprised.

9.55 Rotting Ruins: A tower keep stands here, its pallid stone walls stained with gore and covered with splotches of violet fungus. The front door of the place, a portcullis, has been twisted and torn, and now hangs from one of its hinges allowing easy entrance. The interior of the place stinks of corruption and mildew. The air is thick and hard to breathe. The interior of the keep looks much like the exterior, and follows the basic pattern of such buildings – four corner towers of various levels set to different

purposes – prisons, barracks, armories, libraries – a great hall, bedrooms, kitchens. All of the rooms are empty. The only object within the tower keep other than torn and stained tapestries and other assorted junk is a gleaming, silver bastard sword.

The sword has been sunk into a skeletal body on a wooden throne in the great hall, affixing the body to the chair. If the sword is removed, one will find it to be a holy sword. By removing it from the body, the tower keep, which has been rotting like a corpse since the defeat of its master, a powerful wizard called Saberdus, will topple around people's heads. Each round, the crumbling masonry attacks everyone in the room as though it were a 12 HD monster that inflicts 3d6 points of damage per hit. A hit that does more than 12 points of damage pins a person, requiring a successful open doors check to free them. After six rounds, the tower keep is nothing but a ruin.

9.38 Whistling Thorn Trees: There is a great copse of whistling thorn trees growing in this hex. The trees have three-inch long spines covering the trunk and branches. Savage ants dwell within the base of many of these needles, creating holes that cause the trees to make a whistling noise when a wind blows. Folk approaching within 10 feet of the trees are set upon by 1d8 swarms of savage ants.

SAVAGE ANT SWARM: HD 8; AC 1 [18]; Atk 1 swarm (2d6); Move 9; Save 8; CL/XP 9/1100; Special: Each round they do damage in a row they gain a cumulative +1 to damage.

10.41 Stuck Airship: A stand of massive vampire trees has plucked a hobgoblin piloted airship from the sky. The hobgoblins serve Grand-General Flavros [61.8] as his scouts and spies. Their flying ship looks like a small galley with dragon-hide fans in place of oars and a grimacing figure-head that emits cones of fire (100-ft long, 50-ft wide, inflict 6d6 points of damage, save for half damage). The writhing branches of the vampire tree have the ship pinned in such a way that its fire projector cannot hit them. Most of the vessel's driving fans have been destroyed (they are worked by captive shades in the manner of oarsmen) and only 20 of the crew yet survive.

The ground beneath the vampire trees is littered with animals skeletons and 4d4 of these creatures (stench kows, mostly) animate when folk come near.

The hobgoblins were transporting rare unguents and other alchemical ingredients to the stronghold of Flavros [61.8], to supply the laboratory of his alchemist, Vatischan.

VAMPIRE TREE: HD 8; AC 4 [15]; Atk 12 branches (2d6); Move 0; Save 8; CL/XP 11/1400; Special: Immobilization.

HOBGOBLINS: HD 2+2; AC 1 [18]; Atk 1 weapon (1d8+2); Move 9; Save 16; CL/XP 2/30; Special: Magic resistance (10%).

SKELETON: HD 4; AC 6 [13]; Atk 1 weapon or strike (1d8); Move 9; Save 16; CL/XP 4/120; Special: None.

10.46 Traveling Salesman: The master of Hell has a soft spot in his heart for salesmen and they are welcomed as honored guests in its myriad rings. One of the best is a man called Kharvel, a huckster extraordinary whose crooked dealings landed him in Hell after he died. He was granted his memories and his old body by the powers-that-be and now roams Asphodel atop a great achaierai he calls Tripoli. From here he sells all manner of goods stolen and traded for, including random potions (one in six is cursed to have the opposite effect and one in twelve of those is cursed to be permanent), maps (one in six is genuine), amulets (all fake), and other odds and ends.

Despite his dishonest nature, Kharvel is actually a good source of rumors and information about the netherworld, though he charges a high price for information. He looks like a well-proportioned, rugged man with golden skin, a balding pate and a devilish beard and mustache. He wears a white tunic and cloak, worn sandals and a leather belt that holds a curved sword, several pouches and *pipes of the sewer*. These pipes summon shadow rats instead of the normal, mortal variety.

KHARVEL, TRAVELER 7/VENTURER 13: HP 48; AC 7 [12]; Save 4 (3 vs. traps); CL/XP 11/1700; Special: Sleep resistance, non-euclidian principles (+3 speed), haste 1 min/day, dimension door 1/day, find the path, through the shadows, astral spell, eccentricity x6, appraise, haggle, natural leader, pidgin, smuggle. Leather armor, short sword, dagger.

11.43 Oil Elemental: There is a massive slick of oil in this hex amidst smoking, smoldering fields of asphalt. The oil has medicinal properties, being able to cure all diseases if distilled and taken with salt (please don't try this at home). Unfortunately, the oil slick is sentient – it is an oil elemental and extremely temperamental about people scooping up bits of him for processing into medicine.

OIL ELEMENTAL: HD 32; AC 2 [17]; Atk 1 strike (6d6); Move 6; Save 3; CL/XP 32/7900; Special: Coats people in oil (per the *grease* spell), resistance to flame (50%) but always catches fire dealing an additional 1d6 points of damage to those he strikes.

11.49 Ruined Fortress: While the lords of Hell may appear to be eternal and everlasting, they are as mutable, in a way, as humanity. Demons are creatures of spirit and thus immortal, but they can be reduced in stature by their peers and mortal challengers. Such was the fate of Pashatiel, a demon of doorways and beginnings and endings who deigned challenge the power of Azazel [60.10] and was duly defeated and demoted.

Pashatiel's fortress was constructed of iron blocks welded together. The fortress has two layers of walls – an outer wall 25 feet tall with 11 towers standing 30 feet tall, and an inner wall 30 feet tall with 8 towers standing 35 feet tall. The place is without windows. The top of the towers are shaped like the pretty, outstretched hands of a maiden.

The fortress is now empty. The demons who died here fighting the army of Flavros have melted away into the landscape. Weapons and armor, including hundreds of arrows that retain their poisoned tips, are scattered about the place, many atop black stains on the walls and floor that have a vaguely humanoid shape.

The interior of the fortress is clad in ivory-colored marble. Hallways, doorways and archways abound in this weird, quiet place, with actual chambers being few and far between. When people pass through the archways and doorways, they feel a tickle on the back of their neck, as though something is watching them and has made a note of their arrival. The interior is like a maze, and there is but a 2 in 6 chance per round (3 in 6 for elves, 4 in 6 for dwarves) of making any real progress.

The only chamber of note in the fortress is the inner sanctum, a sort of circular great hall at the heart of the place containing a throne atop a circular dais. Sprawled on this throne is Pashatiel, who in life took the form of a short, graceful man with deep wrinkles on his bronze-colored face, wide, gray, catlike eyes and long, straight, night-black hair. His appearance is now ashen and indistinct – like a shadow rather than a demon lord. Pashatiel is now a prisoner of his fortress – reduced in stature to a mere shadow demon.

Pashatiel inhabits the walls, floors and ceilings of his fortress, with the dais being the focus of his spirit and power. He can, with a thought, disappear from the dais and re-emerge from any wall, floor or ceiling. He can also command 2d4 shadows or 1d4 allips to arise from the black stains on the walls and floors.

If defeated as a shadow demon, Pashatiel sinks into the ground and re-emerges some time later as a mere lemure. Beneath the dais, which weighs 3 tons, there is a hidden treasure cache containing 1,250 gp and 400 sp.

SHADOW: HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point of strength with hit, hit only by magic weapons.

ALLIP: HD 4; AC 5 [14]; Atk 1 strike (no damage, 1d4 points of wisdom lost); Move (fly 6); Save 13; CL/XP 7/600; Special: Drains wisdom, hypnosis.

PASHATIEL: HD 7 (30 hp); AC 4 [15]; Atk 2 claws (1d6) and bite (1d8); Move F15; Save 9; CL/XP 12/2000; Special: Incorporeal, spells (*darkness*, *fear*, *magic jar* 1/week), move at speed of 90 once per minute, immune to electricity and poison, shadow blend (surprise 5 in 6), sunlight powerlessness, telepathy 100 ft.

11.53 Karistant the Drowned: This stronghold is composed of massive blocks of sandstone that reek of the sea. Hundreds of skeletons – fish, mermaids, etc. – can be seen impressed in the walls. The fortress is circular, with an outer wall rising 50 feet and an inner tower rising 70 feet. Two circular towers in the outer wall, each rising 60 feet in height. There is about 100 feet between the outer wall and the inner tower. This area is roamed by two distorted giants, each with a crab-like carapace and carrying what appears to be a marble statue as a weapon. The fortress and its surroundings are flooded with brackish water, much to the pleasure of its inhabitants and the lord of the stronghold, an alu-demon called Karistant who appears as a tall woman with creased and folded skin of a sickly green color, lank hair that seems always to drip with salt water, droopy, watering eyes and the smell of rotting fish surrounding her. Karistant commands 80 crab men, who defend the walls with vats of boiling chowder.

Karistant keeps a treasure of 17,000 sp and 5,900 gp. She wears a necklace of silver seashells worth 2,000 gp. The largest three seashells can be held up to ear, where they whisper sweet temptations in one's ear.

CRAB MAN: HD 2; AC 4 [15]; Atk 2 claws (1d4); Save 14; Move 9 (S9); CL/XP 3/60; Special: None.

DISTORTED GIANT: HD 9+3 (41, 36 hp); AC 0 [19]; Atk 1 statue (4d6); Move 12; Save 6; CL/XP 10/1400; Special: Throw boulders.

KARISTANT: HD 6; AC 1 [18]; Atk 1 trident (1d8) or 2 claws (1d4); Move 12 (S18); Save 11; CL/XP 10/1400; Special: Spells (*charm person* 3/day, *dimension door* 1/day, *ESP* 3/day, *suggestion* 1/day), vampire touch, immune to poison, magic resistance (15%), telepathy 100 ft.

12.37 Hobgoblins: A tribe of 100 brutish hobgoblins burrow deep into the earth here in search of iron for their master, Flavros [61.8]. Their village is a series of gray, adobe buildings bristling with spikes and stacked upon each other in the fashion of a great mound. The hobgoblins are overseen by an erinyes called Gofany, a reeve in service to Flavros, who is as paranoid and ill-tempered as any demon ever born into Hell. She is clothed in banded armor of leather and bronze and from her wings hang dozens of holy symbols taken from foolish clerics. The village is surrounded by a 20-ft deep moat filled with hundreds of spikes (actually tubes containing worms that infect wounds caused by the tubes; save vs. disease or lose 1 point of constitution each day as the worms burrow through flesh and spread their putrescence).

The hobgoblins leave the village in work gangs overseen by the largest and meanest hobgoblins of the tribe, venturing out to ancient mines where they descend into the darkness and return with sacks of iron ingots. They process the iron around their village, and great heaps of slag have completely blighted the meadows. At Gofany's command, 1d6 of these slag heaps can rise up in the manner of earth elementals to combat her challengers.

Gofany keeps a treasure of 30,000 cp, 11,000 sp, 1,700 gp, 260 pp and a silver plate worth 16,000 gp. The plate, when filled with a bit of wine, acts as a scrying pool that shows any person alive living their most humiliating moment.

HOBGOBLINS: HD 2+2; AC 1 [18]; Atk 1 weapon (1d8+2); Move 9; Save 16; CL/XP 2/30; Special: Magic resistance (10%).

SLAG HEAP: HD 8; AC 0 [19]; Atk 1 strike (3d8); Move 6; Save 8; CL/XP 11/1700; Special: Tear down stonework, attack rolls of natural "1" shatter weapons (magic weapons can save to negate).

GOFANY: HD 6 (31 hp); AC 2 [17]; Atk 1 bronze sword (1d6 + paralysis); Move 12 (F24); Save 11; CL/XP 9/1100; Special: Magic resistance (25%), fear, immune to fire and cold, entangle.

12.45 Black Cathedral: This hex holds a cathedral of black marble with hepatizon domes. Within the hollow domes bodies of shades are stretched with iron chains. These shades scream and plead as acid drips from the domes onto their backs, scrawling weird designs on their flesh that, if copied on parchment with magic ink, serve as a random cleric spell scroll.

The cathedral's altar is a hexagonal object of black bronze covered in swirls of gold and silver. Black rubies are set in the center of these swirls and when depressed create different magical abjurations. There are six rubies on each side of the hexagonal altar, and when depressed they do the following:

Pattern	Effect
6-5-0-0-5-5	None can attack the operator or his friends within the cathedral
4-0-6-3-0-5	All within the cathedral share damage equally when any among them suffer damage
0-1-6-1-4-0	All within the cathedral suffer half damage from fire
6-2-0-6-3-6	All within are immune to spells
3-5-4-0-2-4	All magic is negated within the cathedral
2-1-3-2-2-0	Creatures must save to approach the cathedral
1-4-1-2-3-3	Creatures within the cathedral are immune to divinations and scrying
2-5-1-6-1-6	The cathedral walls glow per a <i>prismatic wall</i>

A "0" in the above table means that any depressed ruby will work in this slot. Referees should allow players to place six dice in order to try to guess the proper sequence. For each point of a character's intelligence bonus, the Referee should give them one of the numbers in the sequence (and not one of the zeros). Each time a puzzle is solved, the solver gets one additional free number when figuring the next sequence. Each time an incorrect sequence is input into this machine, the rubies begin to glow, getting brighter with each failure. With each failure, there is a chance in 6 equal to the number of failures that the rubies emit cones of heat that project out to 10 feet in length and 5 feet at the base and inflict a number of dice of damage equal to the number of failures (save to halve damage).

12.50 Boiling Mire: There is a boiling mire here, fed by hot springs. The remains of stone faces, carved to depict beauteous men and women with cold eyes and high cheek bones, abound as though toppled from monuments or

maybe dropped from on high. Touching a stone face causes it to speak to the toucher:

Roll	Message
1	A rumor about Asphodel
2	A warning that a loved one is in danger
3	A warning that a loved one burns in the deeper pits
4	A warning (maybe false) about a comrade
5	A strange ritual that will cause the next demon that is encountered to shift into the Astral Plane for 1 week
6	A psychic scream that forces one to pass a saving throw or be struck with insanity

The mire is inhabited by the animated exoskeletons of giant beetles. Encounters with 3d6 of these exoskeletons occur on a roll of 1-4 on 1d6.

GIANT EXOSKELETON: HD 5; AC 3 [16]; Atk 1 bite (2d6); Move 6; Save 12; CL/XP 5/240; Special: Immune to turning, unaffected by sleep, hold, and charm, immune to non-blunt weapons.

13.35 Felikaurs: This hex is the hunting ground of a trio of felikaurs, brothers if brotherhood has any meaning to the creatures or to any creature of Hell. They dwell in a cave upon a promontory of green stone in the shape of a grinning, horned devil face.

FELIKAUR: HD 6 (34, 30, 22 hp); AC 3 [16]; Atk 2 claws (1d6) and 1 bite (2d6); Move 15 (F18); Save 11; CL/XP 9/1100; Special: Spit acid, drop opponents, surprise (3 in 6).

13.40 Black Trees: Thorny black trees arise in this hex. A bitter, foul-tasting brown sap drips from the thorns. This sap acts as a *potion of healing* if the imbiber can keep it down (saving throw or vomit). The branches of the trees have a habit of falling unexpectedly (1 in 6 chance per hour, inflicts 2d6 points of damage on a random traveler). There is also a 2 in 6 chance of a given tree housing a flock of undead ravens, who pour out of the tree when approached in search of prey.

UNDEAD RAVEN SWARM: HD 7; AC 6[13]; Atk Swarm (3d6); Move F18; Save 9; CL/XP 8/800; Special: Disease, distraction, eye-rake.

13.56 Sand Pit: The landscape here descends into a valley of dunes. Black rivulets flow into the sandy area from the surrounding landscape, forming a oozy marsh in the center. Grotesque totem poles jut up from the sandy soil, apparently carved from living trees. These totem poles are few and far between when one first enters the hex, but become more numerous as one approaches the center.

They seem to exert a strange influence over magic spells cast here as well, an influence that becomes more pronounced as they become more numerous. The chance that a spell cast in the hex goes awry starts at 15%. For each mile towards the center of the hex one travels, that chance increases by 5%. If a spell is found to go awry, roll as though the spell caster has used a *wand of wonder*.

This strange hex has a forge fueled by cold, black flames at its heart. The flames arise from the heart of an ancient demon lord called Humbaba, long slain by the forces of Law. The forge is worked by three duergar brothers without names, who are themselves chained to the forge. They are currently beating upon a tangle of black, iron wires intended to become a crown for the succubus called Lady Scarlet, who dwells in a deeper Hell. The forge and the duergar are guarded by a company of dragon men who are clad in burning platemail and who wield military forks that drip with acid.

DRAGON MAN: HD 1+1; AC 6 [13]; Atk 1 bite (2d4) or weapon (1d8); Move 15; Save 17; CL/XP 3/60; Special: Spells, bite.

DUERGAR SMITH: HD 3+1; AC 3 [16]; Atk 1 weapon (1d8); Move 9 (B9); Save 17; CL/XP 3/60; Special: Surprise on 1-2 on 1d6, +4 to save vs. magic, immune to acid and paralysis, poison and illusion, spells.

14.33 Saslarta's Domicile: Saslarta is a pit fiend who controls a particularly unpleasant stronghold as a vassal of Azazel. Saslarta appears as a masculine, muscular humanoid with obsidian scales and a head reminiscent of a raven, upon which he wears a platinum diadem (12,000 gp). His stronghold is dull, ugly and filthy and stinks of feces. In fact, it is made of great bricks of excrement through which burrow worms and dung beetles (each turn spent inside the fortress carries a 1 in 6 chance of 1d4 rot grubs falling on you from above).

Saslarta's fortress is surrounded by fields grazed by stench kows, the kows being tended by halfling cowherds, who split their time between tending the herds and patching the fortress walls with fresh loads of dung. The halflings are renowned leather workers. The fortress is defended by ten companies of manes demons.

The walls of the fortress are 50 feet high and it has nine mound-like towers. The entrance is via a barbican. The courtyard of the barbican is home to a chaos dragon called Mote. The wide halls and chambers of the fortress are

jumbled together in a haphazard fashion, and there are numerous pits holding loathsome otyughs. A buzzing of giant flies constantly assaults the ears, and attacks by 2d6 of the beasts occur on a 1 in 6 chance per hour. Saslarta's throne room consists of a deep chamber guarded by rusted iron portcullises. His throne and the dais it rests on are made of concrete and are surrounded by a moat of raw sewage that drips from rusted pipes sticking out of the walls at odd angles. The throne sits atop a rusted iron grate, beneath which is his treasure chamber.

Saslarta's treasure consists of 50,000 cp, 31,000 sp, 2,000 gp, 1,170 pp and a garnet worth 950 gp that was lodged in his eye during a fight with a movanic deva. The treasure is kept in a deep pit that is home to a truly massive otyugh with the face of Doukas Basileios, an emperor of Nomo.

STENCH KOW: HD 3; AC 3 [16]; Atk 1 gore (1d8); Move 15; Save 14; CL/XP 5/240; Special: Charge, trample, stench, immune to cold, fire and poison.

OTYUGH: HD 7; AC 3 [16]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 9; CL/XP 8/800; Special: Disease.

DOUKAS BASILEIOS: HD 14; AC 2 [17]; Atk 2 tentacles (2d6), bite (1d6+1); Move 6; Save 3; CL/XP 15/2900; Special: Disease, +1 weapon to hit.

MANES: HD 1; AC 5 [14]; Atk 2 claws (1d2), 1 bite (1d4); Move 5; Save 18; CL/XP 2/30; Special: Half damage from non-magic weapons.

MOTE, CHAOS DRAGON: HD 9; AC 2 [17]; Atk 1 tail (3d8) and 1 bite (1d10) and 2 claws (2d8); Move 24 (Fly 105); Save 6; CL/XP 16/3200; Special: Chaos fire, poison, spells.

SASLARTA, PIT FIEND: HD 13 (53 hp); AC -4 [23]; Atk 1 sickle (2d6) and 1 jagged club (2d6) and 1 tail (2d6); Move 9 (F21); Save 3; CL/XP 25/5900; Special: Magic resistance (60%), +1 or better weapon to hit, immune to fire and poison, half damage cold (50%), constrict, regenerate 3 hp/rd, spells, strength.

14.36 Gorge of Sorrows: A deep, dark gorge cuts across the center of this hex, with rocky sides that allow one to climb in easily, should they dare. Myriad caves along these walls are inhabited by undead who look like men and women, naked and bruised, missing their lower jaws. Their engorged, purple tongues loll from their heads and the gibbering creatures moan and pound on the rocks with fists in sorrow for their sinful ways. Encounters with 1d4 of these poor souls occur on a roll of 3 in 6.

THE SORROWFUL: HD 5; AC 4 [15]; Atk 2 fists (1d4+1); Move 12; Save 12; CL/XP 6/400; Special: Aura of sorrow (must pass saving throw to take any action, otherwise sit and weep).

At the bottom of the gorge there is a palace composed of ten jagged towers, like teeth, that rise from the soil. These towers are stark white and within there are a number of chambers and stairs that lead to a cluster of chambers beneath the ground. One enters by walking to the center of the weird fortress and waiting patiently for the ground to swallow them up and deposit them below. This process takes 1d6 minutes, and there is every possibility that a person suffocates before descending. Those who arrive as corpses are soon animated as zombies to serve the fort's master, the cambion Drule.

Drule looks like a distinguished, heavysset man with small horns and dazzling eyes that shift through every color in the rainbow one per minute. He wears a silk waistcoat decorated with medals (lead enchanted to appear as gold), velvet trousers and high, hard boots. Drule has a staff of fifty zombies dressed in finery and powdered wigs or clad in three-quarters plate and wielding flamberges.

Drule's little barony is quite dangerous, for floods of pulsing, black, negative energy flow through the gorge once every 1d4 hours. Anyone caught in such a flood will think that the blackest, coldest night has suddenly descended on them, and they lose 1d4 levels (saving throw for half). Creatures killed by this flood of black energy animate immediately as the sorrowful undead who dwell in the walls of the gorge.

Drule has a treasure of 1,100 cp, 980 sp and 720 ep. He also carries a wondrous *staff of red iron* that can open portals into the Astral Plane when it is spun above one's head. Unfortunately, mortals passing through these portals are ravaged by temporal energies and become either younger or older.

Roll	New Age
1	Infancy
2	Pre-pubescence
3-4	Teenager
5	Younger by 1d6 years
6	Older by 1d6 years
7-8	Middle Aged
9	Old
10	Decrepit

A successful saving throw lessens the effect by one category, with those aged only a bit older or younger experiencing no aging at all.

DRULE: HD 8 (39 hp); AC 1 [18]; Atk 1 weapon (1d8+1) or 2 claws (1d6); Move 15; Save 8; CL/XP 12/2000; Special: Spells (*cause fear*, *ESP*, *levitate*, *polymorph self*), +1 or better weapon to hit, immune to electricity and poison, magic resistance (20%), telepathy 100 ft.

14.48 Khesm the Maligned: Khesm is an aeshma demon who commands four mountain giants and 20 companies of goblins. This assemblage dwells within his great fortress of crystal. The fortress is borne on the shoulders of the mountain giants and consists of nine spires, razor sharp and 50 feet tall, connected to one another by mystic mirrors. The fortress usually glows a dull blue color, but as Khesm's ire is raised (and it doesn't take much) it becomes first purple and then blood red. At that point, parts of the irregular walls begin to shatter, spraying shards of crystal everywhere (all within the fortress must pass a saving throw each round or suffer 1d6 damage).

Khesm is loyal to Azazel [60.10]. His goblin soldiers wear armor of black leather with wing flaps between arm, body and leg, allowing them to soar from the castle with a fly speed of 12 and shower their enemies with crossbow bolts and poisoned darts. Khesm's body guard consists of four female troll berserkers, who also make up his harem.

Khesm has recently come into possession of the lilin Erona, a courtesan of Flavros [61.8]. Flavros is even now preparing to assault the crystal spires and retrieve his female. Khesm's treasure is stored in a mountain giant's false tooth. It consists of 95,600 cp, 70,000 sp, 12,000 gp, 150 pp, an emerald worth 8,000 gp and one pound of mithral (worth 4,000 gp).

GOBLINS: HD 1d6 hp; AC 5 [14]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight, +1 or better weapon to hit, touch de-ages people.

TROLL BERSERK: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3 hp/round, fly into rage (+2 to hit and damage, -2 to Armor Class for 6 rounds).

MOUNTAIN GIANT: HD 20 (120, 88, 77, 76 hp); AC 2 [17]; Atk 1 stomp (4d6) or rock (3d6); Move 15 (3 carrying fortress); Save 3; CL/XP 20/4400; Special: None.

ERONA, LILIN: HD 7 (39 hp); AC 6 [13]; Atk 2 claws (1d3) or weapon (1d8); Move 12 (F18); Save 9; CL/XP 8/800; Special: +1 weapon to hit, immune

to fire, magic resistance (15%), spells (*ESP*, *charm person*, *charm monster*, *teleport at will*, *animate dead* 3/day).

KHESHM, AESHMA: HD 12 (61 hp); AC -1 [20]; Atk 1 +1 *spear of wounding* (2d6+1 + 1d2 hp of blood loss thereafter) or 2 claws (1d8); Move 15 (F21); Save 3; CL/XP 19/4100; Special: Rage (when reduced to 30 hp, extra attack each round), cast *web* 2/day, +1 weapon to hit, immune to electricity, see invisibility, magic resistance (45%), telepathy 100 ft.

15.39 Aella: This windy hex holds the stronghold of Aella, titaness of whirlwinds, daughter of Khaos. Aella's barony is always windy, with the direction of the wind shifting substantially from moment to moment and whirlwinds forming each hour on a roll of 1 on 1d4 (treat as an air elemental's whirlwind power).

In the midst of these winds there is a great dome of tarnished gold. The dome is pierced by a grand gatehouse of white marble with towers 60 feet tall and inner and outer portcullises. The gatehouse and dome are defended by 15 companies of sinister bronze men, who pour molten bronze upon people from murder holes in the gatehouse (6d6 damage, save for half) and a council of 50 harpies.

Aella is lithe and graceful, but her green eyes have a malevolent cast and her red hair is wild and unkempt. Her skin is the color of a crimson sunset and her lithe frame is encased in mithral plate armor. She carries a great glaive. Her treasure includes 3,920 gp, 740 pp and a silver idol in a copper basin (worth 14,000 gp) depicting her father.

BRONZE MAN: HD 1; AC 4 [15]; Atk 1 iron-shod club (1d10) or 1 crossbow (1d8); Move 12; Save 17; CL/XP 2/30; Special: Weapon resistance.

HARPY: HD 3; AC 7 [12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; CL/XP 4/120; Special: Flight, siren-song.

AELLA: HD 19 (99 hp); AC 0 [19]; Atk 1 glaive (2d8); Move 21; Save 3; CL/XP 21/4700; Special: Spells (*cause disease*, *cloudkill*, *control weather*, *curse*, *death spell*, *dispel good*, *fear*, *fly*, *light*, *lightning bolt*, *protection from evil*, *stinking cloud*, *unholy word*, *wind walk*).

15.43 Red Maze: Sinkholes grant access here to a maze of reddish caverns. The caverns are rich in iron, causing the red coloration of the walls and coloring the streams that trickle through them red as well. The caverns are inhabited by a cabal of driders. The driders weave people into webs and then drain their essences (i.e. spirits) into bottles of amethyst colored glass.

DRIDER: HD 7; AC 3 [16]; Atk 1 weapon (1d8); Move 18; Save 9; CL/XP 9/1100; Special: Spells (*dancing lights*, *darkness 15 ft. radius*, *detect magic*, *levitate*), magic-user spells (4/3/2/1).

16.31 Ziggurat Field: The meadows give way here to a field of ziggurats. The ziggurats are built of dull, grey stone, and most are no more than 50 to 60 feet tall. There are a total of twenty of these ziggurats, with about one half mile in between them. The ziggurats seem to hiss with power, and those who can see magical auras discern a grey mist swirling about the structures.

Each ziggurat contains a single chamber. These chambers are accessible via a secret door in the side of the ziggurat. These doors are always trapped and guarded by silent knights. The chambers grant one access, via a shaft studded with spikes, to a maze of canals beneath the hex. These canals are inhabited by blind river drakes with mottled, purple-white scales. Branching from these canals are catacombs that lead to crypts inhabited by coffer corpses, huecuvas, gallu-demons and other horrors.

SILENT KNIGHT: HD 7; AC 2 [17]; Atk 1 weapon (1d8); Move 9; Save 9; CL/XP 8/800; Special: Silence.

17.33 Black Market: A number of paths radiate out from the center of this hex. The paths are paved with glossy, black stones. At the convergence of the paths there is a strange market consisting of a vast field of these stones and maybe 30 to 40 black towers that stand about 20 feet tall. Each tower houses a dozen or so brain-eating zombies. These zombies are too dangerous to deal with face to face, but they have a peculiar talent for making magic items. In fact, what they are capable of doing is crystallizing ideas into physical objects. These crystallized ideas can be used a set number of times (1d4+3) before they dematerialize.

While the denizens of Hell know that these items are temporary (they will not reveal this to outsiders, because demons are jerks), they still find them useful. Demons, devils and petitioners of all sorts flock to this market with their guilders and ducats. You can roll the identities on the following table. Roll on the table as many times as think necessary to produce a good crowd:

D10	Number	Creature
1-4	2d6	Amaimon, gnolls, goblins, halflings, hobgoblins, manes
5-7	1d6	Bearded devil, chasme, dretch, erinyes, imp, lilin, ooze demon, quasit, rutterkin, vrock
8	1d4	Alu-demon, balrog, cambion, glabrezu, hezrou, marilith, nalfeshnee, succubus
9	1	Aeshma, barbed devil
10	1	Demon Lord

The brain-eating zombies communicate by yelling out their barred windows and by raising and lowering baskets on iron chains. In this way they receive payments and deliver their magic items.

18.28 Mount Kippat: Kippat is a lonely mountain that towers above the surrounding savannah. Plumes of white and yellow smoke pour out of crevices near the base (climbers must save vs. poison or fall unconscious and fall for 6d6 points of damage). The cracks and crevices of the mountain are inhabited by a tribe (really multiple families) of 400 goblins. The crevices are anywhere from 10 to 30 feet deep, and the bottoms have been hollowed out by the goblins, who sought both a place to live and the green garnets that abound here. Over time, the goblins tunneled deep into the mountain, discovering that the deeper one went, the larger the garnets became until they finally coalesced into a single garnet about 20 feet in diameter at the very center of the mountain. A bizarre creature appears to exist in the heart of the garnet. The garnet's great size and faceted nature makes it difficult to discern just what it hides, but it is clearly evil and the garnets of its mountain seem to carry with them a taint and a connection to the beast within the mother garnet.

18.30 Gwer, City-State of Ronove: Ronove, a marquis of Hell, rules over the city-state of Gwer. Gwer has a population of 2,500, mostly the shades of elderly humanoids and animals, packed into its spiraling streets. The city is spread over seven hills that billow acrid smoke from jagged cracks, the fumes often bringing on nightmarish visions to mortals who inhale them. The city has great, thick walls patrolled by bat monsters. Within the walls the city looks like a ruin, with fires burning in buildings and shades driven through the streets as though recently captured by a conquering army of barbarians. The gates of the city are massive tusks of ivory, perhaps shed from the Leviathan itself. They are carved in the shape of

two nude women holding aloft a pile of half-eaten corpses on a bier. These women are tattooed with arcane sigils inlaid with silver.

Gwer, despite all appearances, is a city of trade in Hell. Every corner has its peddlers hawking every good imaginable. These merchants include duergar selling armor and weapons, drow selling poisons, wine and narcotics and gnolls from the savannah selling skins and pelts, some of them still bloody. Throaty night hags trade shades near the palace of Ronove, with the largest and most monstrous of the shades always going to the great earl himself.

Ronove's palace is a smoking citadel set in the middle of the city and overlooking it. The walls of the citadel are painted bas-reliefs of slaughter and cannibalism. The top of the walls are lined with hundreds of round, brass shields. Within the palace one finds enslaved shades, grimlek guards and swashbuckling courtiers with the heads of cats who strut and prance about in crumpled finery that stinks of sour wine and acrid urine. His most trusted advisors are a trio of iron-toothed hags who know the secret of turning the shades into grimleks to bolster their master's army.

Ronove commands 14 companies of grimleks and 5 companies of bat monsters. He has a way of picking his commanders and keeping them loyal, so morale in his army is always high.

CATTY COURTIER: HD 6; AC 6 [13]; Atk 1 rapier (1d6) or 2 claws (1d3) and bite (1d4); Move 15 (C9); Save 11; CL/XP 6/400; Special: Lunge (attack from 6 feet away, double damage, only against surprised opponents, track by scent, surprise (3 in 6)).

GRIMLEK: HD 5+3; AC 5 [14]; Atk 1 bite (2d6); Move 24; Save 12; CL/XP 7/600; Special: Disease, continuous damage.

BAT MONSTER: HD 8; AC 6 [13]; Atk 1 bite (2d8), 2 claws (1d6); Move 4 (F18); Save 8; CL/XP 9/1100; Special: None.

RONOVE: See *Pandaemonium* in this issue.

18.35 Fortress of Forgotten Men: A fortress of sweeping crenelated walls, round, tapering towers and grandiose arches dominates this hex. The fortress meanders over about one square mile of territory and appears almost random in its construction (a dwarf or engineer can tell a person this). The walls are covered in dried vines from which hang dried gourds. Each gourd contains several seeds (1% chance they act as *fire seeds* if thrown). A red,

furry creature that appears to be a combination of monkey and bat dwells on these walls, gliding from place to place and always raising a terrible cacophony.

Besides the monkey-bats, the fortress is inhabited by bizarre creatures that appear to be giant-sized reptilians (about 12 feet tall) with large, pointed ochre-colored scales that resemble scale armor. Their arms have been replaced by 10-foot long tentacles that they use to whip their opponents. The creature's faces have been replaced by metallic disks of a mirror-like sheen. Any creature whose face is reflected in this mirror makes the person susceptible to *suggestion* (per the spell) and gives the creature access to their memories. The creatures seek minds to devour. A person who stares into the creature's mirror loses one point of intelligence per turn. At 0 points of intelligence, they fade from existence, forgotten by everyone who had ever known them.

REPTILIAN HORROR: HD 8; AC 5 [14]; Atk 2 tentacles (2d8); Move 12; Save 8; CL/XP 11/1700; Special: *Suggestion*, steal mind, erase existence.

20.26 Maze of Death: A number of large, iron plates litter this hex. The plates are about 10 feet in diameter and maybe three inches thick. When a single person stands on a plate, it begins to vibrate and, one minute later, the person is teleported below into a rambling maze. This maze is inhabited by seven angels encased in gladiatorial armor. The helms of this armor control them, making them behave almost as wild animals.

GLADIATOR DEVA: HD 10 (45 hp); AC -2 [21]; Atk 2 *maces* +3/+5 vs *constructed creatres* (3d6); Move 18 (F36); Save 5; CL/XP 18/3500; Special: Immunities, +1 weapon to hit, magic resistance (60%), spells: charm elemental (per charm monster, but only affects elementals), spells (*continual light*, *cure disease*, *cure light wounds* (7/day), *detect evil*, *dispel magic*, *hold monster* (1/day), *holy word*, *invisibility* (self only), *mirror image* (7/day), *polymorph self* and *remove curse*).

20.29 Nightmare Glass: A large piece of smoky glass juts from the plains here. It stands about 20 feet tall and is about 12 feet in diameter. Images of nightmares that are being experienced on the material plane flash across the jagged surface. Lingering too long on the glass causes a shigidi demon to emerge from the glass and attempt to grapple the viewer, dragging them into one of the nightmares they are causing.

SHIGIDI DEMON: HD 8 (35 hp); AC -1 [20]; Atk 1 touch (1d6 charisma); Move 9 (Fly 15); Save 8; CL/XP 13/2300; Special: Only harmed by magic

weapons, immune to electricity and poison, half damage from acid, cold and fire, *invisibility*, nightmares, spells (*blindness*, *cause disease*, *darkness*, *nightmare*, *ray of enfeeblement*, *sleep*).

21.24 Ualam the Poisoner: The gharros Ualam dwells here in a sandstone fortress. The fortress consists of seven 40-ft tall towers (tapering structures that bulge slightly) huddled together with stout, 30-ft tall walls between them. Rising in the middle of these seven towers there is a platform about 20-ft tall surmounted by five more towers (60-ft tall) that are also connected by stout walls. One approaches the upper fortress by climbing a ladder of spikes. Archways of blood-red stone allow access into the upper and lower fortresses. Rains of acid fall from these archways (3d6 points of damage) and this acid can be solidified into an iron portcullis with but a thought from Ualam. The fortress is surrounded by a 50-foot wide moat filled with scorpion swarms. There is no way to cross the moat other than walking through it or flying over it. The walls of the fortress are defended by 10 companies of scorpion men who hurl barbed javelins and pots of green slime at invaders.

Ualam dwells in the upper fortress with his lieutenants and brides, a pair of erinyes named Zisana and Suthorosu. Ualam has designs well beyond his meager, desolate barony, and believes the assassination of a demon lord is the only way to advance in the hierarchy. He is a master poisoner, brewing all manner of devious toxins in his fortress. These toxins are not of the kind used by mortals, for most demon lords are immune to such things. Rather, these poisons are distilled from the essences of people's souls – specifically, the souls of lawful and neutral folk. Such essences can be pulled directly from the soul-stuff of the Ethereal Plane, but to handle such concepts as charity and mercy are dangerous to demons, so they prefer to use souls still housed in bodies. One vial of poison can be drawn per hit dice drained from a creature, with lawful poisons forcing demons to save or die and neutral poisons causing demons to save or be paralyzed for 1d6 turns.

Ualam has a treasure of 300,000 cp, 130,000 sp, 47,000 ep, 18,000 gp, 1,760 pp, a silver pitcher worth 3,600 gp, a brass flask of charity worth 1,000 gp.

SCORPION MEN: HD 4+1; AC 1 [18]; Atk 1 sword (1d8) and sting (1d4 + poison); Move 12; Save 13; CL/XP 6/400; Special: Immune to fire, poison (save or paralyzed).

ERINYES (2): HD 6; AC 2 [17]; Atk 1 bronze sword (1d6 + paralysis); Move 12 (F24); Save 11; CL/XP 9/1100; Special: Magic resistance (25%), fear, immune to fire and cold, entangle.

UALAM: HD 16 (63 hp); AC -3 [22]; Atk 1 axe (2d8) and 2 tail stings (1d8 + poison); Move 12; Save 3; CL/XP 22/5000; Special: Poison, +1 or better weapon to hit, immune to electricity and poison, magic resistance (50%), telepathy 100 ft, spells (*darkness*, *mirror image*).

21.31 Abandoned Palace: There is a great abandoned palace of gray marble with peaked roofs, layer upon layer of Corinthian columns and gardens of horror in this hex. It once belonged to a mighty demon lord who has been sealed in a crypt on the material plane for many millennia. His followers have long since abandoned his court for other demon lords and his treasures have been plundered.

22.26 Tower of Summa: Summa, a lich of ancient lineage, dwells here in three 45-ft tall towers set in a triangle and connected by 30-ft tall walls of translucent stone that burns with green fire. The fortress is surrounded by a wood of black, twisted oaks that are inhabited by dozens of malevolent pixies. Devil swine feed on acorns from the forest floor and are the chief source of food for the garrison. These swine are covered in shaggy, crimson hair and have jutting tusks and squinty, yellow eyes.

Summa's garrison consists of 75 humanoids that show signs of a fey heritage. They have silvery skin, large eyes, each with two pupils (one reddish-pink, the other bilious green) and thick, rubbery lips. These unpleasant looking fellows wear bone-white platemail and carry halberds and heavy crossbows. The crossbows fire magnetic spheres that ignore the bonus metallic armor provides to Armor Class. The spheres explode 1d4 rounds after they hit a target and inflict 2d6 points of damage to all within 5 feet and 1d6 points of damage to all within 10 feet.

Summa is a scholarly lich, dressed in rough, black robes with sable trimming and wearing a *silver skull cap* (in this case literally) that permits him to conjure up a *mage hand* and control it with his mind. Summa has the abilities of a sage and is often consulted by demons.

PIXIE: HD 1; AC 5 [14]; Atk 1 dagger (1d4) or arrow; Move 6 (F15); Save 17; CL/XP 5/240; Special: Arrows, magic resistance (25%), spell-like abilities (*polymorph self*, *invisibility*, *dancing lights*; 1/day - *dispel magic*, *permanent confusion* (requires hit)).

DEVIL SWINE: HD 3+3; AC 7 [12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: continue attacks 2 rounds after death.

SOLDIER: HD 2+1; AC 2 [17]; Atk 1 halberd (1d10) or crossbow (see above); Move 9; Save 16; CL/XP 2/30, Special: *See invisibility*.

SUMMA THE LICH: HD 18; AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 21/4700; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

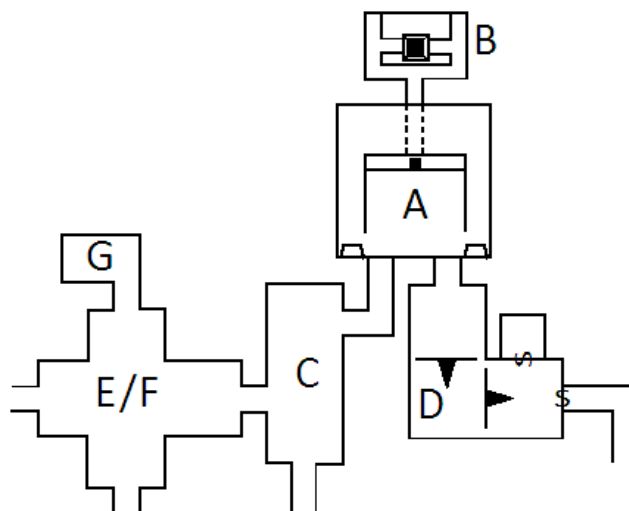
23.22 Subterranean Ziggurat: The landscape is marred here by a yawning cave opening about 30 feet wide and 20 feet high. The air in the opening, and in the cavern beyond, is ice cold and filled with the crack of whips and howls of pain. The cavern beyond is about 500 yards wide and almost as long. Stalactites on the ceiling serve as perches for serpents that drip poison (1 in 6 chance per round of being hit for 1 point of damage) onto the shades slaving below under the whips of their cruel masters. Twenty gnoll warriors in red turbans guard the cavern and overlook the activity of the slaves that come and go from the pit.

GNOLLS: HD 2; AC 4 [15]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 3/60; Special: Unnerving laughter.

[A] A long ramp leads into this pit that is faced with slabs of sandstone soaked in blood. The ramp ends on a platform overlooking the remainder of the chamber. Two ramps lead from the platform down below, where there are three portals that grant access to the remainder of this dungeon. A trigger in the form of a metal plate in the middle of the floor sends portcullises crashing down to block all of the exits.

CLOCKWORK MARILITH: HD 8; AC 0 [19]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 10/1400; Special: Immune to mind attacks, illusions, invisibility, electricity, poison and disease.

[B] This chamber is square, with a platform running around the exterior and two ramps leading into a pit. The pit is 20 feet deep and ends in a small chamber filled with refuse – chips of rock and pottery, damaged tools, etc. Mixed in with the refuse there is an intact bottle of golden brown glass. Inside it there are ashes that, when poured out, assume a humanoid shape and serve the pourer in the capacity of an *unseen servant* for one hour. At the end of the hour, the ashes must be ordered back into the bottle or they simple fall into a pile and may be blown away.



[C] This sandstone chamber has exposed wooden beams running along the length of it from north to south. The exit is a staircase leading down to deeper regions of the subterranean ziggurat. Empty wine bottles litter the floor.

[D] This chamber is almost three different chambers, or rather a single L-shaped chamber composed of three different levels or platforms connected by stairs. The stairs are trapped with steel spikes that spring out of the faces of the stairs to strike people in the ankle (1d6 points of damage, save or fall down stairs for another 2d6 points of damage). The trap is triggered when a person gets midway down the stairs and steps on a triggering plate.

On the lowest platform of the chamber there is a retriever, a mechanical spider-like construct, standing guard and capable of destroying intruders or capturing escaped shades. A secret door in the lowest platform leads into a treasure chamber holding a bronze statue of Azazel (worth 125 gp) set with chrysoprase eyes (worth 15 gp each) and bronze pots holding 11,620 sp, 2,180 ep and 320 gp. A second secret door in this chamber leads to deeper regions of the subterranean ziggurat.

Retriever: HD 10 (48 hp); AC -1 [20]; Atk 4 claws (1d8), eye-ray; Move 9; Save 5; CL/XP 12/2000; Special: Eye rays, crushing damage on natural 20.

[E] This cross-shaped chamber has a number of bronze grates that look down into [F] below. The corners of the room are filled with animal and human bones, which hide spear traps (save or 1d6 points of damage). The room is inhabited by a hellcat that wears an invisible collar of

bronze studded with rubies (worth 1,000 gp total). The grates can be lifted with an open doors check.

HELLCAT: HD 7+1; AC 5 [14]; Atk 2 claws (1d6) and 1 bite (2d6); Move 12; Save 9; CL/XP 11/1700; Special: Invisibility, only harmed by magic weapons, immune to mind control, magic resistance (20%).

[F] This chamber is the same size as the one above. The ceiling is 20 feet high and held up by 3-ft diameter sandstone columns. The floor is covered in three feet of icy water, which is inhabited by four water nagas. The entire chamber is a magical null zone – spells and magic items do not operate here.

WATER NAGA: HD 7; AC 5 [14]; Atk 1 bite (1d4 + poison); Move 12 (S20); Save 9; CL/XP 10/1400; Special: Poison, magic-user spells (4/2/1).

[G] The sandstone walls of this room are embedded with thousands of sparkling garnets that are pretty but virtually worthless. The room is circular, with a vaulted ceiling that hides a dozen darkmantles. Curled around a statue of Azazel in the center of the room is a black dragon. The statue is made of iron enchanted to look like gold. It weighs two tons and is maybe worth 200 gp. The statue holds a goblet filled with a sparkling amethyst-colored liquid that puts people into a deathless trance. These people can only be awakened by a kiss from a succubus.

DARKMANTLE: HD 1+2; AC 4 [15]; Atk 1 grab (1d4); Move 3 (f3); Save 17; CL/XP 2/30; Special: Suffocation, darkness.

BLACK DRAGON: HD 8 (32 hp); AC 2 [17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Spits acid.

24.23 Citadel of Pain: There is a mountainous keep here with walls and towers that ooze naphtha and burn eternally. The walls rise 55 feet above the burned and blighted landscape, which is covered in a pall of thick, acrid smoke. The crenellated towers are five in number and stand 75 feet tall. Within the courtyard there is a great pit filled with the same choking smoke. The pit is 50 feet deep and contains a pool of burning oil in the bottom. A ramp makes its way into the pit by hugging the walls. The ramp is clad in stone and there are multiple doors (all iron and locked) lining the ramp and leading to torture pits. The interior of the fortress walls are lined with cages holding miserable shades and captive demons given over the citadel's master for correction and punishment.

The ruler of this grand citadel is Upozet, a swaggering, cruel tormentor devil. Upozet is accompanied by five vrock, who act as his bodyguards and assistants. The citadel is defended by 225 duergar who wear leather masks and carry axe-bladed hand guns (treat as axe dealing 1d6+1 damage and harquebus dealing 1d12 points of damage with a range of 50 feet). Each tower holds a pair of cannon that fire iron balls connected by a length of chain. These cannon inflict 8 dice of damage and cut a path 10 feet wide through the ranks of enemy troops.

Upozet's treasure consists of 200,000 cp, 30,000 sp, 18,000 gp, 150 pp, an amethyst worth 1,000 gp and two casks of the finest wine (100 lb and 12 gallons each).

DUERGAR: HD 3+1; AC 3 [16]; Atk 1 weapon (1d8); Move 9 (B9); Save 17 (13 vs. magic); CL/XP 3/60; Special: Surprise (2 in 6), immune to acid, paralysis, poison and illusion, spells (*enlarge*, *mage hand*).

VROCK: HD 8; AC 1 [18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; CL/XP 9/1100; Special: Magic resistance (50%), darkness, immune to fire.

UPOZET: HD 8 (39 hp); AC -1 [20]; Atk +1 *battleaxe* (1d8+1) or *soulcatcher net* (1d4 plus entanglement) or 2 claws (1d8); Move 12; Save 8; CL/XP 15/2900; Special: Spells (*ESP*, *scorching ray*), +1 or better weapon to hit, immunity to fire and poison, regeneration (2 hp/round), magic resistance (45%), see in darkness, soul track, telepathy 100 ft.

26.21 Ogres: A clan of 20 ogres with vivid, purple skin and lank, white hair dwell here. The ogres have long noses, fingers and toes, making them somewhat clumsy. They make up for this with tremendous strength. They are an especially nasty brood because they are, in fact, a band of polymorphed elf warlocks consigned to Hell by their rivals. As sun worshippers, their opponent, a powerful wizard of Ibis, decided a stay in Hell would be the ultimate revenge. If freed from their curse, the warlocks will thank their rescuers and then set upon them with what spells they still have memorized in a bid to win their equipment and escape their dreary imprisonment.

ELF FIGHTER 4/MAGIC-USERS LVL 2 (10): HP 14; AC 6 [13]; Save 11; CL/XP 4/120, Special: Spells (2), multiple attacks, parry, darkvision 60 ft., find secret door on 4 in 6, immune to paralysis from ghouls. Leather armor, long sword, shield, longbow, spellbook.

ELF FIGHTER 4/MAGIC-USERS LVL 4 (6): HP 12; AC 6 [13]; Save 11; CL/XP 4/120, Special: Spells (3/2), multiple attacks, parry, darkvision 60 ft., find secret door on 4 in 6, immune to paralysis from ghouls. Leather armor, long sword, shield, longbow, spellbook.

ELF FIGHTER 4/MAGIC-USERS LVL 6 (3): HP 20; AC 4 [15]; Save 11; CL/XP 5/240, Special: Spells (4/2/2), multiple attacks, parry, darkvision 60 ft., find secret door on 4 in 6, immune to paralysis from ghouls. Elven chain, long sword, shield, longbow, spellbook.

ELF FIGHTER 4/MAGIC-USERS LVL 8: HP 24; AC 4 [15]; Save 11; CL/XP 6/400, Special: Spells (4/3/3/2), multiple attacks, parry, darkvision 60 ft., find secret door on 4 in 6, immune to paralysis from ghouls. Elven chain, long sword, shield, longbow, spellbook.

27.23 Iron Vault: An iron vault, like those one might find in a bank, lies here, driven into the ground at an angle. The door to the vault is slightly ajar and, with some strength, can be opened wide. Inside the vault there is a ton of gold bars (a small coating of gold over lead, 200 bricks worth 1 gp each). When one enters, a booming voice announces that pilfered assets will be frozen. Consequently, as soon as a bar of gold is removed from the vault, the interior becomes a solid block of ice. The ice slowly melts, but the experience inflicts 10d6 points of damage initially and another 1d6 points of damage per round. Aside from the treasure, the vault contains three objects. One is a tarokka card (the knave of swords), a whetstone and a rusty key.

The card contains the soul of a magnificent gambler and grants its owner a +1 luck bonus to all activities and a +5 bonus to gambling. The whetstone contains the soul of a very tidy fighting-man. Blades sharpened on it acquire a +1 magical bonus for their first fight of the day. The rusty skeleton key was owned by a bandit lord. It can open locks and find and remove traps on locks as though it were a 10th level thief. None of these objects are considered “assets” and thus do not trigger the trap.

28.19 Mucky Pit: There is a sandy pit here 20 feet deep with a foot-thick layer of ooze and muck at the bottom. This muck hides a 20-ft deep shaft (filled by the stuff) that leads to a subterranean cavern filled with air. Herein dwells an abominable chimera.

The chimera has the front body and right head of a bear and the left head and rear body of a frog (making it amphibious and able to swim through the muck). The central head is that of a gorgon wearing a copper tiara studded with jaspers worth 250 gp. Its airy cavern holds a treasure of 4,570 ep and 250 gp.

CHIMERA: HD 9; AC 4 [15]; Atk 2 claws (1d6+1), gore (2d6); Move 9 (F18, S9); Save 6; CL/XP 11/1700; Special: Flight, hug (3d6), petrifying breath.

30.19 Living Mountain: The living mountain Isenus, actually an ancient earth elemental of tremendous power, dwells here. Isenus was consigned to Asphodel for crimes against the gods of law. He is composed of gray stone, and usually sits in a heap, his head tucked into his massive, ape-like arms. Isenus mourns his imprisonment away from the sun – his slopes are now bare of life, his heart grown cold and weary. Once per millennia he stirs and walks around Asphodel, treading over anything in his path. He can cover about one hex per day and causes *earthquakes* (per the spell) covering that hex and all adjacent hexes.

Isenus is not evil, though he cares little about anything now. He is terribly ancient, though, and knows many legends and songs about the elder times, and even more about the nature and habit of the gods, the angels, the demons and devils and the elemental lords.

ISENUS: HD 48 (229 hp); AC -3 [22]; Atk 2 strikes (5d10); Move 12; Save 3; CL/XP 48/12,800; Special: Weapon resistance (50%), glide through earth as easily as one walks through air.

31.16 Floral Maze: As one enters this hex, grey trees with lavender flowers (poisonous) spring up around travelers, forming a moving maze. One cannot escape until they have overcome three challenges in the form of clearings. Each clearing has trees 100 feet high surrounding it.

[I] There are three men in this clearing. All three are old men wearing robes of cloth-of-gold. One has a short beard of blue-black curls entwined with pearls, the second a wavy beard of gold and the third a long white beard in braids. They speak in unison, “One of us can lead you to freedom, the others to ruin.”

The blue-black beard represents the sea. Its owner will lead adventurers out of the clearing and then, at an opportune moment collapse into a wave of water (i.e. he’s a water elemental).

WATER ELEMENTAL: HD 12 (43 hp); AC 2 [17]; Atk 1 strike (3d6); Move 6 (S18); Save 3; CL/XP 12/2000; Special: overturn boats.

The golden bearded man does the same, only he turns into a fire elemental.

FIRE ELEMENTAL: HD 12 (61 hp); AC 2 [17]; Atk 1 strike (2d6); Move 12; Save 3; CL/XP 13/2300; Special: Ignite materials.

The final man is the correct one, for his beard represents age and wisdom. He leads people to the next challenge.

[II] This circular clearing quickly erupts into a thunderstorm when entered. A whirlwind soon blows away enough dust to uncover a stone idol of a woman with three eyes, all of them empty. The storm can be stopped by placing gemstones in the three eyes. At this, the statue blinks and rises and then leads people to their next challenge. The statue does not return the gemstones.

While the storm rages, it is impossible to step out of the clearing – the whirlwind carries people away, hurling them back into the clearing for 3d6 points of damage. Lightning strikes once every 1d4 rounds, targeting a random character with a 5 dice *lightning bolt*.

[III] The final challenge is the King in Stone. The stone is a massive pillar of quartz atop a stone dais. Engraved into the dais are the words “Free the King from the Stone and You Shall be Free.”

First and foremost, there is no king trapped in the stone. The king is a reference to gold. Once the pillar has been chipped up you discover a depression in the dais in the shape of a key. The trick is to separate the gold from the crushed quartz. One only needs a little gold to make the key, but they will need to make a small oven for the quartz and something for the melted gold to drain into.

Once the key is poured and cools, the dais and maze disappear, leaving the adventurers in the middle of the savannah. They still hold the key, which will fit perfectly into the next lock they discover.

33.18 Gnoll Village: A village of 100 gnolls is situated around a large statue of a gnoll warrior. The statue stands 200 feet tall, but as improbably as this sounds, appears to have been crafted from clay and then fired. The gnolls dwell in sod houses. Weird lanterns of green glass are hung before each house and carried by the master of the house when they leave it. The gnolls here paint their faces with white clay and are especially picky about their hides and jewelry – one might even consider them savage fops.

The base of the statue has a secret door that can only be opened by finding the correct spot and rapping on the stone with metal three times, no more and no less. Within

there are a series of burial chambers where great gnoll hunters are interred, each of them having been skinned, their flesh consumed by the tribe and their bones wrapped back up on the tanned hide. All of these gnoll bone bags (there are at least 20) can manifest in the catacombs as ten shadow hyenas, and will if any light other than green light is brought into the place. The crypts hold the following treasures: 12,000 cp, 1,720 sp and a limestone idol of a pillar of swarming rats (worth 175 gp).

GNOLLS: HD 2; AC 4 [15]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 3/60; Special: Unnerving laughter.

SHADOW HYENAS: HD 5; AC 6 [13]; Atk 1 bite (2d6); Move 18; Save 12; CL/XP 6/400; Special: Immune to fire.

35.15 Hammer of Vainglory: Hidden among the tall grasses of this hex is an ancient warhammer forged by dwarves and carried into Hell by the infamous warrior Knarwine, who sought merely to enhance his reputation by killing a demon lord. He was unsuccessful in his quest and fell here to the dagger of his boon companion, the master thief Voliandr. The hammer is a +2 *weapon* that fills its owner with tremendous confidence in their abilities. Each time they miss in combat, though, there is a 1 in 20 chance that they become demoralized, losing that heightened confidence and suffering a cumulative -1 penalty to hit. Such is the curse of false confidence. The hammer can detect the presence of fighter types within 6 miles, and sends out pulses through the earth and into their minds, tempting them with greatness.

38.14 Shade Stockade: A nighthag called Widoth keeps three dozen shades in a domed stockade with black metal bars. Her sisters, Gletsa and Cavia patrol the grasslands looking for others, who they sell to demon lords or bring to the palace of Minos for final judgment.

About 20 yards from the stockade is a hexagonal cottage of black stone and a thatched roof. This is the lair of the night hag covey, where they keep a strange cauldron of onyx. Shades fed into this cauldron are formed into tiny lumps of black-bronze metal that the night hags trade to Mulciber's agents, the metal being used to create magic items.

NIGHT HAG: HD 8; AC 8 [11]; Atk 1 bite (2d6); Move 10; Save 8; CL/XP 11/1700; Special: Magic resistance (65%), +2 or better magic weapon to hit, magical abilities.

40.15 Death Stone: There is a crater here surrounded by a thick, ugly, black wood. The trees here shift to block people's progress, and their thorn covered branches inflict damage each round to those who try to pass through (takes about 1d6+6 rounds). Unarmored people suffer 1d8 points of damage per round and emerge with torn flesh and clothing. Folk in leather armor suffer 1d6 points of damage per round, and those in metal armor suffer 1d4 points of damage each round.

At the heart of the crater there is a diamond worth 30,000 gp. The diamond is about the size of a peach and is lovely beyond all reckoning. The diamond tempts folk to kill the holder and steal the stone – chaotics save at -2 and lawfuls save at +2 to resist the temptation. A person who succumbs to the temptation and seizes the diamond has their body and soul drawn into the stone, which is actually a portal into a pocket dimension that consists of a never-ending crystalline castle haunted by others who have succumbed to the temptation. The diamond then recedes into the ground and emerges back in its crater.

42.11 The Eye of Xangrim: The Eye of Xangrim is a sphere of chalcedony that, when used to replace an eye, grants the wearer the ability to commune with the divine (i.e. *contact higher plane*) once per week, but imposes a -2 penalty to save against illusions. It rests in a maze of clay caverns that heave and sigh. One accesses them via a sinkhole in this hex. The caverns are, of course, haunted by all manner of ghastly beasts and by a band of chaotic Templars in viridian robes who fight like mad-men. Each of them is missing an eye, the eye being replaced by a ball of black metal to keep it from healing over. The Templars wear mirror armor (treat as platemail) and carry heavy maces. They can turn themselves into oily black mists (treat as *gaseous form*) at will.

TEMPLARS: HD 4; AC 2 [17]; ATK 1 mace (1d8); Move 9; Save 13 (11 vs. magic); CL/XP 5/240; Special: Turn into mist, go berserk (two attacks per round), -1 to hit with ranged attacks.

44.12 Tortured Lammasu: A lammasu has been chained here to a great, cubical stone. The chains ooze acid, causing 1 point of damage each round (or just terrible pain for the lammasu). A band of nine manes demons torment the creature with their spears.

46.12 Sand Pits: This hex is home to a multitude of sand pits – most roughly 30 feet in diameter. The sand is pearly white and in the middle of each pit there is a golden helm in the Roman style, badly tarnished. Each pit is inhabited by a sandman, who forms beneath the helm in the vague shape of a human and proceeds to drag his prey into the sand to gradually decay into dust. These sandmen are massive creatures, being composed not only of the sand forming their humanoid shape, but all the sand beneath them. This allows them to extend their arms and legs up to 20 feet away and still strike with full strength.

The creatures' treasures are buried within themselves, and finding it means digging for 1d3 hours. Each sandman hides 2,000 gp of treasure and 1d4+4 desiccated corpses.

SANDMAN: HD 8; AC 2 [17]; Atk 1 strike (2d4 plus sleep); Move 12; Save 8; CL/XP 11/1700; Special: Sleep aura, resistance to non-magical ranged weapons (50%), magic resistance (25%), stretch 20 feet.

47.9 Giants and Beetles: A clan of eleven demonic hill giants with ruddy skin, thick, curly black hair and large tusks jutting from their lower jaws has made camp here. The giants roam about the meadows of Asphodel causing trouble and taking slaves for Ronove [18.3]. The giants are mounted on giant rhinoceros beetles and are armed with pikes, flails and weird crimson bottles in which they capture and store the shades that they discover. They are led by a nykoul, an undead hill giant shaman.

GIANT BEETLE: HD 9; AC 1 [18]; Atk 1 bite (3d10); Move 9; Save 7; CL/XP 10/1400; Special: None.

HILL GIANT: HD 8+2; AC 4 [15]; Atk 1 weapon (2d8); Move 12; Save 8; CL/XP 9/1100; Special: Throw boulders.

NYKOUL: HD 9; AC 4 [15]; Atk 1 Weapon (2d12); Move 9; Save 6; CL/XP 11/1700; Special: Spells, Undead Immunities, Confusion.

50.10 Goddess of Lust: There is a statue here of a stout woman with large, pendulous breasts and a potbelly. A large ruby is embedded in the statue's naval. This ruby holds the spirit of a shaytan who displeased mighty Iblis. The statue lies on its back in the gray-green grass, and can animate like a stone golem should somebody attempt to steal the ruby. The shaytan can communicate with people via telepathy and will promise the moon to its rescuer, though it will do everything in its power to get out of Hell. Iblis will be aware of its escape, though, and sends his

minions to recapture it and punish the thieves. Smashing the ruby, which is worth 6,000 gp, frees the shaytan.

STONE GOLEM: HD 15 (60hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

SHAYTAN: HD 9; AC 1 [18]; Atk 1 fist or sword (1d8+4); Move 9 (B15); Save 7; CL/XP 11/1700; Special: Wall of stone.

52.11 Spenwanan: Spenwanan are humanoid arachnids that hunt in small bands on the grasslands of Hell. They have two normal arms, two vestigial arms that are functionally useless and four legs and are covered in thick bristles. The creatures can throw their bristles like darts. These bristles inject a mild poison that forces one to pass a Strength test or become exhausted. They can also belch forth an acidic gas once per hour. The gas inflicts 1d6 points of damage unless a saving throw is passed.

The spenwanan in this group are 20 in number and ride on the backs of ten thunder beasts in thatched hovels that are spherical in shape. The spenwanan have no interest in gathering treasure or capturing slaves. They merely wander and destroy anything lovely that they discover.

SPENWANAN: HD 1; AC 6 [13]; Atk 2 claws (1d6) or bristles (1d4 + poison); Move 9; Save 17; CL/XP 2/30; Special: Poison (save or exhausted), acidic breath (1d6).

THUNDER BEAST: HD 6; AC 5 [14]; Atk 1 bite (2d6); Move 12; Save 11; CL/XP 8/800; Special: Breath weapon (noxious gas, 20x20x20, -1 to hit, damage and save), trample (2d6 damage).

53.8 The Obelisk of Coeces: Coeces the pit fiend dwells here in a stronghold shaped like an obelisk that is 150 feet in height and 50 feet long and wide. While the obelisk has a door (15 feet high and 6 feet wide) and windows, they are obscured by illusions. Because of these illusions, the obelisk appears to be made entirely of glossy, black stone. It is surrounded by a 50-foot wide moat of acid, the fumes of which burn the eyes and lungs.

The bottom floor of this stronghold is a death trap. The ceiling is pierced with numerous holes, also obscured by illusion, and has two portcullises barring stairs to the second level of the fortress. The room has been made to look like a lovely hall of crimson stone and white curtains and carpets. In the illusion, the ceiling is held up by twenty pillars of red marble with golden capitols. At the end of this

great hall there is a red marble throne with white cushions and etched with gold. Sitting on this throne is a massive man with coppery skin and long, white hair.

Under this illusion the room is bare, black stone. The portcullises are rusty and ice cold (touching deals 1d4 points of damage). There are murder holes in the ceiling, through which the demons on the second level pour burning hot sand (treat as an attack by a 10 hit dice monster that deals 2d6 points of damage). After 6 rounds the sand is high enough that everyone in the room suffers 1d6 points of damage each round they remain in the room.

In the floors above there are more manes demons (one hundred in all). They wear suits of brilliant, blue silk with golden chains and steel breastplates and carry iron staves that can fire iron nets from their ends. These iron nets are attached via chains to the staves and can deliver an electric shock (1d6 points of damage).

Coeces dwells in the upper regions of the obelisk, engaged in deep studies of human misery, which fascinates him. He is always guarded by four stone giants with pale blue, marbled skin. They wear studded leather armor and carry massive glaives. Coeces is quick to invite humans into his abode, and just as quick to inflict every misery upon them that his powers allow to study the results and record them in a tome that he files away in his library.

Coeces has a treasure of 40,000 cp, 25,630 sp, 14,000 ep, 750 gp, a platinum bracelet worth 6,000 gp, an obsidian helm worth 400 gp and a peridot worth 650 gp.

MANES: HD 1; AC 5 [14]; Atk 2 claws (1d2), 1 bite (1d4); Move 5; Save 18; CL/XP 2/30; Special: Half damage from non-magic weapons.

STONE GIANT: HD 9+3; AC 0 [19]; Atk 1 club (3d6); Move 12; Save 6; CL/XP 10/1400; Special: Throw boulders.

COECES, PIT FIEND: HD 13 (48 hp); AC -4 [23]; Atk 1 sickle (2d6) and 1 jagged club (2d6) and 1 tail (2d6); Move 9 (F21); Save 3; CL/XP 25/5900; Special: Magic resistance (60%), +1 or better weapon to hit, immune to fire and poison, half damage cold (50%), constrict, regenerate 3 hp/rd, spells, strength.

54.9 Chimeric Beast: A strange chimera dwells here with the body of a rhinoceros, a scorpion tail, two great dragon wings and the heads of a troglodyte, krenshar and lamia. The creature is terribly powerful, hopelessly insane, and it

possesses a fear of laughter (must save at the sound of it or flee for 1d6 turns).

The creature dwells in a rocky promontory overlooking the grasslands and there keeps its treasure beneath the waters of a poisonous spring. The treasure chest is composed of a black metal that absorbs light and refuses to conduct heat, cold or electricity. Inside the box there is chrysoberyl worth 6,000 gp and a trapped spirit of disease that infects all present with mummy rot unless they pass a save.

CHIMERA: HD 9; AC 4 [15]; Atk 2 claws (1d6 + 1 point of permanent wisdom drain), 1 trog bite (1d6+1), krenshar bite (1d8); Move 9 (Fly 18); Save 6; CL/XP 11/1700; Special: Spells (*charm person*, *charm monster*, *suggestion* 1/day), stench (save or lose 1 point of strength per round for 1d6 rounds, persists 10 rounds thereafter), pull back skin on faces to cause fear.

56.11 Demonic Harpies: Demonic harpies with skin the color of a suffocating woman, hair as black as a miser's mood and clawed hands and feet dwell here in towering thorn trees with striped bark. The prick of these thorns injects a person with a poison that causes malicious dreams and sleepless nights for 1d3 days (i.e. no natural healing and no new spell memorization). The harpies collect skulls, painting them in garish colors and sometimes stuffing valuable gems or platinum coins into them. Other treasures are ignored.

HARPY: HD 3; AC 7 [12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; CL/XP 4/120; Special: Flight, siren-song.

58.8 Fragrant Fields: Whether it is just a characteristic of this hex or whether vast herds of stench kows have recently come through, the ground here is caked in dung. The dung is not only awful to smell (save or affected per troglodyte stench), but also burns the flesh and can eat through cloth and leather after a few hours. The dung is about one to two feet deep throughout the hex.

The dung doesn't seem to bother the weird creatures that burrow through it. They look like large pillbugs, about two feet long, with crimson carapaces that are studded with spikes. The creatures can roll themselves into balls and charge at prey, moving at a speed of 30 for up to three rounds and inflicting 2d4 points of damage when they hit. The touch of the spikes also drains magic. Spellcasters must pass a saving throw or lose one random spell from their repertoire and those wearing magic armor must pass

a saving throw or lose one magical "+" from their armor for 24 hours. The creatures are encountered here on a roll of 1-2 on 1d6 and appear in groups of 1d20.

The pillbugs are the souls of shades who died in the manure fields. When destroyed, the shade rises from the corpse and may (50% chance) promise to serve its deliverer in return for their protection. There is a 1% chance that the shade is a person of great reputation (maybe even somebody from the adventurers' past) or great ability (random character class, level 1d8+6).

PILL BUG: HD 1d4 hp; AC 4 [15]; Atk 1 bite (0 + poison); Move 13; Save 18; CL/XP 2/30; Special: Drain magic, roll and charge.

60.10 Kaskamar: Kaskamar is the booming city of Azazel, the chief of the nalfeshnee demons. Here, 15,000 ghouls dwell in Persian splendor, keeping herds of shades held down by iron balls and chains. The city-state is constructed on a radial pattern, each spoke being a road and bazaar catering to a different deadly sin.

The city walls are 200 feet tall and have six ancient towers of stone housing 100 ghouls armed with bows and barbed arrows and spears and wearing padded leather coats of many colors. A necromancer commands each tower of ghouls, assisted by six ghouls wearing frightful iron masks, scale coats and large shields.

The streets of Kaskamar are paved in gray slate tiles carved to look like screaming or sobbing faces. The buildings are made of adobe brick and smell of sulfur. Gargoyles (statuary, not monsters) lurk on the rooflines, spewing greenish vapors (poison, save at +4 or lose 1d6 points of constitution) that descend to the street level. Through these streets wander the ghouls, night hags and lesser demons that have come here to trade. Living creatures like goblins and gnolls never approach Kaskamar, as they are food for the ghouls and would have trouble surviving the poisonous fumes. Through the streets come the powerful nalfeshnee in their silk finery atop stench kow bulls decked out in gold and silver livery and accompanied by retinues of ghouls, wights, ghouls and zombies, sometimes carrying silver cages in which dance lovely shades.

At the heart of the city there is a great outcropping of black stone upon which is chained the body and spirit of Azazel, the city-state's ruler and the Prince of Asphodel.

Azazel appears as a tall, muscular humanoid with a curled beard, goat horns on his head and clawed feet and hands. From his prison he commands the legions of Kaskamar. He is guarded by a dozen of the fiercest nalfeshnees.

GHAIST: HD 4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; CL/XP 5/240; Special: Stench, paralyzing touch.

GHOUL: HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.

NALFESHNEE: HD 11; AC -1 [20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (Fly 14); Save 4; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, magical abilities.

AZAZEL: See *Pandaemonium* in this issue.

61.8 Citadel of Sorrow: There rises here that grand stronghold of Flavros, the Grand General of Hell and the commander of Lucifer's army on Asphodel. He is ambitious, and thus always on uneasy terms with the greater demon lords of Asphodel.

The stronghold is situated atop high granite cliffs that are carved to look like a great heap of giant corpses. Secret passages that lead deep into the mountain, rather than to the fortress above, abound, all designed to usher people to the lairs of red dragons.

The walls of the stronghold seem to be carved from the same granite. They are 60 feet tall and covered in bas-reliefs of mourners lining the walls, carrying their dead on shields, with erinyes and demons cavorting above them. Twelve towers surround the fortress, each 76 feet tall and bristling with arrow slits. The barbican has 80-ft towers and is equipped with murder holes and three portcullises designed to conduct various energies (i.e. 1d6 points of fire, cold or electricity damage).

Within the first walls are secondary walls 80 feet tall with ten towers that rise to 100 feet tall. The great citadel of Flavros is interred therein, rising to 120 feet tall with an arched roof formed of exotic pole arms that Flavros can animate as a swarm.

Flavros commands 20 companies of hobgoblins armed with pistols, glaive-guisarmes and hand axes. He also commands 16 companies of barbed devils. The hobgoblins man the inner and outer walls, marching about at all hours,

shouting commands and responses, practicing with their weapons, etc. They make the Spartans look like amateurs. The fortress has many siege weapons, from mangonels and mortars to pots of boiling oil and boulders.

The citadel is guarded by the barbed devils. It has twelve floors and contains a throne room, multiple armories and forges, halls of statuary (all depicting Flavros), a grand map room with detailed maps of Hell, Nod and all the planets kept by robed scholars (the shades of cultists of Flavros given their reward), libraries of military history (with a *manual of gainful exercise* hidden among them), barracks for the barbed devils, mess halls, torture chambers and rooms for Flavros, his generals, his mistresses (lilin and succubi), his alchemist Vatishan and distinguished visitors.

Acid rains fall night and day in this hex, making the walls pitted (though no less strong) and filling a 60-ft moat with acidic water. Fiendish squids live in the moat and form the only way across, as Flavros and his soldiers can command them to form a living bridge.

POLE ARM SWARM: HD 12; AC -1 [20]; Atk 1 swarm (3d6); Move 3 (F15); Save 3; CL/XP 13/2300; Special: Distraction (save or -2 to attack).

FIENDISH SQUID: HD 8; AC 2 [17]; Atk 10 tentacles (1d8) and bite (2d8); Move 0 (S16); Save 8; CL/XP 10/1400; Special: Constrict (1d8), ink cloud, immune to acid.

HOBGOBLINS: HD 2+2; AC 1 [18]; Atk 1 weapon (1d8+2); Move 9; Save 16; CL/XP 2/30; Special: Magic resistance (10%).

BEARDED DEVIL: HD 6; AC 0 [19]; Atk 1 bite (1d8) and 2 claw (1d4) or 1 weapon (1d8); Move 15; Save 11; CL/XP 9/1100; Special: Immune to fire, half damage from cold and poison.

FLAVROS: See *Pandaemonium* in this issue.

63.10 Ashes of Shamec: There stands a large, vaguely humanoid lump of compressed ash here. This is all that remains of Shamec, a demon lord who was long ago defeated by agents working for Flavros [61.8] and demoted to a lesser form. The husk is not empty, but rather riddled with the burrows of a tribe of thirty banderlogs and their leader, the chaaor demon formerly known as Shamec. The demons accost passers-by and Shamec never misses a chance to make alliances he thinks might lead to his resurgence. In particular, he seeks to set a group of adventurers against Flavros. He hopes that they might

weaken him, allowing an opportunity for Shamec to destroy him and regain some of his power.

Shamec has accumulated a bit of treasure since his fall. It consists of 10,660 sp, 5,000 ep, 650 gp, a chalcedony worth 6,000 gp embedded at the bottom of a goblet made of tin and twelve grimlek skins worth 80 gp each.

BANDERLOG: HD 4; AC 5 [14]; Atk 1 bite (1d6) or bone club (1d6); Move 15 (C12); Save 13; CL/XP 4/120; Special: None.

SHAMEC: HD 11; AC 1 [19]; Atk 2 claws (1d8+3) and bite (2d6+3); Move 12; Save 4; CL/XP 15/2900; Special: Rend (if hits with both claws attacks does 2d8 damage), roar (3d6 damage to all within 60 ft), *darkness* 15 ft. *radius* at will, *teleport* at will, summon demons, +1 weapon to hit, immune to electricity and poison, resistance to cold, fire and acid (50%).

64.7 Iron Hyenas: A pack of eight hyenas made of iron, with white hot eyes, roam this hex. Encounters with the pack occur on a roll of 1-3 on 1d6. The largest member of the pack has a *magic hand axe* embedded in its flank. The +1 *hand axe*, if thrown at a target with an attack roll of natural "20" causes an *earthquake* (per the spell) centered on the target. The hand axe's haft is inset with tiny emeralds and its head is shaped like eagle wings.

IRON HYENA: HD 6; AC 5 [14]; Atk 2 claws (1d6) and bite (1d4); Move 18; Save 11; CL/XP 8/800; Special: +1 or better weapon to hit, claws cause paralysis.

66.9 Water Bridge: A powerful gout of water emerges from the ground here and arcs into the distance, well past the horizon. One can step into the rushing water and, if they can hold their breath for 10 rounds or fight the current enough to keep their head out of water (requires an open doors roll each round) they will be delivered across the hex, suffering only 3d6 damage for the journey.

Unfortunately, the water plunges back into the ground at its end, depositing the adventurer in a series of partially submerged limestone caverns crawling with giant centipedes, green slimes and other monstrosities. It is impossible to "swim" back up the flowing water and the limestone caves seem to climb ever downward, with waterfalls and submerged tunnels all the way. At the bottom of the caves there is a sickly titan chained to the cavern walls. The titan looks pale, its eyes rheumy and its lips lank and parched despite the moisture.

The titan, Felix, is the son of Anatole, goddess of the sunrise and Sors, the god of luck. He was locked away, hidden from the Sun, as a means of tormenting his mother. His chains are semi-ethereal and pass through his wrists and ankles. They keep him weak and prevent him from using his magical powers. If freed, he would be a target for every demon and devil in Hell, but he would be a powerful ally for a time and a possible means of escaping Hell.

FELIX: HD 20 (107 hp, currently only 10 hp); AC 0 [19]; Atk 1 strike (1d10); Move 21; Save 3; CL/XP 22/5000; Special: Spells (*continual light*, *fireball*, *legend lore*, *light*, *power word stun*, *prismatic sphere*, *protection from evil*, *raise dead*, *remove curse*, *repulsion*, *shield*, *wall of ice*, *wall of iron*, *wall of stone*), +1 or better weapon to hit.

69.9 Goblin Village: A tribe of 400 goblins dwell here. The goblins have lazy eyes and wander about in oversized mail shirts and silk slippers that make them as silent as the grave (surprise on roll of 1-4 on 1d6). They weave glass beads shaped like eyes into their beards and mustachios and carry pata (short swords) and kukri and fight for the glory of Cali, the demon queen of assassins.

The females of the tribe number 226 and the little nippers 192. They dwell in little black domes covered in little tin stars and moons. The goblins are masters of divination, telling fortunes (per the *divination* spell) using shells. They have a 70% chance of success and a 50% chance of speaking the truth. More than one goblin woman can be consulted, but each charges 100 gp for her services.

GOBLIN: HD 1d6hp; AC 6 [13]; Atk 1 bite (1d6); Move 9; Save 17; CL/XP 1/15; Special: Vicious healing (damage inflicted heals it up to twice its normal hit points), -1 to hit in sunlight.

69.12 Abandoned Trident: A bronze trident, lovingly etched and polished, has been jammed into a bare, stone slope in this hex. Removal of the trident releases the spirit of a trio of succubi who quickly fall on the men in a party offering every pleasure imaginable. The succubi are tied to the trident and cannot move more than 10 feet away from it, so they wish to attach it to a man. They seek vengeance on the hag queen who dwells in Dis, telling fortunes and weaving curses.

SUCCUBUS: HD 6; AC -1 [20]; Atk 2 claws (1d4); Move 15 (F24); Save 11; CL/XP 14/2600; Special: Magic resistance (70%), +1 or better weapon to hit, immune to poison, resistance to cold, electricity and fire (50%), level drain, spells, summon demons.

70.7 Oozing Wood: This hex is covered by corpses of thorn trees that ooze a crimson sap from slashes in their bark. This ooze collects on the ground, sticking to people's feet and making movement through the hex quite slow.

The wood is inhabited by weird, hulking beasts that look like grossly obese hounds with pale, human flesh and reddish hair. Their faces are so fat one cannot see their eyes, though their slavering jaws are apparent enough. These beasts travel in packs of 3d6 and are encountered on a roll of 1-2 on 1d6. They will follow people they have discovered up to three hexes away. They needn't sleep, eat or drink, so escaping them is difficult.

CORPULENT HOUND: HD 5; AC 6 [13]; Atk 1 bite (2d6 + stun for 1d3 rounds); Move 12; Save 12; CL/XP 7/600; Special: Stunning bite, half damage from blunt weapons.

71.10 Dancing Men: Twelve mad slayers dance here around a roaring fire of black flames that lick their bodies, causing them to shriek in pain, but never to flinch or flee the fire. The fire is as cold as Cocytus. The men wear heavy scale coats made of holy symbols woven together by human sinews. The holy symbols are layered two to three deep, making the coats terribly heavy.

The men yelp and holler, clashing together their shields and spears and chanting in discordant voices. They seek to draw the lady Hel from the flames to receive her blessings.

MAD SLAYER: HD 5; AC 4 [15]; Atk 1 weapon (1d8); Move 9; Save 12; CL/XP 7/600; Special: Resistance to cold (50%), resistance to magic (10%).

73.8 Talus: Talus is a bone devil who has sworn fealty to mighty Alocer. He dwells here in a shell keep with walls 50 feet high and 50 feet thick surrounding a courtyard only 30 feet in diameter. This courtyard is occupied by a swirling, scalding wind that holds aloft the charred remains of victims thrown into it, victims that can never truly die (treat as a permanent *whirlwind* spell that inflicts 2d6 points of fire damage per round).

The only entry to the fortress is a small, simple iron door that is always locked and guarded by an ogre mage called Otharad who covets his master's position. Within, the place is clad in charcoal walls and obsidian portals blocked by curtains of flame (as *wall of fire*). Within this morose palace broods Talus, deep in thought about how to best his

master. He presides over a court of skeletons who nod to his every suggestion.

The stronghold is surrounded by a 70-ft wide moat of what appears to be black glass. Stepping upon this glass forces one to pass a saving throw or turn to glass themselves and slowly sink into the substance (which is otherwise solid). It also attracts 18 spectres, the spirits of former victims, that dwell in the glass.

SPECTRE: HD 7; AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (F30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

OTHARAD: HD 5+4 (24 hp); AC 4 [15]; Atk 1 weapon (1d12); Move 12 (Fly 18); Save 12; CL/XP 7/600; Special: Magic use.

TALUS: HD 9 (43 hp); AC -2 [21]; Atk 1 hook (2d6); Move 21; Save 6; CL/XP 16/3200; Special: Magic resistance 40%, immune to fire, half damage from cold and poison, fear, hook, spells.

73.11 Isenoux of the Ivory Axe: Isenoux is a demonic knight dwelling as a free and petty lady of Asphodel in a bizarre stronghold that looks like a massive cube of black stone turned up on one point. From each of the upper points rises a slim tower. Atop each tower is a brass horn that is blown three times per day, causing those in the hex to save or be deafened and given a *geas* to visit Isenoux and pay her tribute.

Isenoux's stronghold is defended by 32 white apes and 140 hobgoblins that are currently in open revolt against their mistress, for she has been taken in by a beauteous youth that they believe is a disguised incubus and spy of Flavros [61.8]. They are wrong on this account, for he is in fact an avatar of Lucifer who is merely amusing himself before destroying the knight.

The surrounding grasslands are home to many herds of stench kows, all tended by the shades of young cowherds who are both blind and deaf, but who apparently can sense when one of their charges is drifting away. They ride atop great bulls, guiding them with barbed sticks.

HOBGOBLINS: HD 2+2; AC 1 [18]; Atk 1 weapon (1d8+2); Move 9; Save 16; CL/XP 2/30; Special: Magic resistance (10%).

WHITE APE: HD 4; AC 6 [13]; Atk 2 hands (1d3), 1 bite (1d6); Move 12; Save 13; CL/XP 4/120; Special: Hug and rend.

ISENOUX, DEMONIC KNIGHT: HD 9 (36 hp); AC -1 [20]; Atk +1 *longsword* (1d8+1) or 2 slams (1d6); Move 12; Save 6; CL/XP 14/2600; Special: Breath of unlife (10-ft cone negative energy, 2d4 strength damage, strength 0 rise as shadow demon in 2d4 rounds), voice (save or flee for 2d4 rounds), magic resistance (30%), +1 or better weapon to hit, spells (*dispel magic* (2/day), *fireball* (1/day), *symbol of fear* (1/day) and *wall of ice*), see through invisibility and illusion, summon demons

75.9 Hamichant: Hamichant is a mallor, a serpent demon who dwells in a triangular fortress set atop a terraced hill planted with gardens of digitalis, belladonna, angel's trumpet, nightshade and daffodils. These gardens are kept by mole men, who will not fight for the master of the stronghold, but will attack (in groups of 1d10+10) any who do harm to their gardens.

The outer portion of the fortress is 40 feet tall with arched ceilings, walls of black and red swirled marble, and dirt floors littered with shards of glass. This portion can only be entered via 20-ft tall oak doors left unguarded. The walls are carved in friezes of people's faces at a moment of betrayal – Hamichant finds them both poignant and sad.

Windows of stained glass abound here, including three on the ground level depicting a paladin succumbing to the temptation of lust, a cleric succumbing to the temptation of avarice and a druid succumbing to the temptation of gluttony. One can pass through these windows, but unless all three are passed through simultaneously by people, they act as *prismatic walls*. The windows lead to a courtyard of sorts that is covered by a dome of mauve crystal. Here resides the mallor Hamichant and his harem of wight brides. The brides are dressed in Elizabethan finery and their mouths are sewn shut.

Hamichant is a collector of misery, a reveler in betrayal who does his best to set people against one another. He acts as a hospitable host, but only to draw people into his web of lies.

MOLE MAN: HD 2; AC 7 [12]; Atk 2 claws (1d4); Move 9; Save 16; CL/XP 2/30; Special: Blinded by bright light, burrowing, immune to poison.

WIGHT BRIDE: HD 3; AC 5 [14]; Atk 1 claw (1 hp + level drain); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

HAMICHANT: HD 14 (74 hp); AC -4 [23]; Atk 2 claws (1d6 + poison) or +1 *longspear* (2d6+1); Move 12; Save 3; CL/XP 20/4400; Special: Fear gaze, foul liquid, poison, magical abilities (*burning hands*, *dispel magic*, *teleport*), summon demons, summon serpents (1d6 giant vipers, 50%

chance of success), +1 magic weapon to hit, immune to electricity and poison, resistance to cold, fire and acid (50%).

76.12 Weird Counselor: An odd monster roams this hex. One encounters it on a roll of 1-2 on 1d6. It appears as a cubical creature with a lumpy, gilt carapace through which peek a dozen eyes on short stalks and many clusters of tube-like appendages. These tubes emit powerful jets of ill-smelling wind that keep the creature afloat and even allow it to spin so rapidly that its shiny hide produces a *hypnotic pattern* (as the spell). It can do this once every three hours, for the effort to maintain that speed is tremendous.

Besides its *hypnotic pattern*, the creature seems to repulse metal. Attacks made against it with metal ranged weapons are made at a -6 penalty, and attacks with metal melee weapons are made at a -3 penalty. Missed attacks with a metal melee weapon might be ripped from the wielder's hand (must make an open doors check to maintain hold), the weapon flying 3d4 feet away from the creature.

Whatever the creature is, it is not particularly evil. It seems to be cursed with an insatiable interest in people's lives, quizzing them telepathically about their deepest fears, desires and disappointments. Those who spend an hour with the creature find all enchantments and curses stripped away from them, but lose 1d4 points of charisma as they gain a strange devotion to the weird being.

GOLDEN CUBE: HD 5; AC 4 [15]; Atk slam (2d6+2); Move F9; Save 12; CL/XP 7/600; Special: *Hypnotic pattern*, remove curses, repulses metal.

77.8 Goblin Village: A village of 100 goblins and their families dwell here. The village consists of simple hovels cut from the sod. Scattered about the village are a number of giant candles, rendered from the fat of the goblin's prey. The candles range from four to seven feet in height. Most of the candles are off-white, but a few are bright yellow and rendered from humans. All of the candles produce a *protection from good, 10' radius* effect and provide invisibility for the goblins. The yellow candles have a terrible effect on human beings, forcing them to pass a saving throw (adding a bonus for high charisma) or believe they are ghouls. A human in this state who consumes the flesh of a sentient must pass an additional saving throw when (or if) they die or rise as a ghoul with all of the class abilities they had in life.

The goblins raise giant rats for food and as guard animals. The goblins wear skull caps made from rat hide and dress in piebald suits of ring armor. They carry spiked shields and long pairs of shears (treat as short sword).

GOBLIN: HD 1d6hp; AC 6 [13]; Atk 1 bite (1d6); Move 9; Save 17; CL/XP 1/15; Special: Vicious healing (damage inflicted heals it up to twice its normal hit points), -1 to hit in sunlight.

78.9 Loyal Follower: An ancient hobgoblin skeleton lies trampled in the grass. When folk pass, he rises and tries to keep up on his twisted limbs, steadying himself on an ancient, bent spear.

78.11 Pool of Mnemosyne: The spring of Mnemosyne, the true titan of memory, is situated here within a stone pavilion of white marble. The floors of the shrine are covered with shallow bas-reliefs of nymphs (dergenus who grapple any who would penetrate the inner pool) and golden vases heaped with fragrant flowers. The pavilion is built for a titaness, and thus its pillars are 50 feet tall and it stretches over one square mile. In the center is the spring that restores memories. Shades that drink from the spring retain their living memories and class levels.

Mnemosyne lounges in the center of her pavilion, conversing with the shades of scholars and artists who have tasted the spring and now serve her loyally (assume 3d6 bards of 3rd to 6th level and 2d6 magic-users of 2nd to 5th level). Mnemosyne can grant a blessing to any bard, increasing their effective level by 1d6, though one of those phantom levels disappears each day. She can also teach magic-users the *mnemonic enhancer* spell, if she cares to.

Mnemosyne is not a creature of Hell, and she yearns for news of the outside world and for objects of beauty made in the outside world. She is sometimes visited by angels or other godlings, but craves freedom from her guard duty.

MNEMOSYNE: HD 35 (135 hp); AC -6 [25]; Atk 1 strike (6d6); Move 24; Save 3; CL/XP 42/11000; Special: +2 or better weapon to hit, magic resistance (60%), cast spells as 30th level magic-user and cleric, change shape into any form of giant.

79.13 Yarian the Void: Yarian is an undead entity that looks like a humanoid-shaped blot of darkness. He can be found sitting on his alabaster throne, wrested from a powerful succubus Yvesamma who has never been heard from since he (or it) took the throne. The fortress has

adobe walls studded with rusted nails from which hang gibbets of bleeding flesh and towers 50 feet tall. The walls are patrolled by 150 leper zombies in plate armor and carrying crossbows and pole arms.

The stronghold's throne room is vast and airy – about 100 feet wide and long with no pillars to hold up the ceiling. He sits in that throne all day and night (though those concepts have little bearing on Hell) brooding and planning. He has no satisfaction, no desires, no ambitions and yet feels the need to take his frustrations out on others. He broods and hates and plots and one pities the adventurers who fall into his clutches, for his dungeons are vast and their tortures are many.

NETHERSPARK: HD 20 (100 hp); AC -3 [22]; Atk 2 slams (3d6); Move 18; Save 3; CL/XP 20/000; Special: Negative energy ray, negative energy burst, spells (dispel magic 3/day), cold resistance (50%), +1 weapon to hit, magic resistance (60%), regenerate 3 hp/rd.

80.10 Howling Chasm: A chasm no more than three feet wide at ground level cuts across a portion of this hex. Howls echo from the chasm, which can easily be spanned. The chasm is 60 feet deep and one mile long, and after the first few feet it widens significantly and shows signs of carving, with stately bas-reliefs of pillars and porticos facing false mausoleums. Around the floor of the chasm dozens of zombies wander back and forth, their feet wearing down the stone little by little. One of the false mausoleums (number 1d6+2 that the characters explore) are actually secret doors, leading back into little complexes thick with tallow candles and clay funerary objects, including little statues made in the image of the adventurers. Each of these little statues can be opened, and within each one is an object that was precious to the person in their childhood. Of course, these things are mere illusions, each one actually being a small, silvery lamprey that attaches itself psychically to the person. While attached, they reduce the victim's wisdom by 1d4 points, the wisdom returning as soon as the parasite is detached.

81.14 Gnoll Tribe: A tribe of 100 gnolls dwells here on a rocky plateau surrounded by a veritable sea of thistles. Atop the plateau there is a cluster of hovels made from stitched together animal skins and four totem poles, each 40 feet tall and carved from ebony wood. One totem represents despair and takes the form of a raven. Another represents vengeance and takes the form of a crocodile.

The third is cruelty, represented by a cat. The final pole is loneliness, represented by an albatross. The gnolls manufacture armor and weapons from iron they dig out of a narrow mine in the plateau. The gnolls are dominated each day by one of their totems. Each day the four spirits of the totems do battle for the souls of the gnolls, giving them powers based on the winning totem.

The totem of loneliness gives the gnolls immunity to all mind affects, but makes them sluggish, reducing their speed by 3. The totem of cruelty makes them berserks who attack twice per round but without the ability to use tactics or strategy. The totem of vengeance gives the gnolls the ability to regenerate 3 hp per round, even if they are killed. The totem of despair gives the ability to rob people of their will to live, imposing a -2 penalty to attack to all who meet their gaze. The gnolls need sacrifices for these totems, and will attempt to capture visitors and tie them to these totems, which slowly leech out their life force (lose one level per day).

GNOLL: HD 2; AC 4 [15]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 3/60; Special: Unnerving laughter.

83.15 Oasis of Palms: There is an oasis of cool water here surrounded by palm trees heavy with figs. The scene is very peaceful, but, being in Hell, there is a hidden danger. Frogs are abundant here, and as people gather in the oasis they become more numerous, eventually becoming a swarm. It is at this point that they begin to swarm around and then over visitors, leaving behind a gray hoarfrost over their victims. Aside from the frog swarm there is no danger here – the water is clean and the figs delicious.

FROST FROGS: HD 10; AC 5 [14]; Atk 1 swarm (1d6 frost); Move 12; Save 12; CL/XP 11/1700; Special: Half damage from weapons.

85.13 Black Post: There is what appears to be a black post in this hex – very hard to find in the gloom. One can pass through this object and appear on any other plane of Hell, though the transit is not without its difficulties. As one passes through, they are presented with a scene from their past that they must relive. They can control and alter this scene as they like, but if they give in to this temptation they lose their lawful alignment (if they have one) and are hurled back through the post. In any event, they suffer the loss of 1d4 points of wisdom from “psychic damage”.

85.16 Abbey of Chaos: Alkonor, a tall, heavysset priest with gray eyes, dark gray skin and an angular face dwells in this abbey with ten wood golems carved to look like beautiful queens of elder times, resplendent in peacock robes and wearing great coronets on their heads. The wooden queens are silent, but stare at people with unblinking eyes that seem to unerringly seek out people’s flaws.

The abbey consists of two round towers (50-ft tall) joined by a section of wall 34 feet tall and 12 feet wide. The wall contains a number of living cells and storage rooms. One tower contains a shrine dedicated to Namtar, the Plague Demon and lord of the gallu-demons.

The other tower is a vault protected by iron and spells (*glyphs of warding*, *fire traps*, etc). The tower consists of a maze of stairs and passages that lead to the top, where sixty terrible plagues, unknown to mankind, are kept in silver boxes sealed by the lips of virgin maidens that can only be unlocked by holy men of Law.

Namtar lurks everywhere in the abbey as an evil presence in the shadows. He cannot materialize until his children, the sixty plagues, are released.

WOOD GOLEM: HD 9 (40 hp); AC 2 [17]; Atk 2 slams (2d6); Move 12; Save 6; CL/XP 10/1400; Special: Alarm howl (when people come within 50 feet, can be heard 100 ft away), immune to cold and electricity, suffer double damage from fire.

ALKONOR, CLERIC LVL 15: HP 45; AC 2 [17]; Save 4 (2 vs. paralysis and poison); CL/XP 16/3200; Special: Banish undead, spells (6/6/6/5/5/2). Platemail, shield, heavy mace, holy symbol set with a 9,000 gp citrine.

87.15 Ploutonium: There is a ploutonium here (a shrine to Pluto) overseen by an anti-cleric called Menemnog, a shade who won a drink from the spring of Mnemosyne and regained his powers. He has two thralls, vampires, who look like scrawny men with feral faces. They wear beaver skin cloaks and tall, conical hats. The two men repeat everything their master says and wait on him slavishly, but they despise the man and would undo him if they could.

VAMPIRE: HD 7; AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 9; CL/XP 10/1400; Special: See description.

MENEMNOG, CLERIC LVL 13: HP 32; AC 2 [17]; Save 4 (2 vs. paralysis and poison); CL/XP 14/2600; Special: Banish undead, spells (5/5/5/4/4/1). Platemail, shield, mace, holy symbol.

88.13 Towers of Kolaires: Kolaires is a shade who, in life, was a powerful and terrible warlord. He regained his memory and abilities in Hell and became a vassal of Flavros [61.8]. Serving Kolaires are eight warriors who patrol the skies on mounts that look like a cross between blue dragons and ravens. They have sparkling, diamond eyes that emit lightning bolts (per a blue dragon's normal breath weapon).

Kolaires' fortress consists of eight 70-ft tall towers of glass bricks. The towers form a large circle and are connected by glass bridges set about 45 feet above the ground. The towers can only be entered via doorways at the top of the towers. Staircases spiral up the exterior of each tower. Each tower entry room is guarded by a giant polar bear with white fur and icy blue eyes. The towers house armories, barracks and various great halls. In each tower's cellar there is a circle of three morose women (banshees) weaving shawls from the shadows. These black shawls act as *cloaks of invisibility*, but leave their wearers blind while they are invisible.

The towers are defended by 240 goblins with monkey-like feet and barbed tails. The goblins wear suits of padded leather with copper coins sewn into them. They carry short swords and throwing hammers that explode for 1d6 points of damage (save or knocked prone) when they hit.

The eight towers are actually *polymorphed* titans, who, if released, prove more dangerous than Kolaires.

GIANT BEAR: HD 10; AC 6 [13]; Atk 2 claws (1d8+1), 1 bite (2d6+1); Move 12; Save 5; CL/XP 10/1400; Special: Hug.

BANSHEES: HD 7; AC 0 [19]; Atk 1 claw (1d8); Move F12; Save 9; CL/XP 11/1700; Special: Magic or silver to hit; magic resistance (49%); shriek of death; Immune to enchantments.

BLACK FLYERS: HD 8; AC 2 [17]; Atk 2 claws (1d6), 1 bite (2d8); Move 9 (F24); Save 8; CL/XP 10/1400; Special: Lightning bolts (300', 2d6).

DRAGON RIDERS, FIGHTER LVL 4: HP 16; AC 4 [15]; Save 11; CL/XP 4/120, Special: Multiple attacks, parry. Chainmail, shield, lance, longsword.

KOLAIRES, DARK PALADIN LVL 18: HP 67; AC 2 [17]; Save 2; CL/XP 13/2300; Special: Wound with hands (3d8 hp, 2/day), cause disease 1/day, summon warhorse, dispel good, detect good. Platemail, shield, longsword, dagger.

89.18 Road to Nowhere: A gravel road cuts across this hex. The road is composed of pebbles that seem to glow in the

twilight of Asphodel. The road leads to the edge of the first ring of Hell, terminating in a long stair that cuts back and forth across the steep slope to the second ring below. The staircase is, alas, an illusion designed to trick people into falling a mile to their death.

91.16 Smoking Gorge: A rocky gorge here emits plumes of smoke that smell of incense. Echoes of demonic laughter can be heard coming from the gorge, which contains the stronghold of Anamus, an abashakt demon who serves as a vassal of Azazel. Anamus' fortress is carved into the side of the gorge, hidden behind a waterfall of scalding water. Passing through the waterfall is like passing through a *wall of fire*. One can make the transit by standing before the waterfall atop a small pinnacle of stone and announcing themselves to "Thrice Mighty Anamus". At this point, a long bridge (actually a disembodied tongue rooted to the fortress) passes through the waterfall. It allows people to step upon it and then retracts through the waterfall.

The tongue continues into the fortress, which has ebony walls covered with winged centipedes, forming a sort of spiral ramp up to the throne room of Anamus. The throne room is decorated with exotic armor, statues of decaying zombies cast from wax and profane tapestries. Anamus' throne is carved from black stone and sits on a high stepped pedestal. Flanking the throne are his two massive manticores. Anamus' fortress is defended by 175 manes who hide behind arrow slits, poisoned arrows ready to fly at the first sign of trouble.

Anamus has a treasure of 15,060 cp, 9,500 sp, 1,577 gp, 270 pp, an onyx heart with inlaid coral veins worth 1,350 gp and a terracotta urn (worth 700 gp) filled with 7 pound of pistachios (Anamus' secret stash) worth 15 gp per lb.

WINGED CENTIPEDE: HD 2; AC 5 [14]; Atk 1 bite (1d8 + poison); Move 15 (F15); Save 16; CL/XP 4/120; Special: Poison bite (+6 save or die).

MANES DEMON: HD 1; AC 5 [14]; Atk 2 claws (1d2), 1 bite (1d4); Move 5; Save 18; CL/XP 2/30; Special: Half damage from non-magic weapons.

ANAMUS: HD 10 (48 hp); AC -2 [21]; Atk 1 whip +3 (1d6+3); Move 12; Save 5; CL/XP 16/3200; Special: Only harmed by magic weapons, immune to electricity and poison, half damage from acid, cold and fire, magic resistance 75%, spells (*Charm monster* (3/day), *confusion*, *darkness*, *dispel magic*, *ESP*, *feeblemind* (3/day), *hold monster*, *invisibility*, *magic jar*, *mass charm* (3/day), *maze* (1/day), *phantasmal force*, *sleep*, *project image* (1/day), *symbol of insanity* (1/day) and *teleport*), *suggestion*, summon demon, telepathy, *true seeing*, whip.

92.17 Blood Bath: A pack of eight demonic hyaenodons is tearing apart a patrol of thirty goblins (seven yet survive) in service to Torienne, vassal of Barbatos. The goblins wear leather coats decorated with twisting vines and leaves (actually veins and hearts, when one takes a closer look), conical bronze helms, spears and polished black shields. The hyaenodons can disappear in a cloud of foul smoke (per the spell *stinking cloud*) and re-appear one round later up to 50 feet away.

HYAENODON: HD 5; AC 6 [13]; Atk 1 bite (2d6); Move 18; Save 12; CL/XP 5/240; Special: None.

93.15 Torienne's Chateau: Torienne was a great hunter from Lyonesse who did not restrict his sport to animals. After passing into the ether, he arrived in Hell and soon fell into the hands of Barbatos, who restored his powers and put him in charge of this chateau with thirteen companies of goblins (40 per company; dressed as those in [92.17] above) carrying repeating crossbows. Torienne is defended by five swashbucklers who appear as men with the heads and tails of peacocks.

The chateau is as pretty as any in Lyonesse save for its lack of color and overgrown gardens filled with grotesque sculptures. The chateau has a great tower 40 feet tall in which is kept the soul of a hoary hunter and his steed. This makes the tower ice cold to the touch. An iron door protected by powerful magic keeps the hunter trapped. A thick plume of tobacco smoke hangs throughout the chateau, staining people yellow and making it almost impossible to breath. The chateau has stables of demon horses and kennels of hell hounds.

Torienne is a tall, handsome man with a chiseled face, pointed chin and serpent's tongue lolling from his mouth. While his men ride demon horses on his hunts, Torienne rides a great, black wyvern.

GOBLIN: HD 1d6hp; AC 6 [13]; Atk 1 bite (1d6); Move 9; Save 17; CL/XP 1/15; Special: Vicious healing (damage inflicted heals it up to twice its normal hit points), -1 to hit in sunlight.

HOARY HUNTER: HD 23; AC -4 [23]; Atk 1 sword or bow (2d6); Move 12; Save 3; CL/XP 29/7100; Special: Strike true (one attack roll automatically hits), find person 3/day, fog cloud at will, charm monster at will, dispel magic 1/day, immune to cold, +1 weapon to hit, magic resistance (35%)

HUNTER'S HORSE: HD 6; AC 0 [19]; Atk 2 hooves (3d6); Move 15 (F36); Save 11; CL/XP 10/1400; Special: Immune to cold, air walk, etherealness, magic resistance (35%), +1 weapon to hit.

SWASHBUCKLER, FIGHTER LVL 5: HP 17; AC 6 [13]; Save 10; CL/XP 5/240; Special: Multiple attacks, parry. Leather armor, rapier, dagger.

TORIENTE, FIGHTER LVL 15: HP 62; AC 5 [14]; Save 4; CL/XP 15/2900; Special: Multiple attacks, parry, track as ranger. Ring armor, shield, hand axe, dagger.

93.19 Mud Fishers: A tribe of 100 hobgoblins dwells here, drawing sustenance from fish taken from a bubbling pond of mud around which they have constructed their crude, stone dwellings. The fish have pink flesh and human faces that plead and sob even as the hobgoblins are chopping them up with their cleavers and tossing them into copper kettles to be boiled into thick soup.

The hobgoblins look like others of Asphodel, save they have lamprey like mouths. They dress in brightly colored rags and carry cleavers (treat as hand axes). Their arms and necks are covered in profane tattoos.

HOBGOBLINS: HD 2+2; AC 1 [18]; Atk 1 weapon (1d8+2); Move 9; Save 16; CL/XP 2/30; Special: Magic resistance (10%).

94.20 Sorrow Mill: There is an enormous windmill here. Made of gray stone, it stands 80 feet tall with blades shaped like great arms with clenched fists. The millstone is used to grind joy into golden flour. Anyone who enters the windmill finds themselves becoming depressed, then morose and, after a number of rounds equal to their level, suicidal. These victims must pass a saving throw at this point to avoid taking their own lives.

As people become more and more depressed, the golden flour begins to pour from the millstone, falling into a glazed ceramic jar about 3 feet tall. When full (takes about 12 rounds worth of sorrow from one person), a rat-faced gnome emerges from a hole in one wall, straps the jar to his back with an assemblage of ropes, and carries it into the hole. The gnome is grim and silent and will not speak to visitors. It is actually a spriggan and is quite capable of defending itself. Underneath the building there are twenty other spriggans who will come to its aid.

Underneath the windmill, the spriggans turn the golden flour into golden wafers which are sold at high price to

demons and devils. Eating a wafer brings them a measure of joy they cannot possibly feel without such mystic help.

SPRIGGAN: HD 4; AC 3 [16]; Atk 1 short sword (1d6) or pole arm (1d8); Move 9; Save 13; CL/XP 6/400; Special: Spells (*fear, pyrotechnics, strength*), size alteration (x2 HD, double damage, no spells).

95.18 Dead Can Dance: Twenty wights wearing black and gray kilts have crawled out of the ground and are putting on a spectacular dance. The chalky white humanoids dance over crossed swords. They beckon those who look on them into the dance, and fighters must pass a saving throw or rush to join them. Once they begin the dance, they cannot stop. After a number of rounds equal to their constitution score they are fatigued (suffer a -2 penalty to all rolls, including saving throws). After a number of turns equal to their constitution divided by three they are exhausted (-6 penalty to all rolls). After they become exhausted, they lose one point of constitution per turn of dancing until they die, at which point they are animated as a wight and continue the dance.

Once a dancer becomes fatigued they can attempt a new saving throw, and they can save again when they become exhausted. Each time they lose one point of constitution, they can make another saving throw to leave the dance. A person who tries to leave is attacked by the animated swords, which attack as 6th level fighters with an Armor Class of 0 [19] and 30 hit points.

The dance is led by a demon piper.

WIGHT: HD 3; AC 5 [14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

DEMON PIPER: HD 10; AC 0 [19]; Atk 1 touch (1d6); Move 12 (F4); Save 5; CL/XP 14/2600; Special: *Irresistable dance* (save or dance), +1 or better weapon to hit, immune to electricity and poison, telepathy 100 ft.

96.19 Drinking Man: A skeleton lounges here on a weathered stone. The skeleton is not undead. It holds a leather mug with the name "Steve" burned into it. Inside there is amber ooze that appears to be ale.

AMBER OOZE: HD 1; AC 6 [13]; Atk -; Move 4; Save 17; CL/XP 1/15; Special: Poison (1d6 damage per day, save to expel each day)

97.21 Wetlands: This hex is part of a small wetlands environment fed by the tears of shades and is thus salty and cold. The air here is clammy and uncomfortable, and

each day spent here carries a chance of the creeping crud (save or suffer -1 penalty to all rolls until one leaves the hex + 1d4 days or application of *cure disease*). The wetlands are home to weird bog birds that look like emaciated penguins with dark gray skin and diamond-hard beaks. In place of feathers they have poisonous spines with tiny barbs. When struck by the bird in combat, or striking the bird bare handed, one has a chance of being struck by a barb equal to 20% minus their armor bonus. The spines are poisonous, slowing one's reflexes (-2 to hit, always last in combat). The bird's gaze petrifies (save at +2 each round unless blind or gaze averted). They then use their beaks to chip away at the petrified body until there is naught left but an untidy pile. The birds wander in flocks of 1d12+4 and are encountered here on a roll of 1-3 on 1d6.

BOG BIRD: HD 4; AC 3 [16]; Atk 1 beak (1d8+1); Move 9 (S15); Save 13; CL/XP 7/600; Special: Poison, petrify.

98.18 Golden Hounds: These gray meadows show signs of frequent burning. A pack of strange hounds, 6-ft tall at the shoulder with burnished golden fur and long necks and legs, hunt for shades to bring back to their master, Barbatos. Plumes of smoke rise from the hounds bodies, and their barks sound like hammers striking anvils and produce sparks that sometimes set the surrounding grasses to smolder. The hounds are not terribly intelligent, but they are cunning. They especially relish the hearts of lawful females. Packs of 1d8+9 hounds are encountered on a roll of 1-3 on 1d6.

BURNING HOUND: HD 4; AC 5 [14]; Atk 1 bite (2d6); Move 15; Save 13; CL/XP 5/240; Special: Smoke (opponents suffer -2 penalty to hit, 1d4 damage per round).

99.20 Ankhegs: Monstrous ankhegs with shimmering, onyx carapaces and dull, yellow-white eyes burrow through this hex. Shades are chained to their backs with ebon links as a means of punishment by Ronove. Groups of 1d4 ankhegs are encountered on a roll of 1-2 on 1d6.

ANKHEG: HD: 8; AC: 2 [17] underside 4 [15]; Atk: 1 bite (3d6); Move: 12 (B6); Save: 8; CL/XP: 9/1100; Special: Spits acid (1/day, 5d6 points of damage, save for half).

99.23 Zizmirith: Zizmirith is the great city of Alocer, Duke of Hell and patron of scientists. The city houses 12,500 shades, manes and lemurs. It is built like a maze, with no building smaller than five stories and every looming

building is built to look identical to all others. The streets are narrow and paved in crushed bone. The city has tall walls defended by 36 companies of manes. It is surrounded by miles of short, spikey palm trees.

Only one building stands out in Zizmirith, and that is the citadel of Alocer. His one-story palace is formed of living, twisted treants who weep and, in some places are tapped for their sap. The palace contains grand halls, throne rooms, observatories, plush living quarters and, of course, a multitude of scientific libraries and laboratories. The halls are patrolled by a pack of destrachans (1 in 6 chance per turn of encountering one of them) and Alocer is served by a staff of 20 twisted malchemics. In his laboratories, these malchemics distill mystic essences for sale throughout Hell and in the world above.

MALCHEMIC: HD 5; AC 7 [12]; Atk 2 slams (1d6) and 1 bite (1d4 + imbalanced humors); Move 12; Save 12; CL/XP 7/600; Special: Imbalance humors, regenerate 1 hp/round.

DESTRACHAN: HD 8; AC 1 [18]; Atk 2 claw (1d6); Move 12; Save 8; CL/XP 11/1700; Special: Blindsight, sonic energy (80' cone or 30' diameter, shatter material or 4d6 damage).

ALOCER: See *Demonomicon* in NOD 11.

99.25 Sahitim Village: Though most of the sahitim who dwell in Hell live on the fifth circle, one village of 68 males, 34 females and their 30 children lives in Asphodel in service to mighty Azazel. They do not relish their existence here in the grasslands, finding the air too damp and the game here is too slow and stupid.

The sahitim dwell in tents made from stench kow hides, wrapping themselves in cloaks of sable and otherwise going naked save for loincloths. When girded for battle they wear mail hauberks and wield spears and scimitars.

The master of the sahitim is an anti-cleric called Kyssh. Unlike his people, Kyssh dresses in Ottoman splendor, with a grandiose turban strung with pearls and garnets (worth 500 gp), silk vestments encrusted with pink crystals and carrying a flail. Kyssh dwells in a circular pavilion with many small living cells – he moves about, keeping the most beautiful women of the village in these cells for his entertainment – and a fire pit in the center. Three drummers are always present around the fire pit, sounding



their instruments to a strange, hypnotic beat. At Kyssh's command the fire pit erupts into a fire weird.

SAHITIM: HD 3; AC 3 [16]; Atk 1 weapon (1d6+1); Move 12; Save 14; CL/XP 4/120; Special: Resistance to fire (50%).

FIRE WEIRD: HD 8 (39 hp); AC 5 [14]; Atk 1 bite (1d8 + 1d8 fire); Move S12; Save 8; CL/XP 9/1100; Special: Grab and drown, transparent, reform (1d4 rounds after death), immune to fire.

KYSSH, CLERIC LVL 7: HP 23; AC 2 [17]; Save 9 (7 vs. paralysis and poison); CL/XP 8/800; Special: Banish undead, spells (2/2/2/1/1). Platemail, shield, war hammer, 3 throwing hammers, unholy symbol.

100.21 Fortress of Salt: A fortress composed entirely of salt rises here among white dunes that swirl with hundreds of tiny dust devils. The fortress is composed of graceful spans and spires and sits atop 1,000 pillars of salt. Each pillar is about 3 feet in diameter and 45 feet tall. The only way to enter the palace without flying is to lick one of the pillars. This causes the palace to sink into the sands until the entrance, two shimmering doors with arrow slits caved into them, is at ground level.

The palace is defended by 100 gnolls armed with barbed, poisoned whips (save or wracking pains that stun a person on 1 round out of 4) and short bows. Twelve white apes patrol the corridors while another six of the blanched beasties always accompanies Zuuma, the nalfeshnee who rules the palace, as his bodyguard. Zuuma is a vassal of

Azazel who is loyal to a degree most demons find quite distasteful. Azazel's prized possessions are the shades of thirteen fallen paladins. They are kept in his throne room, chained to the walls and repeatedly lashed by the gnolls using their barbed whips. Zuuma's major domo, an imp named Unamuk, flits around holding a bowl of salt to pour into the miserable sinners' wounds.

The sands surrounding the palace are crawling with sand worms, which appear on a roll of 1-2 on 1d6 (made each hour) in groups of 2d4.

GNOLLS: HD 2; AC 4 [15]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 3/60; Special: Unnerving laughter.

SAND WORM: HD 8; AC 6 [13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move B9; Save 8; CL/XP 10/1400; Special: Poison sting, swallow whole.

ZUUMA: HD 11 (60 hp); AC -1 [20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (Fly 14); Save 4; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, magical abilities.

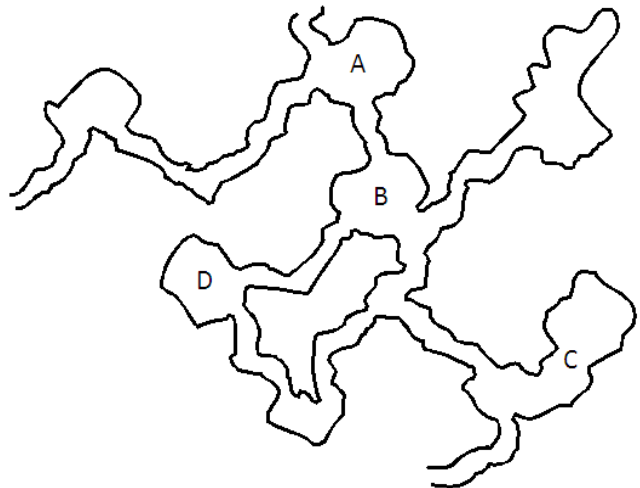
101.27 Sinkholes: The grasslands here are grazed by a great herd of stench kows. The fields are filled with dozens of sinkholes that lead into limestone caverns streaked with purple and yellow.

[A] The walls of this cavern are covered with large moths with black bodies and wings of deep, dark purple. The moths are attracted to lawful characters, flocking around them like you know what.

PURPLE MOTH: HD 6; AC 3 [16]; Atk 1 swarm (1 point of wisdom damage); Move F9; Save 11; CL/XP 7/600; Special: Meld into a person's skin when they inflict a point of wisdom damage, creatures reduced to 0 wisdom become zombies with purple skin.

[B] This cavern features a pool of calm, icy water. The pool is surrounded by black veils that, when they caress a person's skin, implant sinful suggestions (save to avoid). A black stone rests in the bottom of the pool. It is about the size of a human fist. A person holding the stone can cause it to replicate any mineral for up to one hour. One day after this "wish" is made, the person who made the wish turns into the same material permanently.

[C] This large cavern is overgrown with weird moss of a crimson color. The walls are carved into a fortress with three wide towers carved with a diamond pattern. Beady eyes peek out of arrow slits, ready to rain death on



intruders. Grazing on the moss are human beings crawling on all fours. The humans have long, shaggy hair and vacant eyes. They crawl about with a mewling sound and are easily commanded by the ant people who inhabit the towers.

Each tower holds thirty ant men. They arm themselves with javelins (3 each) and spears and appear to be quite primitive. Sides of salted meat hang in their towers, much to the chagrin of human visitors.

ANT MEN: HD 3; AC 3 [16]; Atk 1 bite (1d6 + poison); Move 18; Save 14; CL/XP 4/120; Special: Poison 2d6 (save for 1d4 only).

QUEEN VYRMA: HD 7 (30 hp); AC 3 [16]; Atk 1 bite (1d6 + poison); Move 18; Save 14; CL/XP 4/120; Special: Poison (1d6 damage + charm person), casts spells as magic-user level 7.

[D] This cavern contains a sunken tower. The tower is not in evidence when one enters. All that anyone sees is a knight in black armor sitting on a stumpy rock with a hole in it in the shape of a longsword blade. By sticking a longsword in the stone, one causes the tower to rise just behind the stone. The tower is five stories tall and extends from floor to ceiling. Rose vines quickly sprout from the ground and cover the tower. The tower has a stone door at the bottom and a window at the top.

The knight does not attempt to stop the adventurers from releasing the tower, for his love is imprisoned at the top of the tower. He would release the tower himself, but he has no sword, only a dagger. He also knows that the task is beyond him (and furthermore knows that he is a ghost.)

The love in question has been turned into a black dragon and left chained at the bottom of the stairs. The tower's

master dwells in the uppermost chamber at the top of the stairs. The master is a black dragon who has changed her shape into that of the maiden Ysontan. Her treasure includes four jelly jars (raspberry) that are actually potions of *polymorph other*, the form being chosen by a person other than the one who takes the potion.

KNIGHT: HD 6 (25 hp); AC 4 [15]; Atk 1 touch (aging) or 1 hurled object (1d4); Move (Fly 12); Save 11; CL/XP 9/1100; Special: Moan, aging touch (decade for humans, century for demi-humans), telekinesis.

BLACK DRAGON (MAIDEN): HD 6 (18 hp); AC 2 [17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 11; CL/XP 8/800; Special: Spits acid.

MAIDEN (BLACK DRAGON): HD 8 (64 hp); AC 2 [17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Spits acid, spells (*jump, magic missile, read magic, shield*).

102.23 Abandoned Doll: A tattered, abandoned doll made of rags has been discarded here in the tall grass. The doll has a pathetic look on its face.

103.26 Baneworms: Baneworms are wispy, indistinct creatures vaguely wormlike in shape and about the size of boa constrictors. They crawl through the grasses here, rearing up when people come close and biting at the surprise visitor with lamprey like mouths as 8 Hit Dice creatures. If their bite is successful, the victim receives a painful welt (1d4 damage) surrounded by a bluish aura. Once it has successfully bitten a victim, the creature disappears into thin air. Thereafter, the victim constantly feels as though he or she is being followed. This makes it difficult to surprise them (1 in 8), but makes it difficult for them to concentrate or focus on anything (-1 to all rolls, 5% chance to ruin a spell while attempting to cast it).

BANEWORM: HD 8; AC 7 [12]; Atk 1 bite (1d4); Move 6 (B6); Save 8; CL/XP 10/1400; Special: Ethereal (only harmed by magic weapons, can pass through solid objects), bite.

103.29 Living Fortress: A shifting, jellied fortress mars the savannah here, blighting the surrounding landscape. The fortress has 50-ft tall walls of mottled green and brown and swaying towers 60-ft tall. The walls are almost impossible to climb – one's hands and feet sink into the walls and give in such a way that making any progress is almost impossible. Worse yet, they inflict 1d6 points of damage per round. The fortress is patrolled by slithering trackers and ruled by Tasaxar, a slime demodand in service to Jubilex. The fortress is surrounded by a 100-ft wide

moat filled with burning sand (2d6 damage per round and it clings to flesh, requiring water to wash it away).

The fortress is composed of dozens of chambers and long tunnels that sometimes collapse and reform, trapping people within them. The entire fortress is, in essence, a giant gelatinous cube. Within the fortress there is a courtyard open to the air filled with slime jellies spilling out of broken porcelain and terracotta pots and urns. An old, bearded man sits in this garden on a cast iron bench covered in flaking blue paint. The bearded man has wild eyes and small, smiling, toothless mouth. This is Tasaxar in his preferred, non-threatening form.

All forms of slimes, oozes, jellies and puddings dwell in the weird fortress. They lurk and fight and combine into weird shapes before falling apart again. Encounters with slimes occur each round, and few bother to challenge them to gain access to the inner courtyard save the most desperate adventurer, for the idiot Tasaxar babbles continuously and, rarely, his utterings tell people of secret things that they must know (1 in 20 chance each round).

TASAXAR: HD 13 (67 hp); AC -2 [21]; Atk 2 claws (1d8 + 1d6 acid) and bite (1d8); Move 15 (F18); Save 3; CL/XP 22/5000; Special: Enslime (if hit by all 3 attacks, 1d6 damage per round until doused in sand or alcohol, wine cuts damage in half), stench (30-ft radius, save or -2 hit and save), +1 or better weapon to hit, immunity to acid and poison, immune to mental effects, magic resistance (60%), spells (*cause fear, dispel magic* (1/day), *ESP, gaseous form, invisibility* (self) and *obscuring mist*).

105.28 Sinister Beacon: A sinister tower (50 feet tall) of glistening red stone and brass fittings stands in stark contrast to the gray grasses that sway here. A roaring black fire tops the tower, with the flames topping 20 feet in height at times. The flames cast no light, but draw the attention of chaotic characters and shades from two hexes away. The hiss and pop of the flames tantalizes the ears of the wicked and their serpentine dance bedazzles the eye and tempts them to enter the tower, implanting in their mind that they thing which they most desire can be discovered within. Neutrals are also tempted, though the feeling is not as strong. Lawfuls are repulsed by the flames and know that only death is to be found in the tower.

Within the tower's bottom floor there is nothing but red stone walls and floor and a brass ladder that is warm to the touch. It leads to the second story, which is also bare save for whispers and moan and a sense of dread that focuses

one's attention two winding stairs on opposite sides of the chamber, one black and one white.

Both stairs lead to the third and final floor, but change the contents of the room. The black steps lead to a black chamber holding a number of golden chests equal to the number of adventurers. Each one is "keyed" to a different adventurer, and when opened erupts in a swirl of coruscating energy of silver and gold. This energy cloaks the person in the identity that lies in their heart of hearts. These energies are more than just simple illusions, they are demonic spirits that actively blind the person to the truth.

The white steps lead to the truth, a white chamber inhabited by a trio of night hags and their nupperibo pets. The night hags are cackling over a pot of fungal wine. The hags have a variety of treasures in their sacks, each of them keyed to something the adventurers once desired, but have since forgotten. Once removed from the tower, these objects turn into lumps of lead.

NUPPERIBO: HD 1; AC 7 [12]; Atk 1 spear (1d6) or 2 claws (1d4); Move 9; Save 17; CL/XP 3/120; Special: +1 or better weapon to hit, immunity to fire and poison, mindless, regeneration (1 hp/round), see in darkness.

NIGHT HAGS: HD 8; AC 8 [11]; Atk 1 bite (2d6); Move 10; Save 8; CL/XP 11/1700; Special: Magic resistance (65%), +2 or better magic weapon to hit, etherealness 1/day, summon demon ally (50% success), spell of damage (2d8), enchanted sleep (12 HD or less), visit dreams (leech away one point of constitution), weaken (half strength, 3/day).

106.32 Summoning Fountain: A fountain corroded with mineral growths sits here in the midst of the grasslands, bubbling away. The water inside is drinkable and non-poisonous (technically). When one dips any vessel other than pure gold into it, along with water they pull out a tiny demon (roll on table below). The demon can be seen inside the water, but is intangible. It does not speak, but does gaze at the person expectantly.

D8	DEMON
1	Type VI Demon (Baalroch)
2	Erinyes
3	Type III Demon (Glabrezu)
4	Grimlek
5	Type II Demon (Hezrou)
6	Type V Demon (Marilith)
7	Type IV Demon (Nalfeshnee)
8	Type I Demon (Vrock)

If the water is swallowed, the demon disappears with it, apparently digested by the drinker. The demon now inhabits the person's body. Each time the person gives into a temptation, the demon inside them takes over a bit. Each temptation gives one of the adventurer's hit dice to the demon and alters their physical appearance to be more like the inhabiting demon. When the demon possesses half of the person's hit dice, their alignment becomes chaotic. When all of their hit dice are owned by the demon, they finish their transformation into that demon.

108.34 Slagheap: There is a massive slagheap marring the flat grasslands of Asphodel – a heap of iron slag that stands 200 feet tall and 400 feet in diameter and is riddled with holes and tunnels. The heap echoes with the banging of hammers and is home to a tribe of 600 kobolds who produce most of the mail and weapons used on the grasslands in exchange for copper coins. The kobolds amuse themselves by tormenting the shades connected to those coins – at least those of recent mintage – by means of copper cauldrons filled with a bubbling green broth only they know how to manufacture.

KOBOLD: HD 1d4 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP B/10; Special: +1 or better weapon to hit.

109.37 Copper Canyons: Shallow, windswept canyons of grey sandstone streaked with copper are carved into the landscape. Wind howls through the canyons, which twist and turn like a maze. Sometimes the wind is hot and tears at the flesh. This wind is the spirit of the archmage Zakham, who lusted after a princess in life and committed every wicked act to get her, but was never successful. Other times, the wind is as cold as ice and numbs the limbs. This is the spirit of the Princess Phelchat, who not only ignored the pleas of Zakham, but used her protectors without ever showing a hint of love for them. Each turn, you should roll 1d2 to determine whether the wind is hot or cold. There is a 2 in 6 chance that the wind manifests in physical form as a djinn like creature bearing the image of the mage or princess and pleads for release. This can be accomplished by carving a body from sandstone and anointing it with water from the fountain in [106.32].

Once made substantial, they will happily accompany the adventurers, though Zakham will be jealous and disloyal and Phelchat a seductive tease.

PHELCHAT: HD 7+3 (37 hp); AC 4 [15]; Atk 1 fist (1d10+1); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Magical powers, whirlwind.

ZAKHAM: HD 7+3 (44 hp); AC 4 [15]; Atk 1 fist (1d10+1); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Magical powers, whirlwind.

111.44 Fairy Mound: The ground here gradually rises into a long, circular mound with a hollow in the center. The hollow is filled with a stand of beeches which obscure an ancient, tarnished pipe organ. When one steps into the hollow, the organ begins to sound in tones morose and unpleasant to the ear. This brings out the fifteen quicklings who dwell in mound, who run and dance through the woods, attacking any foolish enough to enter their domain.

Within the mound there is passageway clad in chalk carved into scenes that are, for the most part, pleasant but always contain details that are horrific and profane. Dozens of secret doorways and trapdoors in this passageway lead down to single cells – all luxurious and heaped with food and wine – or complexes where the quicklings dwell. All of these things are illusions – the place is barren and dusty.

Walking in the fairy mound is like walking in a dream – it is slow going, and when one loses concentration they might find themselves back where they began. Other wicked fey appear from time to time in the little chambers to tempt or challenge intruders, attempting to keep from leaving. Each hour spent in the mound is a day outside the mound and imposes a cumulative -1 penalty to save vs. illusion that lasts for one month after they leave the mound.

QUICKLING: HD 2d6; AC 0 [19]; Atk 1 dagger (1d3); Move 48; Save 16; CL/XP 5/240; Special: Poison, spells, blur, natural invisibility.

114.51 Winding Stair: In the midst of the savannah there is a large courtyard of pretty turquoise stones and tall torchieres placed randomly about and producing a soft, greenish glow without any apparent flame. In the middle of the courtyard there is a staircase descending into the ground. Every eight steps one comes upon a bell hanging from the ceiling. There are a total of 64 steps and 8 bells. At the bottom of the stairs there is a mosaic depicting a demonic man sitting cross-legged holding a heart in one hand and a skull in the other. His head is cracking open and a serpent is crawling. By ringing a bell, a group of people is shifted into a pocket dimension. In each of these dimensions there is a hidden bell that returns a group to the staircase where they began.

[BELL 1] Ringing the first bell delivers one into a vaulted cavern of mists and distorted of greasy red pillars. Corpses are hung from the ceiling by chains in a crude parody of angels. A coven of witches with dusky skin wearing cloaks of eagle feathers dances around a boiling cauldron, shouting words of power and casting powders into the brew. The witches are easy to surprise (3 in 6). If they are attacked, one will cast a green powder into the cauldron, causing it to explode into a green mist that seeks out the “angels” above and animates them. Their chains lengthen and they whip and fly around the cavern, attacking people with their teeth and nails while howling. There are nine angels and seven witches in the room.

The room’s bell is the cauldron itself, which must be emptied of its contents and then struck. When this occurs, the adventurers re-appear on the stairs wearing eagle-feather cloaks.

ANIMATED ANGEL: HD 2; AC 5 [14]; Atk 2 claws (1d4) or bite (1d3); Move 12; Save 16; CL/XP 3/60; Special: Howl (save or unnerved, suffer -1 penalty to hit and save), half damage from bludgeoning weapons.

EAGLE WITCH: HD 6; AC 3 [16]; Atk 2 claws (1d6) or spells; Move 12; Save 11; CL/XP 8/800; Special: Cast spells as 6th level magic-user and cleric.

[BELL 2] The second bell delivers adventurers into a dusty warehouse with a stone floor and wooden walls. The high windows look out onto a starry night. The doors open into the same – no ground, just a black void with pinpoints of light hanging in the distance. The warehouse is filled with marble statues of different sizes. Some are fat, some thin and some curvaceous, but all appear to be singers, with mouths open. They are the key to escaping. If three of the singers, one of each kind, can be made to sing in unison by placing a drop of blood on their tongues, the adventurers are returned to the stairs, each wearing an amulet.

The blood animates the statues, though they do nothing but sing unless attacked. If more than one of the same type of statue sing, they create a disharmony that inflicts 1 point of wisdom damage per round on all who miss a save (and the saves must be made each round). The escape from the chamber only works if there is one of each statue singing together. Any other voices must be silenced for the magic to work.

MARBLE SINGER: HD 6; AC 2 [17]; Atk 1 strike (2d6); Move 9; Save 11; CL/XP 8/800; Special: High note (30-ft cone, 3d6 sonic damage, save for

each piece of crystal or glass or it is shattered), immune to wooden weapons, half-damage from slashing and piercing weapons.

[BELL 3] The third bell deposits adventurers into a cave filled with 100 lead chests. Each chest holds a leper zombie and all of these leper zombies have bells hanging around their necks. Of these bells, 99 are brass and one is gold, and it is the ringing of the gold bell that sends people back to the stairs with a magic mace in the hands of the person who rung the bell. If any chest is touched, all of the chests open unless they have somehow been secured.

LEPER ZOMBIE: HD 1; AC 6[13]; Atk 1 claw or bite (1d6); Move 9; Save 17; CL/XP 3/60; Special: Disease, those slain animate as leper zombies.

[BELL 4] The fourth bell leaves people in a strange bell tower floating in a caramel abyss with swirling clouds and shooting stars. The tower is made of stone and has a wooden stair ascending to the top. A carillon – a sort of wooden wheel of many bells that sound in a particular order when the wheel is turned – is situated at the top of the tower. When cranked, each bell sounds in turn, with a 1 in 12 chance of a bell sounding a sour note. When eight bells sound without a sour note, the adventurers are returned to the stairs each wearing a leather coif that covers their ears.

Of course, the thing is more difficult than this. Each time a sour note is struck a clamor is summoned and attacks the adventurers. Whenever a clamor uses its sonic attack, the tower vibrates and sends bits of mortar and pieces of masonry falling through the battle area and down the stairs. Everyone in the battle area, including the clamors, must pass a saving throw or suffer 1d6 points of damage. After ten collapses, the tower shakes itself apart, sending everyone sprawling into the abyss until they can find a way to sound the bells.

CLAMOR: HD 4; AC 3 [16]; Atk 1 sonic ray (2d6); Move F24; Save 13; CL/XP 7/600; Special: Sonic burst, mimic, +2 weapon to hit, *invisibility*.

[BELL 5] The fifth bell sends people into a library of stone tablets. The library is made of sandstone and filled with a coppery light and dry air. Windows look out onto a vista of red sands that stretch as far as the eye can see, and there are twin stars, both red and placed in the sky like eyes, looking down on the landscape.

Placed on shelves around the library (it measures 100 feet square) are 78 clay tablets, each marked with a single letter in the cuneiform-style alphabet of ancient Irem. In the center of the room there is a stone table that can hold four of these tiles. When they are placed on the table, whatever word is spelled manifests itself hanging in space above it. If a bell is manifested and struck, the adventurers return to the stairs holding a blank clay tablet.

Before a tablet is touched, it must be anointed with holy water or blessed by a cleric or it cracks apart and, in a flash of light, summons a gallu-demon. Untouched tablets that are cracked also summon gallu-demons, and the demons know this and use it to their advantage.

There are three complete sets of letters to play with.

GALLU-DEMON: HD 7; AC 0 [19]; Atk 2 claws (1d3) and bite (2d6); Move 12; Save 9; CL/XP 9/1100; Special: Immune to poison and electricity, magical abilities (*dimension door*, *polymorph self*).

[BELL 6] The sixth bell delivers adventurers into a weird space, cylindrical in shape and about 20 feet in diameter and 40 feet high. In the center of the space there is a 30-ft high pole topped by a ring of tiny bells. If the bells are rung, the adventurers escape back to the staircase holding a tambourine of ivory and brass.

The pole is greased (per the spell) and 10 giant bats swarm around it. Once people are in the room, the floor begins to turn and lower. Each round, the floor lowers one foot. The pole does not lower with it (i.e. the pole gets 1 foot taller each round). After three feet, poison gas begins to seep into the bottom of the cylindrical space. The poison makes one sluggish and clumsy, reducing dexterity by 1 point per round and a thief's climbing skill by 1% per round.

GIANT BAT: HD 4; AC 7 [12]; Atk 1 bite (1d10); Move 4 (F18); Save 13; CL/XP 5/240; Special: 10% chance of disease.

[BELL 7] The seventh bell leaves people in a dank, unlit vault with stone floors and walls and no visible means of escape. Twenty-five clay bells hang from the 30-ft high ceiling, each attached to a rope. Most of these bells, when struck, break and crack and fall to the ground. One of them has a core of bronze and will sound, sending people back to the staircase with the person who pulled the bell holding a crescent-headed axe of ancient manufacture.

The referee should draw a matrix of five by five to represent the bells and have one bell in mind as the correct bell. As each incorrect bell is sounded, its rope animates and attacks the puller.

ANIMATED ROPE: HD 4; AC 6 [13]; Atk 1 loop (1d4 + strangle); Move 12 (can stretch up to 30 feet); Save 13; CL/XP 4/120; Special: Those struck must save or be strangled for 2d4 points of damage per round until an open doors check can be made to release them. Strangled victims cannot cast spells.

[BELL 8] The final bell sends people into the prison chamber of the demon in the mosaic, a nasty old spirit called Ursazaet who offended Lucifer and found himself in this weird prison. Ursazaet is powerful, but his abilities can be countered by the objects found in the chambers of the other bells.

Amulet: Grants magic resistance (25%) against his spells

Crescent Axe: Acts as a +3 weapon against Ursazaet.

Eagle Cloak: Protects one from his fiery aura.

Leather Coif: Makes one immune to terror effect.

Mace: Acts as a +3 mace against Ursazaet.

Tambourine: When played it counters his magic resistance,

reducing it to 10%.

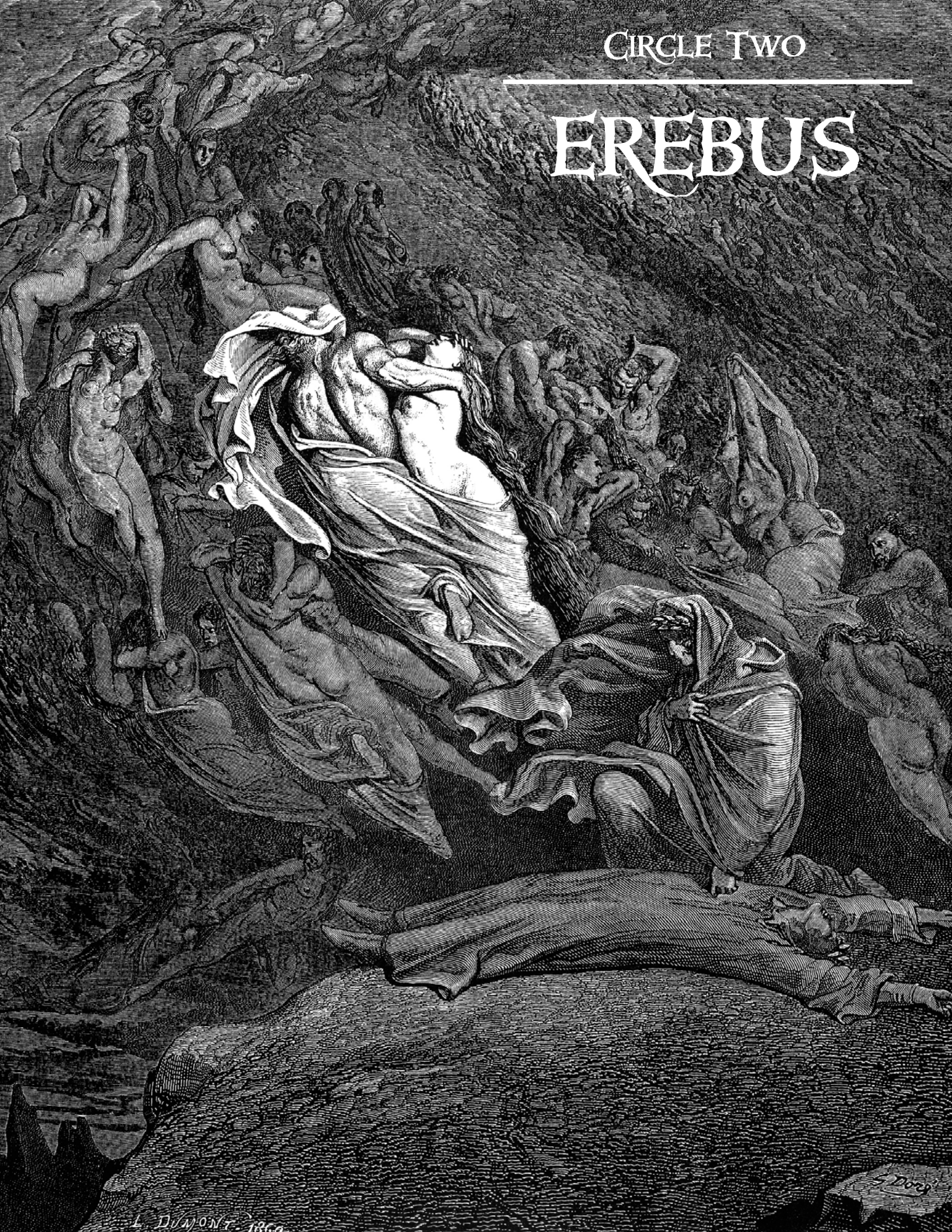
The blank clay tablet does not counter any of the fiend's abilities, but if the fiend's heart is placed atop it, it becomes a ruby tablet that, when it or its bearer is struck with a spell, absorbs and holds the spell, allowing a mage to cast it as though from a scroll. The spells held in the ruby tablet cannot be transferred into a spell book.

URSAZAET: HD 15 (78 hp); AC -4 [23]; Atk 1 sword (1d12 + 1d4 bleeding) or 1 mace (1d8 + 1d6 sonic damage from thunder); Move 15 (F36); Save 3; CL/XP 24/5600; Special: Terror, body flames (10-ft radius, 2d6 points of damage per round), +3 or better weapon to hit, magic resistance (70%), spells (*detect invisibility, detect magic, dispel magic, fear, pyrotechnics, read magic, suggestion, symbol (any type), telekinesis, tongues*).



CIRCLE TWO

EREBUS



The second circle of Hell is pitch black. It is blanketed in thick fog and clouds and the equivalent of a hurricane blows night and day. The winds are the souls of lustful men and women whipped into a fury by Asmodee, the Prince of Erebus. These winds drag at one's heart night and day, stoking the fires of their lust even as they chill flesh and bone. Despite the roiling atmosphere, there is no lightning or thunder.

The landscape of Erebus is reminiscent of the mist-shrouded moors of northern England. Fast streams through rocky gullies divide low, rolling hills. What plant life grows here is small and stunted and dark gray in color. Most animals dwell in damp burrows.

One reaches the second circle of Hell via a mile-high staircase accessible from the palace of Minos (see **NOD 12**), the terrible judge who assigns damned souls their punishments. From the first circle of Hell, Erebus looks like a blanket of swirling, angry clouds about 500 feet below.

Once one enters these clouds, the stairs become incredibly slippery. Each hour of walking carries with it a chance (roll 1d20 under dexterity) of falling. A person who falls may make a saving throw to merely tumble down the stairs a bit, taking 1d6 dice of damage. Those who fail this saving throw fall to their death from the stairs or, if they are in their last hour of descending, suffer 10d6 points of damage. People using ropes and iron spikes need only roll under their dexterity on 1d12.

Erebus gradually eases into Abaddon, Hell's third circle. The winds die down at this point to a miasmal breeze and the rain turns into raw sewage.

RACES OF EREBUS

Four mortal races make Erebus their home, the black-hearted drow, the avaricious and morose duergar, the blind grimlocks and the terrifying darklings.

Darklings: The darklings, or black hunters, look much like their kin in the upper world. They are 4-ft tall humanoids with jet black skin and a preference for the flesh of sentient prey. Unlike their kin, the darklings of Hell are capable of sliding between shadows, the effect being similar to a *dimension door* but the trip having to begin and end within an area of darkness. The darklings of Hell go naked to get

the most out of the dark conditions of Erebus. They wield simple knives or daggers.

DARKLING: HD 2; AC 7 [12]; Atk 1 knife or dagger (1d4); Move 12; Save 16; CL/XP 3/60; Special: *Darkness 15 ft. radius (2/day)*, move between shadows (per *dimension door*), surprise (2 in 6), AC +3 in dim light and +5 in complete darkness, see perfectly in darkness.

Drow: The drow of Hell are more narcissistic and depraved than their upper kin, if that's possible. Their bodies are gaunt and drawn, but no less graceful. Their faces are painfully thin, with large eyes that see all but lack any warmth or compassion. Like their kin, they dress in their black elven chainmail and wield longswords and longbows. Unlike their kin, they are immune to cold and radiate both a physical and spiritual cold. Their touch inflicts 1d3 points of cold damage and deadens one's heart to the pain and sorrow of others. This cold can be transferred through metal armor and weapons.

DROW: HD 3; AC 4 [15]; Atk 1 short sword and dagger (1d6+1 and 1d4+1 + 1d3 cold) or crossbow (1d4+1); Move 12; Save 14; CL/XP 5/240; Special: Adamant chainmail, adamant buckler, darkvision 120-ft, surprise (4 in 6), find secret doors, spells (*dancing lights*, *faerie fire*, *darkness 15 ft. radius*), magic resistance (50%), immune to cold, cold touch.

Duergar: The duergar of Hell are shorter and stockier than their upper kin, with more sallow skin and more maggot-like faces. They are capable of swimming through solid rock and soil as a fish swims through the sea. They cannot pass through metal, though. Hell's duergar are immune to acid damage and to spells that change flesh to stone or vice versa. They are armed and equipped like other duergar, and their own metal equipment passes through stone along with them without difficulty.

DUERGAR: HD 3+1; AC 3 [16]; Atk 1 weapon (1d8); Move 9 (B9); Save 17 (13 vs. magic); CL/XP 4/120; Special: Surprise (2 in 6), immune to acid, paralysis, poison and illusion, spells (*enlarge*, *mage hand*).

Grimlocks: Like the darklings, the grimlocks are natural inhabitants of Hell, for they require no light. The grimlocks of Hell are larger and more savage than others of their kind – almost on par with ogres. They are immune to fire and capable of entering a berserk state when in combat.

GRIMLOCK: HD 3; AC 4 [15]; Atk 2 slams (1d6) or 2 weapon (1d8); Move 15; Save 14; CL/XP 5/240; Special: Blind-fight, invisible in rocky areas, immune to fire, berserkers (double attacks).

LORDS OF EREBUS

Erebus is the circle of lust. Its prince is Asmodee, whose great city-state of lust will be described in **NOD 12**. Other demon lords of Erebus include Duke Abigor, patron of black knights, Duke Baaphel, Lilith, who seeks to displace Asmodee, Caizel, who seeks to displace Lilith, the Grand Duke Fraz-Urb'luu, the trickster, the Great Duke Haborym, lord of evil fire creatures and Zaebo, a Grand Count of Hell and patron of love and peace.

RANDOM ENCOUNTERS

D20	ENCOUNTER
1	Darklings (7d6)
2	Demon – Grimlek (2d6)
3	Demon – Hezrou (2d6)
4	Demon – Lemures (5d6)
5	Demon – Lilin (2d6)
6	Demon – Succubus (1d10)
7	Drow (4d6)
8	Duergar (5d6)
9	Giant Bat (4d6)
10	Grimlocks (4d6)
11	Grue (2) (2d6)
12	Jackal of Darkness (4d6)
13	Nightmare (2d6)
14	Shadow (5d6)
15	Shadow Mastiff (4d6)
16	Shadow Rats (5d6)
17	Shadow Wolf (3d6)
18	Spectre (2d6)
19	Wight (4d6)
20	Wraith (3d6)

KEYED LOCATIONS

14.51 Kobold Skull: There is a tiny chance that somebody trooping through this hex will stumble upon a small skull. The skull belonged to a kobold, and bears the tooth marks of a large predator. Close examination shows that it has been sealed with wax, and one can hear several seeds rattling around inside it. The seeds belong to yellow anemones. They have been dipped in a black, waxy substance and, if exposed to air, explode for 1d6 points of damage to all within 10 feet. If swallowed, they grant immunity from fire spells and effects for 24 hours. The skull contains 1d4+3 seeds.

The skull is tied to two ghosts. One appears as a magic-user wrapped in iron chains and wearing an iron mask behind which there is a charred skull. The other appears to be a monk wearing a black robe and holding two black rods in badly burned hands.

If a seed is swallowed, these ghosts appear in random hexes adjacent to the one the swallower is in. They immediately begin to track down the swallower, for the black wax on the seeds was rendered from their bodies. If they find the swallower, they attack, the wizard intent on stealing the person's face, the monk on their hands.

BURNT MAGE: HD 6 (30 hp); AC 4 [15]; Atk 1 touch (aging) or 1 hurled object (1d4); Move (Fly 12); Save 11; CL/XP 9/1100; Special: Moan, aging touch, telekinesis, cast spells as 6th level magic-user.

BURNT MONK: HD 6 (30 hp); AC 4 [15]; Atk 1 touch (aging) or 1 hurled object (1d4); Move (Fly 12); Save 11; CL/XP 9/1100; Special: Moan, aging touch, telekinesis, cast spells as 6th level cleric.

14.54 Tower of Lunatics: A tower of massive (10' x 10' x 10') limestone blocks. The tower rises 70 feet tall and is 50 feet wide. The exterior of the tower is pitted with dozens of small, diamond-shaped alcoves in which dwell noisy boggarts that caper and leap, throwing refuse at people and, if they seem weak, attacking in groups of 1d10+15.

There is a triangular portal in the base of the tower, with two doors of polished, black oak about 6 inches thick and held with polished steel fittings. The door is slightly warped and difficult to open (open doors check), but is not locked. Within the tower there are halls clad in white marble that is damp to the touch. The floors are puddled with water that bubbles and hisses when touched.

[A] This chamber holds a couch of red velvet surrounded by velvet pillows. Sitting on the couch smoking a hookah filled with a foul, black tar is a horse-headed demon that calls itself Umanon the Messenger. Umanon asks the adventurers what they seek and records their answer on a plate of gold, etching it with his clawed finger. When finished, he throws the plate into the air and it disappears in a flash. He then says, "Proceed" and points to one of three doors. He will not answer to what lies beyond.

UMANON: HD 10 (46 hp); AC -1 [20]; Atk 1 barbed tongue (10' range, 1d6 + poison) or bite (2d4 + poison) and 2 claws (1d4); Move 12; Save 5; CL/XP 14/2600; Special: Poison (save or 2d6 damage), immune to cold, constrict

with tongue (requires natural 20 to hit, open doors to remove, 1d6 damage per round), magic resistance (15%), telepathy 100 ft.

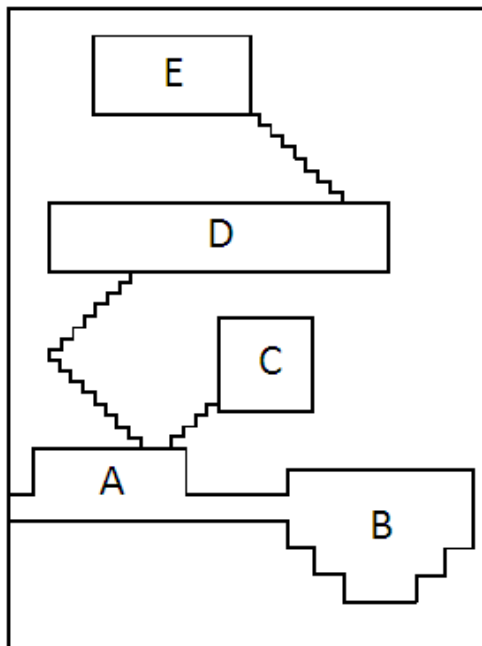
[B] This room consists of three platforms, the top platform larger than the middle platform, which is larger than the bottom platform. Each platform is 15 feet above the one below it. The room is occupied by six demons that look like feline humanoids with white fur, black noses and eyes and blue claws. The demons are capable of walking on walls, and use this ability to attack people while they are in transit through the room, waiting inside the portal on the middle platform to rush in and attack.

The bottom portal is defended by a +2 *dancing longsword*. If defeated (assume it has an AC of -1 [20] and 30 hit points), it serves its vanquisher loyally, though it is profoundly evil and enhances the person's most terrible appetites and desires.

CAT DEMON: HD 6; AC 0 [19]; Atk 2 claws (1d4 + 1d6 cold) or breath weapon; Move 18; Save 11; CL/XP ; Special: Breath weapon 1/day (30' cone of cold, 3d6 damage), immune to cold, surrounded by icy mist (10' radius, people within are -1 to hit and damage).

[C] This chamber is a perfect cube with white, marble walls marked with large black holes. One wall has six holes, one five, one four, etc. Each turn spent in the chamber carries with it a 1 in 6 chance the room rumbles and tumbles as though it were a dice being thrown. Those inside suffer 3d6 points of falling damage and must save or be thrown through one of the holes, which delivers them to one of the following locations:

Side	Destination
1	Gates of Hell (see Asphodel)
2	Asmodee's City-State (see NOD 12)
3	Azazel's City-State [60.10]
4	Lilith's City-State [77.15]
5	Minos' Palace (see NOD 12)
6	Palace of Minos (see NOD 12)



[D] This cross-shaped room has four exits. When people approach the room's center, four massive, copper-colored serpents spring from the portals to attack the intruders. When a serpent is killed, it collapses into a highly poisonous green liquid.

SERPENT: HD 9; AC 1 [18]; Atk 1 bite (3d6 + acid); Move 12; Save 7; CL/XP 10/1400; Special: Breathes acidic mist (20' r., 1d6 damage per round).

[E] This is the bedchamber of an ophidian priestess and her servants. A pedestal in the room's center holds a throbbing black crystal sphere. It is surrounded by black velvet pillows. The sphere soon makes people woozy and clumsy

(save or -2 to hit and all saving throws, -4 to saves vs. charms and suggestions). If the sphere is broken it releases a mist monster. Hidden in secret caches in the walls are the following:

LESSER OPHIDIAN: HD 3; AC 3 [16]; Atk 1 scimitar (1d8); Move 12; Save 14; CL/XP 3/60; Special: None.

OPHIDIAN: HD 7 (24 hp); AC 4 [15]; Atk 1 heavy mace (1d8+1) and bite (0); Move 12; Save 14; CL/XP 9/1100; Special: Reproductive bite.

MIST MONSTER: HD 8; AC -3 [22]; Atk 4 tentacles (1d3 points of wisdom damage); Move F9; Save 8; CL/XP 14/2600; Special: Drains wisdom, engulf (save or dominated for 1 hour), +1 weapon to hit, immune to electricity, resistance to normal missiles (50%), magic resistance (15%), double damage from cold.

15.46 Tree of Life: A vast, black tree, circular in profile and loaded with small, black apples, rises from the moors here. Under its wide branches (about 100 feet wide, the tree is 300 feet tall) there are a number of living chambers carved into the dark, gray stone of the hills and winding through the thick roots of the tree. These chambers are attached by narrow, low-ceilinged tunnels. The chambers and tunnels are home to a tribe of 100 grimlocks and their priestess, a shade called Gelwina. Gelwina appears as a gray-skinned woman with white hair worn in a long braid and full, black lips.

Gelwina is beautiful, even in her morose, corrupted state, but she is intensely aware of a tiny flaw, a miniscule mole set just beneath the turn of her lower lip. She chose who dwell in the darkness of Erebus with the unseeing grimlocks to hide that flaw. She wears a veil over her face and her arms are lined with silver bangles (worth 300 gp).

The black tree is a false tree of life, raised here by Fraz-Urb'luu as some sort of twisted little joke. Gelwina worshipped the trickster demon in life, and now serves as "Eve" in his mocking little diorama. She will do her best to feed visitors her apples, promising them immortality or immunity to all forms of harm or whatever she thinks will work. If eaten, the apples prove to be bitter but non-poisonous. The eaters, however, are cursed to rise as greater shadows under the control of Fraz-Urb'luu when they die, and will be aware telepathically whenever a comrade has an ill thought about them.

GRIMLOCK: HD 3; AC 4 [15]; Atk 2 slams (1d6) or 2 weapon (1d8); Move 15; Save 14; CL/XP 5/240; Special: Blind-fight, invisible in rocky areas, immune to fire, berserkers (double attacks).

GELWINA, ILLUSIONIST LVL 4: HP 10; AC 9 [10]; Save 12 (10 vs. illusions); CL/XP 3/60; Special: Spells known (2nd), spell points 9, silver tongue. Dagger, pouches of powders, twisted wand of white pine.

15.50 Monastery of Shades: There is a monastery here on a rain and wind swept hilltop reachable by rugged and slippery stone steps. The monastery looks like a simple church made of basalt blocks. Around the perimeter of the building there grow sickly looking treacle berries.

Inside the church there is no furniture other than a few stone shelves with prickets for thick black candles that cast an ominous, wavering light that lulls people (saving throw to negate) into a false sense of serenity (automatically lose the first round of initiative). On the far wall there is a bas-relief of a face that is a depiction of a beautiful female drow on one side and a skull on the other. This is actually Hel, demon princess of cold creatures.

The church is dedicated to Hel and houses nine of her priests, all of them greater shadows. When a group has completely entered the church, the priests seem to step out of the walls and begin chanting. In 1d4 rounds, the bas-relief of the face begins to emerge from the wall as a weird worm-like creature. The worm is 30 feet long when completely out of the wall and 3 feet in diameter.

Creatures struck by the worm must pass a saving throw or either be drained of one level or suffer 2d6 points of cold damage and lose the feeling in a randomly chosen limb. Any creature swallowed by the worm is transported to Hel's ice cavern on Cocytus, the lowest ring of Hell and is left to her tender mercies.

In the space behind the worm (it is only 3 feet deep) there is a pair of bracers made from white dragon leather and reinforced with silver bolts. The wearer of the bracers is immune to cold (except from Hel, in which case damage is doubled) and is capable of finding Hel's cavern without fail.

SHADOW PRIEST: HD 8; AC 1 [18]; Atk Icy touch (2d6) or special ability; Move 9; Save 8; CL/XP 10/1400; Special: Hard to see, immune to non-magic weapons, befuddlement (wrap self around person's head, as *confusion* spell, while wrapped attacks do half damage to priest, half to victim), cast spells as 4th level cleric.

HEL-WORM: HD 15 (77 hp); AC 6 [13]; Atk 1 bite (2d8); Move 9; Save 3; CL/XP 17/3500; Special: Breath weapon (cone of cold), bite drains one level if victim does not pass a saving throw.

17.55 Fortress of Opon: Opon was an ambitious knight among demons who ran afoul of Zaebo and succumbed to an assault by his furies. He now resides in an amulet of silver and smoky gray glass. The hills around his fortress are covered in hoar frost.

The fortress consists of walls of pink quartz (40-ft high) between three circular towers (52-ft tall) in a triangle arrangement. Water pours from spouts on the towers in the shape of vomiting cherubs, and one can see the faces of lost loves reflected in the walls. Within the walls there is a manor of the same quartz and a number of hovels made from moldering animal pelts and crooked sticks. The duergar who once dwelled here are now gone save for one old female named Finna, who awaits her lord's return. She keeps his pack of eleven hoar foxes.

HOAR FOX: HD 2; AC 3 [16]; Atk 1 bite (1d6); Move 15; Save 16; CL/XP 3/60; Special: Breath weapon (30-ft cone, 2d6 damage), immunity to cold, double damage from fire, surprise on roll of 1-3 on 1d6.

FINNA, DUERGAR FIGHTER LVL 8: HP 28; AC 2 [17]; Save 7; CL/XP 8/800; Special: Multiple attacks, parry, surprise (2 in 6), immune to paralysis, poison and illusion, innate spells (*enlarge*, *mage hand*). Platemail, shield, war hammer.

18.40 Duergar Village: A tribe of 100 duergar males (no females, no children) dwell here mining quartz from deep

mines. The duergar raise their ore to the surface using large, stench kow driven steel screws, and also use these screws to travel deep beneath Hell or crush captives when the idea of pulling out their finger and toe nails and tongues has ceased to interest them.

DUERGAR: HD 3+1; AC 3 [16]; Atk 1 weapon (1d8); Move 9 (B9); Save 17 (13 vs. magic); CL/XP 4/120; Special: Surprise (2 in 6), immune to acid, paralysis, poison and illusion, spells (*enlarge*, *mage hand*).

18.46 House of the Ebon Door: A roadhouse is constructed atop a small peninsula here formed by two rushing rivers that join just under the front door. The house is constructed of old, gray brick and weak, reddish light is emitted from the diamond-shaped windows.

The roadhouse has a large common room flanked by a long bar on one side and a kitchen on the other. The kitchen serves naught but a weak cabbage broth and the bar serves nothing but a black, bitter brew with a sharp, anise seed flavor. The staff is composed of buxom women with porcelain skin, black hair and comely eyes of deep green.

The innkeeper, Potifer, is a tall, broad man with long, gray whiskers. He sits in one corner of the common room stroking a greymalkin and leering at customers as his wenches do their best to tempt them upstairs. Women who meet his gaze must pass a saving throw or be drawn to him, sitting at his table and drinking his wine (a heady vintage that burns the throat and belly in a pleasant way and almost completely removes one's inhibitions). As the women drink, Potifer becomes more and more handsome.

SUCCUBI: HD 6; AC -1 [20]; Atk 2 claws (1d4); Move 15 (F24); Save 11; CL/XP 14/2600; Special: Magic resistance 70%, only harmed by magic weapons, half damage from cold, electricity, fire and poison, level drain, spells (*charm person*, *clairaudience*, *ESP*, *etherealness*, *shape change* (any humanoid), and *suggestion*), summon.

GRAYMALKIN: HD 6; AC 1 [18]; Atk 2 claws (1d6) and 1 bite (1d8); Move 15; Save 11; CL/XP 7/600; Special: Dimensional lunge, multiple images, surprise (3 in 6).

POTIFER, INCUBUS: HD 8 (43 hp); AC 2 [17]; Atk 2 claws (1d4); Move 12 (F18); Save 8; CL/XP 14/2600; Special: Alternate form, dream sending (1 mile range, *charm person*), kiss of death (save or die), spells (*charm person*, *ESP*, *suggestion* (1/day), *teleport* (1/day)), immune to electricity and poison, magic resistance (25%), telepathy 100 ft.

18.51 Rippling Lake: The many streams and rills that run through this hex converge here on a wide, rippling lake of

black water. A number of ruined cottages sit on the shore, slowly crumbling away. Black daffodils grow around the ruined cottages, their bulbs being a good source of poison. The streams are perilous to cross. Each traveler must roll beneath their Dexterity or plunge into the freezing water, suffering 1d6 points of damage from the fall and an additional 1d4 points of damage from the cold each round. They will be swept into the lake.

The lake is actually only a couple feet deep. Under the surface there is a 10-ft thick layer of wriggling night-crawlers that are disgusting but not dangerous. They in turn float above a layer of thick, white liquid that can cure any disease. More than one application causes a person to grow in size by about 6 inches, increasing their strength and constitution scores by 2 and reducing their intelligence and dexterity by 4 each.

19.43 Briny Fountain: Atop a rugged little pillar of granite there is a fountain apparently carved from the stone. The fountain is decorated with a statue of a grim sea captain with a peg leg and holding a telescope that points towards the inner edge of Erebus. The fountain is filled with rain water. Anyone viewing the fountain must pass a saving throw or they'll begin to feel sea sick. They'll sway back and forth and gradually realize that the pillar on which they stand is now a raging sea of white caps. Within a few moments, black sails appear on the horizon, lit by bolts of lightning. The sails belong to a ghost ship that was commanded by the self-same captain on the fountain. That statue's eyes will now light up with an eerie blue light.

The ship is a black galleon crewed by thirty brine zombies and by the object of the captain's lust, the fair maiden Bakenna, a dusky beauty with enchanting eyes. 'Twas Bakenna who bewitched the captain and torments him to this day, capturing adventurers and taking them as lover for a time on the Astral Sea before depositing their broken spirits in Hell.

BRINE ZOMBIE: HD 4; AC 6 [13]; Atk 1 cutlass (1d6) or fists (1d4); Move 12 (S12); Save 13; CL/XP 4/120; Special: Resist fire (50%).

BAKENNA, MAGIC-USER LVL 11: HP 31; AC 9 [10]; Save 5 (3 vs. spells); CL/XP 11/1700; Special: Spells (4/4/4/3/3). Crooked black staff, silver dagger, spellbook, terracotta flagon of wine.

20.36 Purple Colossus: An 80-ft tall statue of porphyry stands here on the bleak hills, holding aloft a massive brass

lantern that shines with a ghostly luminance, casting weird shadows on the hills, shadows that animate in all manner of lewd and suggestive ways. Around the feet of the statue there dwell 100 duergar in a number of stone cottages. The duergar pull granite from the hills and sculpt it into images of men and women completely devoid of mirth and warmth. The duergar have a morose little watering hole that serves mulled wine aphiocem cakes that make anyone other than a duergar giddy – for the gray dwarves it merely alleviates their gloom a tiny bit.

The rumor in the village is that the lantern held by the colossus points towards a wondrous treasure. This is true in a way, for though the lantern points to no treasure, the interior of the lantern is engraved with a map of the nine rings of Hell. An “X” marks a spot in Cocytus where a mine is frozen into the ice. The mine holds pink diamonds the size of cherries worth a king’s ransom.

DUERGAR: HD 3+1; AC 3 [16]; Atk 1 weapon (1d8); Move 9 (B9); Save 17 (13 vs. magic); CL/XP 4/120; Special: Surprise (2 in 6), immune to acid, paralysis, poison and illusion, spells (*enlarge*, *mage hand*).

20.44 Lonely Little Building: There is a small stone building here, highly ornamented, with a thick, oak door. The door is locked, the key being a skeletal finger. The lock is trapped by an acid spray that, if set off, inflicts 1d6 points of damage. Behind the door there are stairs descending into a dungeon. At the bottom of the stairs there is a vaulted chamber with three locked iron doors.

[A] This brick chamber contains a withered, humanoid husk sitting atop a funeral bier. The husk is clothed in black silks and adorned with gold jewelry (400 gp worth). Three men stand guard here – large, powerful men in red leather armor with silver chains wrapped around their heads and obscuring their faces. Each man holds an executioner’s sword. When adventurers enter, the man behind the bier leans forward, as though the corpse is speaking to him. He then directs the others to seize one of the adventurers (spellcasters are preferred). They will attempt to throw the person onto the bier.

Whenever a person touches the bier (willingly or not), it bursts into flames, dealing 2d6 points of damage per round and inflicting 1d6 points of damage to all within 10 feet. The bodyguards are immune to the fire. The bier burns for 1d4 rounds after it is touched, or until a victim is burned to

death. In this eventuality, the flames die down and reveal the corpse with his life renewed for 24 hours.

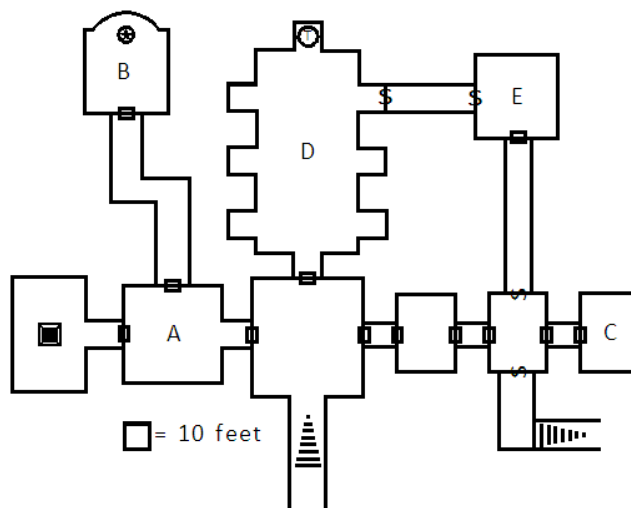
BODYGUARD: HD 6; AC 4 [15]; Atk 1 sword (2d6); Move 12; Save 11; CL/XP 7/600; Special: Immune to fire and all mind effects, magic resistance (15%).

PRINCE HUSPEL: HD 12 (49 hp); AC 1 [18]; Atk 2 scimitars (1d6+1); Move 15; Save 3; CL/XP 13/2300; Special: Complete healing when kissed by fire, double damage from lightning, magic resistance (35%).

[B] There is a statue here of a sleek, graceful woman. The statue is carved from black marble with gold veins, and the woman wears a long toga and a crown of peacock feathers (real feathers) on her head. Hanging from her wrist there is a silver necklace from which hang three petrified fairies. Engraved on the statue’s pedestal is the phrase “The Secret of the Universe Lies Within”.

The statue is hollow, and if damaged enough (metal weapons, 50 hp) it cracks to reveal a spherical, frigid, black void inside. Touching the void inflicts 5d6 points of damage and drains 1d3 points of strength. The void sucks at everything in the room, such that folk must pass an open doors check. If they fail, they are pulled 5 feet towards the void. If they pass, they move 5 feet away from it. Folks who are drawn to the void must continue making checks to try to pull away from. If a person is killed by the void, they are sucked into it and bits of the statue are formed back around the void as though the statue was never damaged.

[C] A wooden beam extends across this chamber from north to south, about 9 feet above the floor. A knight in platemail has been hanged by the neck from this rafter. A



+1 *two-handed sword* has been stuck through the body and armor. The gauntlets of the armor contain two old crawlers, who detach and attempt to strangle anyone who reaches for the sword.

OLD CRAWLER: HD 3; AC 3 [16]; Atk 1 rotting grip (1d8); Move 6 (Scramble 12); Save 9; CL/XP 4/120; Special: Good saving throws, continuous damage.

[D] This chamber is lined with alcoves. Each holds an armored zombie carrying a halberd. Each step a person takes causes them to take one step forward. After three steps, they are in position to attack people attempting to move down the center of the room. The trick is to take no steps – just roll, float or fly. There is a secret door hidden in one alcove behind a zombie and a trapdoor in the alcove at the end of the room. This trapdoor is locked.

ZOMBIE: HD 8; AC 3 [16]; Atk 1 halberd (1d10+1); Move 6; Save 8; CL/XP 9/1100; Special: Immune to mind effects.

[E] When one enters this chamber, their eyes are drawn towards the ceiling, which is vaulted and 30 feet high. Hanging from chains on the ceiling there are a dozen stone balls, each about 1 foot in diameter and covered with spikes. The bottom of each stone is carved to resemble a mouth. When people step into the room and under a stone, it is released. If it hits (attacks as a 7 HD monster, does 2d6 points of damage) and does at least 6 points of damage, assume that it has drawn some blood. The blood soaks into the stone and a *magic mouth* appears and utters a single word. Each word uttered is part of a phrase that reveals some important secret about the deeper portions of the dungeon. Since the deeper portions are up the Referee, the phrase is up to her as well.

21.33 Black Hunters: A tribe of 96 darklings dwell here within a rocky valley filled with a quagmire. They hunt shadow wolves and take their ephemeral pelts to make cloaks that provide one camouflage in darkness (a useful thing to be sure in Erebus). The village is composed of white, marble towers. Each one is circular, 10-ft in diameter and 20-ft tall with battlements on top of it. The towers rest atop statues of heavily muscled men cast in bronze holding large platforms. These platforms are all about nine feet apart and connected by iron ladders.

The darklings currently have 2d6 shadow wolf pelts, worth 50 gp each and 7,000 cp, 5,210 sp, 1,500 ep, 950 gp.

DARKLING: HD 2; AC 7 [12]; Atk 1 knife or dagger (1d4); Move 12; Save 16; CL/XP 3/60; Special: *Darkness 15 ft. radius* (2/day), move between shadows (per *dimension door*), surprise (2 in 6), AC +3 in dim light and +5 in complete darkness, see perfectly in darkness.

21.39 Nine Ghosts: White and blue flames flicker in the distance – a camp fire that robs the area of warmth (1 point of cold damage per round to those within 15 feet). Nine men sit around the campfire, the ghosts of nine adventurers who delved into Hell, each in search of something precious to them, and never returned. The ghosts are mere echoes of the men, all nine staring into the distance past one another.

If questioned, they will tell their tales of woe – one sought his long-lost mother, another sought his wife and a third the mythic Sword of Welleran that he might defend a kingdom that is now long dead. Two of the men were brothers who sought to best the demon prince of illusions, the sixth man sought courage, the seventh his own soul which he had sold to Mephistopheles for a throne of salt. The eighth man sought gold and power and the ninth man wanted nothing but knowledge.

The nine ghosts are not violent, but they will defend themselves if attacked.

GHOST: HD 6; AC 4 [15]; Atk 1 touch (aging) or 1 hurled object (1d4); Move (Fly 12); Save 11; CL/XP 9/1100; Special: Moan, aging touch, telekinesis.

22.36 Heartless Drifters: A gang of fifteen drifters wander this hex. They are mounted on black, bear-like animals with rubbery hides and spiked collars that course with electricity. Each drifter is missing its heart and seeks to replace it with that of another.

DRIFTER: HD 4; AC 2 [17]; Atk 1 dagger (2d8); Move 12; Save 13; CL/XP 4/120; Special: None.

BEARS: HD 8; AC 4 [15]; Atk 2 claws (1d8) or 1 bite (2d6); Move 12; Save 8; CL/XP 9/1100; Special: Half damage comes from electricity.

23.33 Spectral Trolls: A gang of seven spectral trolls dwell here in a damp cave from which pours black water. The trolls hold a silver box that contains a black, withered heart. When opened, the box absorbs heat from the surrounding area, causing 1d6 points of damage per round to those within the hex each hour and making the water that rushes through the area freeze solid.

SPECTRAL TROLL: HD 6; AC 7 [12]; Atk 1 incorporeal bite (1d8) and 2 claws (1d6); Move 12 (F12); Save 11; CL/XP 9/1100; Special: Corrupting touch, create spawn (killed creatures rise as a spectre in 1d3 days), regeneration 2 hp/round, incorporeal (ignore 50% of damage from material objects, only harmed by magic weapons and spells).

23.38 Hunting Grounds: A pack of ten shadow wolves hunts this hex. They are devilishly clever hunters, knowing the territory well and usually herding their prey onto peninsulas surrounded by raging waters or into quagmires.

SHADOW WOLF: HD 4; AC 6 [13]; Atk 1 ghostly bite (1d4 strength); Move 18; Save 13; CL/XP 6/400; Special: Incorporeal (only harmed by magic weapons and spells), strength damage, shadow blend (-10 to attack shadow wolf in darkness, not negated by artificial illumination).

24.30 Mushroom Men: A tribe of 80 mushroom men dwell here under rotting logs. When the mushroom men join hands in a circle they shift all within the circle into a weird fungal fairyland of towering mushrooms, carnivorous toadstools and a frightening queen.

MUSHROOM MEN: HD 3, 2, or 1; AC 5[14]; Atk Fist (1d6) or weapon; Move 12; Save 14, 16, or 17; CL/XP 5, 3, or 1/240, 60, or 15; Special: When dies releases 1d6 spores that grow into mushroom men with one fewer hit dice unless only had 1 HD itself.

25.33 Abbey of Black Wine: A gaping cave in these black here is clad in white marble. Within there is a cozy abbey that holds a fountain from which pours dark, heady wine. Each sip of the wine robs a person of their ability to refuse one request made by a person of the opposite sex. The fountain is located in a long hall and thirteen goblets ring the fountain (the thirteenth turning the wine into poison).

The abbey is staffed by eleven centaurs – lithe creatures with black antelope bodies and with curling horns atop their thin heads. They dwell in cells that appear to be rather small from their doorways, but in fact expand into lavish gardens with scarlet lawns and tangled, overgrown vines that writhe and shudder and produce black grapes. The matriarch of the temple is a centaur called Sullyvytyt, who counters every true statement with a false one.

CENTAUR PRIEST, CLERIC LVL 4: HP 17; AC 2 [17]; Save 12 (10 vs. paralysis and poison); CL/XP 4/120; Special: Banish undead, spells (2/1), movement +6, +2 AC vs. grapple and overbearing, carry 150% max load. Platemail, shield, mace, sling, unholy symbol.

SULLYVYTYT, CENTAUR CLERIC LVL 11: HP 27; AC 2 [17]; Save 12 (10 vs. paralysis and poison); CL/XP 12/2000; Special: Banish undead, spells (2/1),

movement +6, +2 AC vs. grapple and overbearing, carry 150% max load. Platemail, shield, mace, sling, unholy symbol.

26.28 Ancient Bridge: An ancient stone bridge, heavily weathered, spans a roaring river that flows towards the edge of Erebus. The bridge is roughly 50 feet long and about 30 feet above the surface of the black water at its highest point. A long, iron-shod club has been incorporated into one of the posts on the eastern side of the river. While the club appears to be easy enough to remove, it will not budge, no matter how hard someone tugs, unless at least one person is standing in the center of the bridge on a circular stone carved to look like a severe, mustachioed face. When the club is pulled from the bridge, the central span of the bridge collapses into the river. The fall inflicts 5d6 points of damage and forces the person to pass an open doors check each round to keep their head above water. The river has a movement rate of 30 and is cold enough that each round spent in its waters inflicts 1d3 points of cold damage. The weapon is a +1 *club* that boosts its owner's strength by 1d4 points (roll each day).

27.30 Archive of Ama'Zaph: Ama'Zaph was a diligent demonologist who spent his life collecting the true names of demons – mostly minor demons, but perhaps one or two demon lords. The names are collected on a number of parchment scrolls, which have fared poorly on damp Erebus, and by design, for though the scrolls cannot be destroyed, they can be damaged and made unreadable.

The scrolls are kept in a marble library and guarded by 75 grimlocks armed with scimitars and wearing mail hauberks and nasal helms. The scrolls are cursed with glyphs of warding that cause permanent blindness should one fail a saving throw. Researching the scrolls is difficult, with each of 1,000 scrolls having a mere 1% chance of holding a readable true name, and only 1% of those holding the name of a random demon lord.

GRIMLOCK: HD 3; AC 3 [16]; Atk 2 slams (1d6) or 2 weapon (1d8); Move 15; Save 14; CL/XP 5/240; Special: Blind-fight, invisible in rocky areas, immune to fire, berserkers (double attacks).

28.26 Black Well: In a damp, soggy valley there is a well made of pink quartz. The well is about ten feet in diameter and three feet tall, with a bucket of ebony attached to one well stone by a steel chain that is now quite rusted. The liquid in the well is creamy white, looking almost like milk

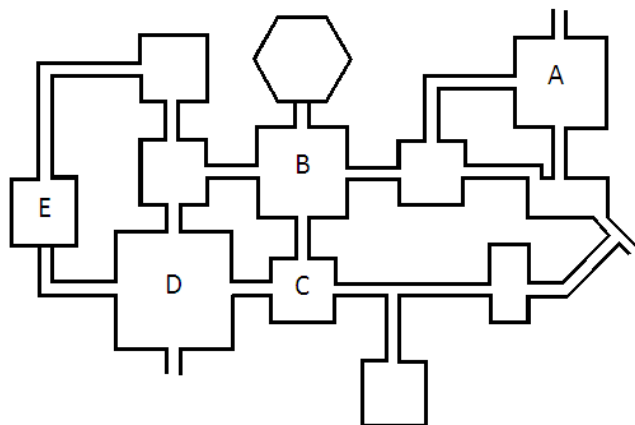
that has been illuminated from below. Should one toss in a shadow coin, an image of the spirit it is connected to appears on the liquid's surface and answers three questions, with a 75% chance of answering truthfully.

The water must not be touched by living flesh, though, as to do so drains a person of one level (no save). This turns the water blood red and then pitch black and summons from its depths a terrible primordial demon called a nightcrawler. The nightcrawler rises from the liquid and proclaims, telepathically, that it shall claim one person and drag them into its lair, leaving all others in peace.

NIGHTCRAWLER: HD 25 (123 hp); AC -3 [24]; Atk 1 bite (4d6) and sting (2d8 plus poison); Move 12 (B24); Save 3; CL/XP 33/7500; Special: Spells (*cause disease, darkness, detect magic, dispel magic, haste, invisibility, cone of cold* (3/day), *confusion* (3/day), *hold monster* (3/day), *finger of death* (1/day), *plane shift* (1/day)), poison (save or die), summon undead (1d8+8 shadows in 1d10 rounds for 1 hour), swallow whole (on natural '20'; creatures inside lose 1 level per round).

29.24 Noble Tomb: A tomb of black bricks has been constructed here in a hollow. The tomb has a square footprint with walls that rise 26-ft above the surface of the ground and a flat roof. The tomb's entrance is located about 10 feet below ground level, with a 40-ft long ramp dug into the ground to that entrance. The entrance appears to be solid black rock with no hinges or obvious way to open the door. The door has a smiling moon shape carved into the door with four circular depressions surrounding it – one above, one below and one on either side. By placing silver coins into these depressions, the door becomes ethereal and allows people to pass through. This etherealness lasts for 1d6 rounds, at which point the coins disappear in chamber [E].

[A] Three broken adventurers are sprawled around this



room. The two men and one female dwarf are all armored. Their bodies are twisted in odd shapes and rigor mortis has set in for all three. The dwarf has a small moonstone in her stomach that is worth 55 gp.

[B] This central chamber contains a circular pool depressed about one foot into the black tile floor. The pool is faced in white stone and filled with clear water. The pool is 3 feet deep and 10 feet in diameter. There are five statues facing the pool. When a statue is looked at directly, it depicts a beautiful woman with an aquiline nose and noble vestments. Out of the corner of one's eye, the statues appear to be naked, hideous demon women with shining eyes that cast beams of ruby light at a point on the floor of the pool. The ceiling directly above the pool is a bas-relief in white marble of the same grinning moon face that was on the door.

If anything breaks the surface of the water, the bas-relief, which is held up by chains hidden in the ceiling, releases. A saving throw is permitted to avoid being crushed by the bas-relief and killed. If the saving throw succeeds by three or fewer points, the person has dove into the pool and is now trapped there. If the stone can be raised quickly, they might not drown. Otherwise, they have jumped clear and suffer no ill effects. The ceiling piece weighs 3 tons. It can be raised by turning one of the three statues, a task that requires an open doors check. Lifting it takes 3 rounds.

[C] The floor of this chamber is clad in square, black, ceramic tiles about 1 foot square. They are exceedingly thin. More than 20 lbs of pressure on a tile cracks it and more than 100 lbs completely breaks it. When a tile is cracked, a rutterkin demon is summoned into the chamber. When a tile is broken 3 rutterkin demons are summoned into the chamber. The tiles are actually clay tablets of rutterkin summoning. The rutterkins attempt to destroy whatever creature summoned them. The rutterkins are unarmed, but their touch forces a creature to pass a saving throw or have one of their limbs twisted (roll randomly) and made useless until a *cure serious wounds* spell is cast on it.

RUTTERKIN: HD 5+5; AC 0 [19]; Atk 2 slams (1d6+1); Move 15; Save 12; CL/XP 9/1100; Special: Magic resistance (40%), half damage from cold, electricity, fire and poison, spells, summon chasme (15%), twist limb.

[D] There are three circular pools in this room, not unlike those in [B] but only 5 feet in diameter and about 5 feet deep. These pools are filled with warm, salty water and occupied by the bodies of three female humans floating in a fetal position. The females have transparent skin and musculature and long, white hair. Each one wears a golden talisman (100 gp) around its neck and a golden box (300 gp) held in its hands. The talismans animate the corpses as mummies. Each of the golden boxes contains a crystal egg (worth 75 gp) that contains a golden liquid. One can only get to the liquid by breaking the egg. Anything touched by the liquid (up to 1 foot cubed) turns to solid gold.

MUMMY: HD 6+4; AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.

[E] This chamber is clad all in black marble save for six 3-ft diameter medallions of moonstone carved in the moon motif that appears throughout this tomb. Each medallion has treasure hidden behind it. If it can be wedged from the wall (requires an open doors check and the weapon must survive they attempt; normal hafted weapons have a 1 in 20 chance of survival, normal metal weapons have a 1 in 12 chance of survival, magical hafted weapons have a chance in 20 equal to 1 + the magical enchantment and all-metal magical weapons have a chance in 12 equal to 1 + the magical enchantment.

Behind these medallions there is the following:

Location	Treasure
Ceiling	A gilt +1 buckler that turns ethereal (just it, not the wielder) in 1 round out of 6
Floor	Dragon skull worth 200 gp
North Wall	A tiny bronze circlet worth 25 gp
East Wall	A scroll of protection from undead
South Wall	A blue-steel capped cane that can strike any monster (ethereal, only harmed by magic weapons, etc.)
West Wall	A chisel that can crack any stone

29.28 Tower of Korveyna: Korveyna is a vampire countess who once dwelled in the Haimos Mts. Bloodthirsty even in life, the curse of vampirism was hers by a wish, which made her a living vampire. When she was finally bested in combat by Helne the Sagacious, her soul flitted off to Hell, where she now dwells in almost eternal hunger. She is charming, as most vampires are, and will do anything to get living prey into her tower. The tower keep has a hexagonal footprint with six narrow towers (77' tall) that

hold cramped, narrow spiral stairs and a few platforms where her followers, 270 ratlings, can pepper invaders with flaming arrows from arrow slits. The walls of the keep are 60 feet tall and made of yellow limestone.

Each floor of the tower keep is a wide open space, the only interruption being a circular wall in the center about 20 feet in diameter. All of the floors contain 1d10+11 coffins, each one filled with a bit of earth and one in six holding one of Korveyna's vampire spawn, dressed in the black toga common to the nobility in Haimos.

The circular wall on each floor is actually a pit. One can access the pit from the uppermost floor via a secret door that revolves on a central point. If revolved to the left, the door remains open for 2 rounds and then slams shut, potentially knocking people into the pit. At the bottom of the pit lies the true coffin of Koveyna, where she spends most of her time. Around the coffin is spread her treasure: 4,860 sp, 1,800 ep, 2,380 gp, a rock crystal worth 700 gp and an ivory stone that, once per month, can be cracked open to release a full-sized cockatrice that follows its "mother's" commands.

KORVEYNA, VAMPIRE CLERIC LVL 18: HP 43; AC 2 [17]; Save 4 (2 vs. paralysis and poison); CL/XP 22/5000; Special: Banish undead, spells (4/4/4/4/4/1), vampire abilities. Platemail, shield, mace, unholy symbol, brass pendant worth 95 gp.

30.25 Synod of Hags: A dipteral temple stands here atop a stylobate, buffeted by the eternal rains. The columns and bas-reliefs are weathered beyond recognition. The naos appears to be 20 feet wide and 40 feet long. A jeweled curtain separates it from the portico. Within the naos is five times larger. It contains a 20-ft tall idol of Hekate and five levels of stadium-style seats. This place is the infamous synod of hags, a gathering place for the night hags of Hell to congregate and worship their dark goddess. There is a 1 in 10 chance that 100 night hags are in attendance.

NIGHT HAG: HD 8; AC 8 [11]; Atk 1 bite (2d6); Move 10; Save 8; CL/XP 11/1700; Special: Magic resistance (65%), +2 or better magic weapon to hit, magical abilities.

31.27 Ophidian Ruins: The ruins of an ophidian (serpent folk) city lie scattered across nine black mounds of rock worn smooth by the constant rains. The city has an almost Roman look in its severity, but it is rounder and more twisted, and composed of serpentine. The ruined homes

contain sleeping pits heated from below with furnaces while the civic architecture is grandiose and soulless. The ruins are now haunted by a dozen ophidians who worship a “serpent god”, a servant of Apep, the Demon Prince of Ophidians. The serpent god, called Ifsirsi, dwells in the remains of a temple in a great pit. The roof has caved in but been cleared and used to make a small wall around the temple for the ophidian defenders.

OPHIDIAN: HD 3; AC 4 [15]; Atk1 two-handed weapon (1d8+1) or weapon with shield (1d8), and bite (0); Move 12; Save 14; CL/XP 5/240; Special: Reproductive bite.

SERPENT GOD: HD 12+4; AC -3 [22]; Atk 6 vipers (1d4) and 1 bite (2d6); Move 9 (Swim 15); Save 3; CL/XP 17/3500; Special: Only harmed by magic weapons, magic resistance (75%).

32.23 Vangl, City of Baaphel: Vangl is the city-state of Baaphel, a grand duke of Hell and vassal of mighty Belial. The city houses 3,500 shades dwelling in shell keeps of bright, scarlet stone. Each of these keeps is about 40 feet tall and 70 feet in diameter and houses about 100 shades. Between the keeps there are streets of warm basalt that cause the rain that falls to rise as a perpetual fog. The shades of prostitutes (male and female) wander the streets holding red lanterns and plying their trade with cold, hopeless faces while wrapped in grey togas. An irregular, 60 feet wall with six gatehouses (80-ft tall towers and iron gates guarded by 1d6+2 bearded devils surrounds the city.

One of the shell keeps is a brothel of succubi disguised as morose shades but wearing translucent silks. This place is called the Inn of the Seven Veils, and rooms are rented only to those who purchase the services of one of the prostitutes. The succubi may or may not deliver their draining kiss, depending on how many gold coins they are passed and their mood. The courtyard of the Inn of the Seven Veils is a fighting pit for gladiators, with those who win being given a room and companion.

Mines outside the city-state produce aquamarines. These mines are worked by a chain gang of shades.

The stronghold of Baaphel is a massive shell-keep of basalt blocks and iron bindings that measures 500 feet in diameter, with 20-foot thick walls that rise 100 feet high and are topped by swallowtail merlons. The shell keep has three levels of battlements, with “X”-shaped arrow slits beneath the crenellations and beneath them

machicolations backed by a walkway equipped with charcoal pits and vats of boiling oil. The keep has four gates, each composed of iron pikes on which are skewered the heads of humans, demi-humans and demons, all animated and uttering screams of pain or sobbing and pleading for release. The tunnels that lead into the courtyard are covered in mosaics depicting the armies and battles of Baaphel. The figures in these mosaics seem to stare into one’s eyes, and travelers must pass a saving throw or become hypnotized and believe them to be reaching out for them - the affected will cower on the ground until snapped out of the delusion.

The central courtyard of the keep consists of a perimeter walk of slightly gooey asphalt around a bubbling tar pit. Perched in the center of the pit, on a bronze pillar, is the seat of Baaphel, with two or three unfortunates chained to the seat in easy reach of Baaphel’s claws. Baaphel’s stronghold is guarded by five companies of bearded devils and a staff of twenty lemure servants.

Besides the aforementioned battlements, the stronghold contains long chains of chambers - some clad in pig iron, others in bare basalt, and still others decorated with mosaics (as above, only more profane and sometimes including people the adventurers know or the adventurers themselves and causing confusion for 1 hour in those who are hypnotized).

In each chamber there is an iron brazier, white hot, with the soul of a tormented soul suspended over it in ghostly chains, writhing in agony.

These chains of rooms are connected by passages, stairs (up or down), trapdoors in the floors or ceilings and hidden doors in black wardrobes and coffers. A variety of devils and other monsters lurks in this pointless, never-ending labyrinth of rooms, along with all manner of weird treasures - coins stamped with the visage of Asmodee or other archdevils that shriek when placed in the same bag as coins bearing the image of a rival, dried monkey paws, chains of devil teeth that sup on any foolish enough to wear them around their necks, bronze masks that twist the face of the wearer into a replica of the mask, etc. Almost any magic item found in the stronghold will be cursed in the hands of a lawful person, but will function normally for chaotics and normally half the time for neutrals.

Baaphel has a treasure of 6,170 sp, 2,600 ep, 1,430 gp, 330 pp, three ingots of gold (10 lb and worth 100 gp each) and a massive ruby worth 10,800 gp.

SUCCUBUS: HD 6; AC -1 [20]; Atk 2 claws (1d4); Move 15 (F24); Save 11; CL/XP 14/2600; Special: Magic resistance (70%), +1 or better weapon to hit, immune to poison, resistance to cold, electricity and fire (50%), level drain, spells, summon demons.

BEARDED DEVIL: HD 6; AC 0 [19]; Atk 1 bite (1d8) and 2 claw (1d4) or 1 weapon (1d8); Move 15; Save 11; CL/XP 9/1100; Special: Immune to fire, half damage from cold and poison.

BAAPHEL: HD 18 (120 hp); AC -2 [21]; Atk +3 scythe (2d6) or 2 fists (1d8); Move 12 (F18); Save 3; CL/XP 28/6800; Special: Fear touch, spells (*charm monster*, *dispel magic*, *invisibility*, *suggestion*, *symbol of sleep* 1/day, *transmute flesh to stone* 1/day), summon devils (summon 4d10 nupperibos, 2d6 bearded devils, 1d4 barbed devils, bone devils, or erinyes or 1 ghaddar devil), +2 or better weapon to hit, immunity to fire and poison, magic resistance (65%), regeneration (3 hp/rd), telepathy 100'.

33.25 Font of the Lampades: There is a small fountain here that bubbles slowly and lazily. The fountain takes the form of three lampades, underworld nymphs, holding aloft a single bronze torch. The water bubbles from the torch and into a black pool around the feet of the nymphs. The water inflicts insanity on the imbibor and, in 1 case out of 20, lycanthropy.

34.21 Cruros: A village of 400 somber shades dwells here, working endlessly to erect small dams to create pools from which they can pull the blind, tasteless fish of Erebus. The rushing water from the torrential rains topples these dams as soon as they are built, and the shades go back to work, hauling back the stones. The rickety stone houses of the shades are clustered around a tower that looks like a long, shapely, female leg – not unlike the leg of a statue. The leg tower is 80 feet tall and composed of a five small chambers connected by irregular shafts with hand holds for climbing.

The master of the tower is Zaberth, a cambion cleric of Abigor who is ever accompanied by his bodyguard, a massive, blubbery troll called Datch. Datch wears a topknot on his head and a loincloth that leaves nothing to the imagination. The top of the leg is flat and serves as an open air temple to Abigor, with a bronze idol of the demon lord of black knights. The idol holds a large executioner's sword. Legend says that if one bares his neck to the idol, it will take a stroke, with only a 50-50 chance of the stroke passing through one's neck. Those who survive win the

blessing of Abigor, the ability to cast a *heroism* effect (as the potion) on themselves once per month.

36.22 Jaidhe's Invisible Castle: Jaidhe is the shade of a warlord from deepest Lemuria who passed on after being torn limb from limb by his people while he was disabled by a wasting disease. His shade still bears the scars where his arms and legs were torn, and they are unnaturally long and lean. He wears a silk veshti and a turban of barbed, iron chains that he cannot remove. He usually wears a mail chilkhat and mirror armor (breastplate) and carries a thick war sword and round shield. Jaidhe is a robust gentleman with a lust as magnificent as his mustache. He lusts after the demon lady Caizel, a lust he will probably never sate.

Jaidhe is opposed in his romantic conquests by his lady love, the fair Usansa. Usansa is a pretty woman with a petite figure, a high forehead and a terrible temper. It was she who tempted the valiant Jaidhe to the dark side. Both of their tarnished souls descended into Hell and were placed within the same body. When Jaidhe is calm, he retains his normal form and body. When he becomes aroused, Usansa takes control. If threatened, he becomes Jaidhe once again and jumps into battle.

Jaidhe is served by a swaggering little valet called Falldar, a small man with black hair plastered over his ample pate, a devilish beard worn without a mustache and one eye that has yellowed and looks dead.

Jaidhe's fortress is effectively invisible from the outside. The interior is clad in white marble and richly decorated with gilded, ebony furniture, golden oil lamps that spout fragrant perfumes and all manner of ivory ornaments. The castle has six towers that rise to a height of 71 feet and walls 60 feet tall. Within the walls there is a six-story palace with a hundred rooms and chambers and arched hallways guarded by animated suits of plate armor filled with green slime (successful hits that inflict more than five points of damage force one to pass a saving throw or be struck by the green slime).

ARMORED SLIME: HD 5; AC 2 [17]; Atk 1 strike (1d4 + green slime); Move 9; Save 12; CL/XP 6/400; Special: Green slime.

FALLDAR, SHADE ASSASSIN LVL 8: HP 34; AC 5 [14]; Save 8; CL/XP 7/600; Special: Disguise, poison, backstab x2, climb walls 90%, delicate tasks 40%, hear sounds 4 in 6, hide in shadows 35%, move silently 45%, open locks 35%. Leather armor, shield, rapier, 2 daggers (poisoned).

JAIDHE, SHADE FIGHTING-MAN LVL 26: HP 64; AC 1 [18]; Save 4; CL/XP 24/5600, Special: Multiple attacks, parry. Demon armor (q.v.), two-handed sword, wavy-bladed dagger.

37.19 Copper Coffin: A copper coffin sits here, half submerged in rushing water. The coffin is warm to the touch and shrouded in fog. The coffin is easily opened, but doing so releases a burst of flame (5d6 damage, save for half) and three fire phantoms. Once the flames have died down, only steam and a deep shaft remain. The shaft ends in a large cavern of volcanic glass [A].

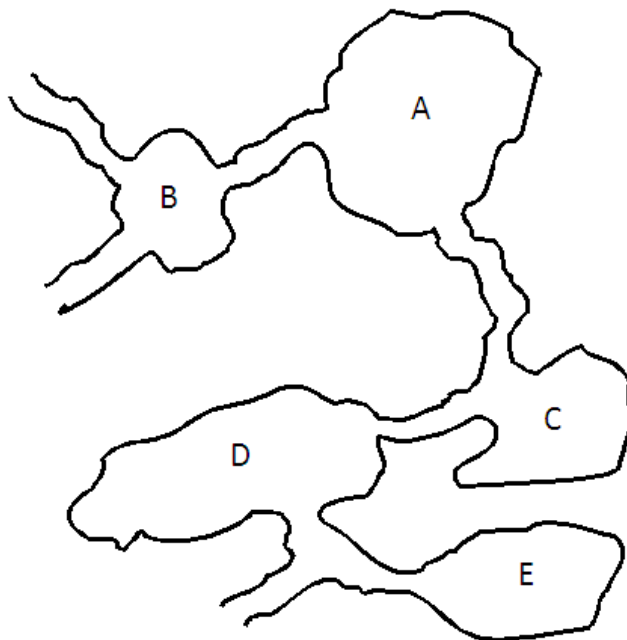
FIRE PHANTOM: HD 6; AC 6 [13]; Atk 1 slam (1d4 + 1d6 fire); Move 6; Save 11; CL/XP 7/600; Special: Fire blast, immune to fire, immolation.

[A] This chamber is lined with hundreds of cages holding malevolent parrots with feathers of crimson, blue-black and bilious green. They speak in concert, mourning the fate of Ozapanon, prince of fire who can draw new life from ashes and was imprisoned by Iblis, who grew jealous of his power and knowledge. Seek him, they say, seek him and learn his secrets.

[B] The walls of this princely chamber are carved from ebony and inlaid with coral, creating bas-reliefs of men and women in poses of exotic dancing. Four ebony chests line the walls, each one lined with lead and holding the ashes of a hundred warriors. A drop of blood animates these ashes, which turn into cinder ghouls. A drop of holy water destroys them utterly. The bas-reliefs are spies, seeing and hearing everything in the room and relaying it to Ozapanon trapped in [E] below.

CINDER GHOUL: HD 6; AC 4 [15]; Atk 1 slam (1d8 + 1d6 fire + level drain); Move F12; Save 11; CL/XP 8/800; Special: Drain one level with hit.

[C] This chamber is home to twelve assassins with bronze skin. The assassins dress in a dozen veils each composed of saffron colored silk. They attack with ego whips (1d3 points of wisdom damage) and are capable, by stripping away a veil, of stopping time for one round, allowing them a free move but not a free attack. The assassins must all peel away a veil at the same time to stop time, and seem to coordinate their efforts via telepathy. The assassins strip away a person's intelligence, leaving them in a zombie-like state, and then guide them into [E]. If the assassins strip away all of their veils, they are revealed, they must bow and supplicate themselves and become the servants (for 24 hours) of whomever returns their veils to them.



VEILED ASSASSIN: HD 5; AC 5 [14]; Atk 1 whip (1d3 wisdom); Move 15; Save 12; CL/XP 8/800; Special: Time stop, ego whip.

[D] This long gallery of black stone, the floor covered in ashes, has a number of small portals set about 6 feet above in the walls. The portals are arched and lead back to barracks. The barracks house 120 berserkers with skin covered in boils and bleary, maddened eyes. They attempt to drive people deeper into the dungeon.

BERSERKERS: HD 1; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 2/30; Special: +2 to hit in berserk state.

[E] This twisting, turning cavern has walls of black glass, cut in hundreds of facets. When folk enter, they cannot help but feel eyes burning into their backs. As they wander through, careful to avoid the obvious pits, they catch the reflection of a creature of flame moving across this glass. Once they are midway through, the creature, an efreet called Ozapanon, looms above them as reflections that surround the party, raging at them, goading them to attack him, threatening their lives and their families. The cavern walls begin to heat up, inflicting 1d6 points of fire damage per round on any within the place. After 10 rounds, cloth and leather begin to smolder, with a 1 in 6 chance per round thereafter of bursting into flame.

Ozapanon is trapped in the glass – he cannot leave unless a burning body touches the glass. At that point, he can inhabit that body and then transform into his true form.

OZPANON: HD 10 (45 hp); AC 2 [17]; Atk 1 fist or sword (1d8+5); Move 9 (F24); Save 5; CL/XP 12/2000; Special: *Wall of fire*.

37.24 Rat Plague: A tall, black peak with a flat summit and sheer sides rises here. A black stair winds its way up and through the mountain, with three portcullises blocking the stair in places. At the top of the peak there is a village of 200 female shades, all bedraggled and in tattered clothes.

The village is plagued by giant rats, and a small party of adventurers has been lured into defending the maidens out of a sense of duty and a desire for their secret of baking cheese pastries (made from rat milk) that act as *potions of extra healing*.

The adventurers now number three – two have already fallen in battle against the swarms of giant rats, which strike every 1d12 hours. They are led by a valiant soldier of Law called Yaric. There is also the bard Flanden and the magic-user Dallandur. All three are fading fast, the cheese pastries having run out.

FLANDEN, BARD LVL 7: HP 33; AC 6 [13]; Save 10; CL/XP 8/800; Special: Decipher, inspire (+1 save, 7 rounds), legend lore, fascinate (7d6 creatures), cast charm person on fascinated creature. Leather armor, shield, spear, short sword, dagger, banded agate good luck charm worth 100 gp.

DALLANDUR, MAGIC-USER LVL 11: HP 31; AC 8 [11]; Save 5 (3 vs. spells); CL/XP 11/1700; Special: Spells (4/4/4/3/3). Staff, dagger, 5 darts, spellbook, brass toe ring (worth 145 gp).

YARIC, PALADIN LVL 9: HP 43; AC 3 [16]; Save 4; CL/XP 10/1400; Special: Lay on hands (18 hp), immune to disease, summon warhorse, dispel evil, detect evil. Platemail, +2 *bastard sword*, dagger.

39.20 Crystal Tower: A 100-ft tall tower of crystal that cycles between shades of orange, pink, purple and crimson rises here, sending its flickering light across the face of this hex. The tower is solid save for a small space in the top. There is no entrance to this place, but the silhouette of a maiden can be seen through the crystal. The maiden is actually a psychic hag in the shape of a maiden. Trapped in the crystal, she attempts to lure rescuers into freeing her.

The hag now appears to be a maiden with translucent, emerald skin, a bald head and eyes like sparkling jaspers. In her hag form she has the same coloration, but with the shape of a crone.

The tower and hex is patrolled by 35 razor wings, who roost atop the tower roof when not flying about. The tower always holds 1d8+12 of these creatures, the rest being out on patrol.

RAZOR WINGS: HD 1; AC 7 [12]; Atk 1 beak (1d4), claw (1d4), or razor wing (1d6); Move 9 (Fly 12); Save 17; CL/XP 2/30; Special: Swoop attack.

PSYCHIC HAG: HD 8; AC 1 [18]; Atk 2 claws (2d8), 1 bite (1d8); Move 12; Save 8 (5 vs. mind effects); CL/XP 10/1400; Special: Hug and rend, polymorph, call mists, psychic powers (*cloud minds*, *ESP*, *mind thrust*, *psionic blast*, *psychic surgery*)

41.18 Troll Caves: A winding set of caverns pierces the black hills here, a damp, chill wind blowing through it. Those who enter the caves do so in search of a little topaz idol of a pot-bellied man with a broad grin and squinted eyes. Placing a platinum coin in the idol's mouth causes it to manifest a token in the hand of the petitioner (one to a customer). The token is a small lead lozenge stamped with one of three symbols. If the lozenge is stamped with a triangle, it allows the holder to avoid their next terrible mistake. If stamped with a square, it allows them to reverse their ill fortune (i.e. stop an unlucky streak). If stamped with a circle, it guarantees their next risky bet is a success. Any attempt to remove the idol from the cave causes it to be shrouded in a holocaust of flames (12d6 damage; save for half).

A tribe of twenty spectral trolls pass through the caves. Encounters with 2d6 of the spectral trolls occurs on a roll of 1-3 on 1d6.

SPECTRAL TROLL: HD 6; AC 7 [12]; Atk 1 incorporeal bite (1d8) and 2 claws (1d6); Move 12 (F12); Save 11; CL/XP 9/1100; Special: Corrupting touch, create spawn, manifestation, rend, regenerate 2 hp/rd.

43.19 Shrine of Arceophon: Arceophon was a merchant who fell in love with a princess. Denied her hand by her father, the king, he lost hope and committed suicide. This shrine stands in mockery of his passion. The shrine is circular, with a dome of black stone and polished black walls, columns and floors. Brass bars rise from floor to ceiling and hold the statue of a woman, the Princess Arsinoe, who was turned to stone by the goddess of love. The interior of the dome is painted to resemble the face of Zebos, demonic patron of lust. The statue of the princess holds a golden horn that contains a *philter of love*. Touching the brass bars forces one to pass a saving throw.

Those who succeed suffer 1d4 points of electrical damage each round they continue touching it. Those who fail their saving throw are transformed into hideous, ape-like creatures with hairless, pink skin and curved purple horns jutting from their foreheads. These transformed people become the violent protectors of the shrine.

Besides the transformed protectors, the shrine is overseen by a sisterhood of disfigured shades. The piteous women, all the shades of women whom men killed themselves over, are lacking fingers, noses and tongues. The pitiful, mewling females shuffle about, cleaning the place and wailing hoarse chants in honor of Arceophon.

HORNED APE: HD 7; AC 3 [16]; Atk 2 slams (1d4) and one horn (1d6+1); Move 12; Save 9; CL/XP 7/600; Special: None.

PRIESTESS: HD 1; AC 5 [14]; Atk 1 slam (1d2); Move 12; Save 17; CL/XP 2/30; Special: Magic resistance (75%), cast spells as 4th level cleric.

45.17 Toasted Almonds: This hex is claimed by a pack of four monsters that look like 5-ft long skeletal mustelids (squat bodies) – or would look like that if they were not naturally invisible. The beasts’ presence is heralded by the smell of toasted almonds. The beasts are encountered on a roll of 1-2 on 1d6 and surprise on a roll of 1-4 on 1d8.

They dwell in a damp cave that emits a deep, emerald glow. This glow comes from a life-size emerald statue of an enchantress (worth 20,000 gp). The enchantress was once alive, but fell to one of her own devious spells while fighting Iovicath, paladin of Gwenth.

SKELETAL HUNTER: HD 12; AC 3 [16]; Atk 1 bite (2d6); Move 12; Save 3; CL/XP 16/3200; Special: Immune to fire, natural invisibility, damage from the beast can only be healed by natural healing (i.e. rest) or healing magic of 8th or higher level.

48.14 Fungal Village: One hundred slack-jawed and blank-eyed shades dwell here, their gray flesh taking on a greenish cast. The shades dwell among a living village of fungal growths that are not unlike bloated dwellings. The fungal growths are piled atop one another. Some of them have concave caps that catch water. Water pours from one cap to another like a fountain.

The dwellings are covered by tiny hair-like fungus growths that grow three feet long. These “hairs” eventually grow cherry red spheres on the ends that contain thousands of spores. These fire randomly, striking like crossbow bolts

and forcing people to pass a saving throw or suffer 1d6 points of constitution damage. People reduced to 0 points of constitution by these spores become fungal zombies like the shades that dwell here. The shades tend to the fungal village, bringing whatever dead bodies they can scavenge into the village to feed the fungus. When dead bodies cannot be found, the shades offer themselves.

FUNGAL ZOMBIE: HD 2; AC 3 [16]; Atk 1 weapon or fist (1d6); Move 12; Save 16; CL/XP 5/240; Special: Immune to mind effects.

50.16 Impact Crater: There is a crater here filled with water and overflowing its banks. At the bottom of the crater there is a twisted, hollow iron sculpture of what appears to be an angel. It looks as though something clawed its way out of the object, and in fact it did. The statue is really the husk of the archdemon Haborym, the crater having been caused by his rapid descent from the heavens. Caves that dot the sides of the crater house 80 shivering malformians who desire nothing more than to share a person’s body heat (in the worst way).

MALFORMIAN: HD 1+2; AC 7 [12]; Atk 1 weapon (1d6); Move 9; Save 17; CL/XP 1/15; Special: None.

52.14 Staumaz, City of Haborym: Staumaz is a city of oddly shaped houses of colored glass that distort the images of the creatures inside in insightful ways. The twisty streets are paved with hot embers and conical chimneys attached to subterranean furnaces fed with unfortunate shades.

Staumaz is inhabited by evil fire creatures, for Haborym is their patron demon. The glass walls of the city are patrolled by fire giants with ballista-sized crossbows and two-handed swords. Haborym commands 15 squadrons of fire giants and 11 companies of bearded devils.

Haborym’s glass palace, distorted as it is, is one of the wonders of Hell, and even the saintliest paladin would be hard pressed not to admit its magnificence. It is staffed by fire phantoms and glass men and is laid out in a chaotic spiral design that leads inevitably to his great domed hall in the center. This hall is filled with courtiers living in a non-stop, raucous party, trapped by the chill rains of Erebus in this oasis of warmth.

Staumaz is so hot that the eternal rains of Erebus do not fall there, but rather evaporate before getting within 200 feet of the place. Steam rises above and around the city-

state (hence its name). Folks who are not immune to fire suffer damage each round they spend in Staumaz equal to 1 + their armor bonus. Every kind of glass object is available here, but metal is scarce.

FIRE PHANTOM: HD 6; AC 6 [13]; Atk 1 slam (1d4 + 1d6 fire); Move 6; Save 11; CL/XP 7/600; Special: Fire blast, immune to fire, immolation.

FIRE GIANT: HD 11+3; AC 3 [16]; Atk 1 weapon (5d6); Move 12; Save 4; CL/XP 12/2000; Special: Hurl boulders, immune to fire.

RED DRAGON: HD 10 (40 hp); AC 2 [17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (F24); Save 5; CL/XP 12/2000; Special: Breathes fire.

EFREET: HD 10; AC 2 [17]; Atk 1 fist or sword (1d8+5); Move 9 (F24); Save 5; CL/XP 12/2000; Special: *Wall of fire*.

HABORYM: See *Pandaemonium* in this issue.

54.17 Bone Warrens: This hex is filled by great piles of bones into which warrens have been dug by a tribe of 167 orc raiders and their 258 females and 255 orcllets. The orcs have bright, purple skin covered in red blemishes. Their tusks are black and their little eyes bright yellow. The warriors divide themselves into two castes – the thralls wear cloaks and tunics of greenish-purple, while the noble orcs wear raiment of blood red. Thralls are armed with coats of leather scales, shields, curved swords and light crossbows. The nobles wear suits of bone armor and carry clubs and blades made of bone. Noble warrens are separate from thrall warrens, which also include slave pits and brooding halls.

The orcs are commanded by a powerful chieftain called Nrux of the Iron Curse. Nrux cannot touch metal, and metal cannot touch him. He wears no armor, wrapping himself instead in blood red robes that are always falling open, revealing his grotesque physique. He wears a large, amulet that holds a hair from the head of Caizel, his liege lord. Some mistakenly believe this lapis lazuli amulet is the source of his power, but it only creates a telepathic link between the wearer and Caizel.

The orcs have a treasure of 110,000 cp, 10,150 sp, 8,150 ep and 5,900 gp.

ORC WARRIOR: HD 2; AC 6 [13]; Atk 1 scimitar (1d6) or light crossbow (1d6); Move 9; Save 16; CL/XP 2/30; Special: None.

ORC NOBLE: HD 4; AC 4 [15]; Atk 1 club (1d6+1); Move 9; Save 13; CL/XP 4/60; Special: None.

NRUX: HD 13; AC 2 [17]; Atk 1 club (1d6+3); Move 9; Save 13; CL/XP 14/2600; Special: Cannot be touched by metal, can successfully attack a metal weapon at -5 to hit – success forces the holder to save or the weapon is sundered.

56.14 Shimmering Obelisk: A tower of an indistinct, shimmering metal rises here on a plain of mud flats and oozing rivers. The tower is an obelisk topped by bas-reliefs of Apep, Demon Prince of Serpents. The mud flats surrounding the place are inhabited by hundreds of white crocodiles who can spit gouts of steam from their mouths.

Within the tower there resides a centaurian cambion called Nar-Hoep. Nar-Hoep is the son of a succubus and androsphinx. His torso is that of a beautiful youth, his body that of a lion. A mage-priest of great power, he seeks the elements he needs to call the primordial Apep from a lost nether dimension into Hell to supplant Lucifer.

The bottom chamber of the obelisk is home to a thoughtful volcano giant, who shivers in the damp and questions his existence. He will not hesitate to crush his adversaries, but will happily maintain a dialogue about the meaning of life with them while he does so. The upper floors are protected by 200 shades wrapped in leather so that they resemble mummies. They are armed with curved two-handed swords and throwing irons.

Nar-Hoep is entertained in his private chambers by shadowy dancing girls projected by a black magic lantern. These women serve him loyally as both playthings and fierce bodyguards. Hidden behind false walls are the elements he needs to conjure Apep.

GIANT CROCODILE: HD 6; AC 3 [16]; Atk 1 bite (3d6), 1 tail (1d6); Move 9 (S12); Save 11; CL/XP 6/400; Special: Steam breath (30-ft cone, 3d6 damage, once every 3 rounds).

SHADE: HD 1; AC 6 [13]; Atk 1 sword (1d6); Move 15; Save 17; CL/XP 2/30; Special: Blend with shadows (surprise 3 in 6).

VOLCANIC GIANT: HD 14 (61 hp); AC 2 [17]; Atk 1 weapon (4d6); Move 12; Save 3; CL/XP 16/3200; Special: Throw boulders, breath weapon (30-ft cone of sulfuric gas, causes fits of choking and coughing), immune to fire.

SHADOW DANCERS: HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + 1 strength); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point strength with hit, +1 or better weapon to hit.

NAR-HOEP, CAMBION CLERIC/MAGIC-USER 12: HP 33; AC 9 [10]; Save 4 (3 vs. spells, 2 vs. paralysis and poison); CL/XP 18/3800; Special: Banish undead, cleric spells (4/4/4/4/4/1), magic-user spells (4/4/4/4/4/1),

cambion spells (*cause fear, ESP, levitate, polymorph self*), +1 weapon to hit, immune to electricity and poison, magic resistance (20%), telepathy 100 ft. Heavy mace, unholy symbol, spellbook, beryl flask worth 8,000 gp.

58.15 Nero's Circus: The damned emperor Nero inhabits a coliseum of black stone decorated by white marble sculptures of decomposing heroes. Grossly obese, he sits eternally in a gilded throne that only barely supports his weight, fanned by headless women and protected by a guard of wights with caved in faces and eyes of green light that seem to float independently of their heads.

In the arena, a carnival of torture runs eternally for Nero's enjoyment. Three companies of bow-armed orcs provide security while acrobats in heavy chains are forced to perform and captive shades are thrown into combat with a bleeding, twisted parody of a unicorn.

ORC WARRIOR: HD 2; AC 6 [13]; Atk 1 scimitar (1d6) or light crossbow (1d6); Move 9; Save 16; CL/XP 2/30; Special: None.

BLEEDING UNICORNS: HD 5; AC 2 [17]; Atk 2 hoofs (1d8) and horn (1d8 + save or 1d4 constitution damage from bloody explosion); Move 24; Save 12; CL/XP 10/1400; Special: Double damage for charge (does not include Con damage), magic resistance (25%), horrific appearance (60' range, save or 1d6 strength damage), blood consumption (gains 4 hit points for every point of constitution drained from opponent, up to max. normal hp), +1 or better weapon to hit.

WIGHTS: HD 3; AC 5 [14]; Atk 1 claw (1 hp + level drain); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

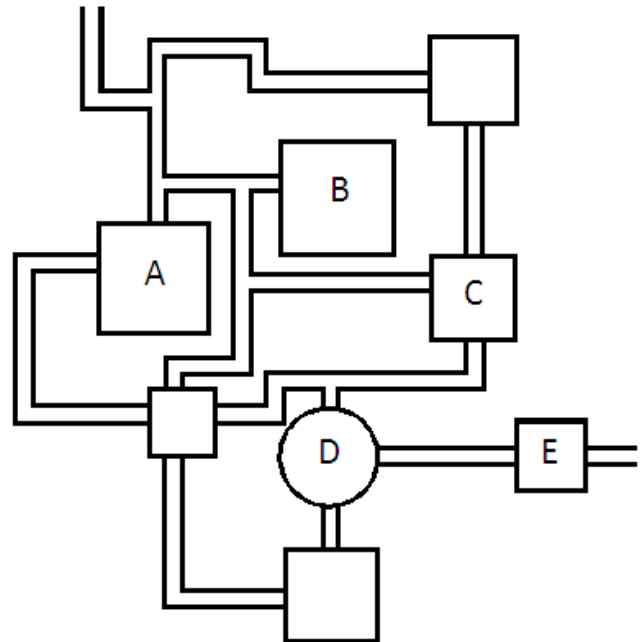
NERO, FIGHTER LVL 1: HP 3; AC 9 [10]; Save 14; CL/XP 1/15, Special: Multiple attacks, parry. Mace, dagger.

59.13 Lopers' Run: A clan of 56 lopers, goblins with wolf-like bodies and a love of the hunt, dwells here in deep caves kept warm by geothermal action. The walls are covered with graven images of Fenris, the wolf demon, and the lopers are led in their veneration of him by their shaman, Koszud. Their only treasure is a dozen leather sacks containing the paper scrip of some lost empire.

LOPER: HD 3; AC 5 [14]; Atk 1 head butt (1d8) or 1 axe (1d8); Move 9; Save 14; CL/XP 4/120; Special: Charge for double damage (2d8), run at x5 movement.

KOSZUD, LOPER ADEPT LVL 10: HP 24; AC 3 [16]; Save 6; CL/XP 11/1700; Special: Spells (3rd), poisoner, loper abilities. Leather armor, mace.

61.16 Chateau: A grand chateau of brick and warped wood stands on a muddy hill on which a few dozen drooping



cypress trees maintain a tenacious hold. The master of the chateau is called Master Villon, a poet of considerable ability and a plunderer of churches. His musty, mildewed home is furnished with church objects, including many objects of gilded lead. The walls are hung with tapestries of naughty nuns and bishops, these being animated to strangle and grope folk who come to close to them.

Villon is a masterful host, throwing banquets of indiscernible dishes on silver plates and deep, potent burgundies in silver goblets. His entertainments are always of the most tasteless variety, the performers being marionettes enchanted to look real. Beneath Villon's chateau there are cellars holding all manner of wonders.

VILLON, THIEF LVL 13: HP 26; AC 7 [12]; Save 5 (3 vs. devices); CL/XP 12/2000; Special: Back stab x5, climb walls 96%, delicate tasks 90%, hear sounds 6 in 6, hide in shadows 95%, move silently 100%, open locks 95%, read languages, read magic writings. Leather armor, short sword, 2 daggers, 5 darts, thieves' tools.

[A] This brick chamber looks like a hospice of sorts, with dozens of filthy sleeping palettes. When people enter, the bedclothes rise and take a humanoid form. Shadowy fingers emerge from beneath the blankets and raspy voices begin asking for alms. These shadowy beggars seek coppers that they might reclaim a soul – any soul. The touch of these beggars is icy death.

BEGGAR SWARM: HD 10; AC 6 [13]; Atk 1 touch (1d6); Move 15; Save 5; CL/XP 11/1700 Special: Blend with shadows (surprise 3 in 6).

[B] This wine cellar is filled with dozens of barrels of wine. The floor appears to be solid, but there is actually a trench running through the center of the room, about 8 feet wide. It is filled with shadowy arms and hands. A chandelier hanging over the trench can provide a pinion for swinging across. If lit, the light drives away the hands. If not, they attack each person as an 8 HD monster. Each round they hold a person, they drain 1 point of strength.

[C] This chamber holds two sarcophagi, each with a lid carved in the semblance of a knight. One knight is young and handsome and holds a rose on his chest. The other is aged and ugly and holds a lance that pierces its own foot. Both bas-reliefs can speak, the handsome knight answering all questions falsely, the ugly knight always speaking the truth. Either holds a mummified knight, one armed with a mace, the other a lance. The lance pierces the flesh, but heals the spirit (i.e. does 1d8 damage but returns one lost level). The mace just hurts.

MUMMY: HD 6+4; AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.

[D] This room appears to be empty save for diamond-shaped quartz tiles set into the ground in clusters. The first is three tiles, the second five, the third seven, the fourth eleven, etc. The tiles mean nothing. The exit of the chamber is trapped with a crescent blade that springs from the door frame (attack as 7 HD monster, 2d6 damage, save when max. damage is scored to avoid losing one's head). The trap can be disabled, but doing so causes the floor to collapse (3d6 points of damage), revealing the entrance to chamber **[E]**.

[E] This chamber has a vaulted ceiling. Small shelves on the walls hold hundreds of candles, most burned down to the stub and the walls beneath them covered in wax. Larger holes in the walls permit colossal rats to enter. These creatures are fast (per the *haste* spell) and have toxic bites that paralyze and tails that can grab and constrict. The rats protect a moldering corpse in tattered, filthy rags. This corpse holds a locket close to his heart. The locket holds an amethyst intaglio of a woman (Sophia, the spirit of wisdom), who grants the wearer a wisdom of 18 and increases their cleric spell casting ability by one.

COLOSSAL RAT: HD 3; AC 6 [13]; Atk 3 claws (1d3), 2 bites (1d6 + paralysis) and tail (constrict for 1d3); Move 12; Save 14; CL/XP 3/120; Special: See above.

63.14 Darkling Village: A massive village of 600 darklings is spread atop a wet plateau. The village consists of hundreds of soggy tents in muted shades of green and blue. An especially large tent is home to the master of the darklings, a being called Xhos. In Xhos' tent the darklings and their guests (they are surprisingly hospitable) drink rain water from fungal cups that give it hallucinogenic qualities, driving them to every wicked act imaginable. When not carousing here, they chip at the edges of the plateau, digging strange black geodes from the stone that contain lost souls that can be birthed into all manner of undead to serve the darklings in their wars.

DARKLING: HD 2; AC 7 [12]; Atk 1 knife or dagger (1d4); Move 12; Save 16; CL/XP 3/60; Special: *Darkness 15 ft. radius* (2/day), move between shadows (per *dimension door*), surprise (2 in 6), AC +3 in dim light and +5 in complete darkness, see perfectly in darkness.

XHOS, DARKLING MAGIC-USER LVL 12: HP 28; AC 9 [10]; Save 5 (3 vs. spells); CL/XP 13/2300; Special: Spells (4/4/4/4/1), darkling abilities. Dagger, spellbook.

65.16 Boiling Spring: The rocky ground in this hex seems to slope upward from the edges to the hex's center. The slopes are bare of growth and water streams down them, making them especially treacherous. A cave about 40 feet below the summit of the peak offers the only hope of relief from the deluge. The cave leads to a boulder-strewn downward slope that carries one about 100 feet below ground it levels off, the small stream of rain water forming a pool around a plateau. Just off-center on the plateau, which averages about 80 feet in diameter, there is a boiling spring of reddish water. The boiling water heats the plateau and causes water to condense on the walls of the cavern, adding to the aforementioned pool.

Strange, black octopuses swim in the reddish water. The octopuses are small and non-threatening, and while they are edible, they taste awful. The boiling spring, on the other hand, is quite threatening. It can expand rapidly in size (it starts out about 15 feet in diameter and can grow 5 feet per round to a maximum of 30 feet in diameter). Creatures who fall into the water suffer 1d6 points of burning damage per round.

67.13 Broken Ground: The rocky ground here is bare, gray stone that is broken by hundreds of frothing streams. About every mile one finds a twisted black tree, bare of foliage, with a black gryph sitting on a branch staring at travelers with a hungry menace. The gryph does not attack, but instead flees with a cacophony of caws if attacked. Mile after mile this tree appears with seemingly the same bird. Marks made on one tree appear on all of the others. Each time a tree is seen, travelers must pass a saving throw or have their course changed toward the center of this hex. Druids receive a +1 bonus on this saving throw and rangers a +2 bonus.

At the center of the hex there is a grove of black trees with branches that spiral out from the trunk. These trees are also bare of leaves. In the middle of the grove, partially buried by damp, rotting leaves, there is a stone slab about 3 feet square. On the underside there is carved the word "Death". The branches of the trees appear empty at first, but in an instant three dozen gryphs appear sitting on the branches, their eyes glowing red. When the word on the stone is uncovered, they attack. Anyone killed in the grove has their spirit turned into a gryph, which pecks its way out of the graying corpse in 1d4+1 rounds.

GRYPHS: HD 2; AC 5 [14]; Atk 1 touch (attach) or beak (1d8); Move 3 (F21); Save 16; CL/XP 5/ 240; Special: Attach, implant eggs.

69.15 Morpont: Morpont is a village of 300 shades (half of them male) on the shores of a lake surrounded by black cypresses and will-o-wisps. The men of the village go out each day on small boats with nets and catch the nixies that dwell in the lake. These nixies appear to be small maidens with lithe, attractive bodies, gray-green skin, large, white eyes, over-wide mouths filled with sharp teeth, webbed hands and feet and manes of silvery hair. Nixies are pulled from the water and dragged into a large inn in the center of the village while the female shades of the village look on with anger and disgust.

Outsiders are not permitted in the inn, where the men conduct orgies with the nixies, holding them in tubs of water until they are sated and the nixies are returned to the water. The women of Morpont wear long gowns and hide their hair under black wimples. Their faces are drawn and scowling and each holds a long stick that they use to whip the men of the village whenever they pass. Despite

their cool demeanors, the women of the village are more dangerous than the men. They invite adventurers into their homes for simple meals and then turn on them, each one a weretigress. One team of adventurers usually turns into the meal for the next team of adventurers. There are no children in the village.

WERETIGRESS: HD 6; AC 3 [16]; Atk 2 claws (1d4) and bite (1d10); Move 12; Save 11; CL/XP 7/600; Special: Lycanthropy.

72.16 Overgrown Ruin: A ruined pantheon sits on a craggy hill overlooking a rushing river, its bleached white columns and steps overgrown with brilliantly colored fungal growths that look like unwholesome warts. Ten noisy, white apes perch on the pantheon and scream at intruders. The inner sanctum of the temple is intact and holds an idol that appears to be the first person to enter the inner sanctum. If fire (a torch, etc) is brought near this idol, the flesh on the face begins to melt, revealing the grinning face of the demon lord Zaebo beneath it. It whispers, "Now you know the truth! Beware!"

The white apes are actually polymorphed white dragons that assume their natural form after people have entered the inner sanctum. They do not hesitate to attack.

WHITE DRAGON: HD 5 (20 hp); AC 2 [17]; Atk 2 claws (1d4) and bite (2d8); Move 9 (F24); Save 12; CL/XP 7/600; Special: Breathes frost.

74.14 Brick Wall: Folk moving through this hex that harbor resentment towards their comrades may turn and find themselves facing a wall of white bricks with a glowing, purpurescent door. The wall is about 10 feet tall and 10 feet wide. The door only appears on one side of the walls.

The door leads into a series of mirrored hallways and chambers. People's images in the mirrors speak the person's innermost thoughts or take the form of their innermost desires. The corridors and chambers are empty of treasures, monsters or traps, and form a pseudo-labyrinth with the throne room of Fraz-Urb'luu in the middle. Fraz sits on a throne of white marble, stroking his beard, lilins polishing his bald pate and feeding him grapes. The throne room has a hexagonal shape, all of the mirrors in the room reflecting the adventurers who come to petition the lord of illusion. If attacked, Fraz can cause the reflections of the adventurers to step into the room and attack (i.e. six sets of adventurers against one). The

reflections are mere shadows. They fight as well as the true adventurers and have their abilities, but have only a third of their hit points and only a third of the damage they inflict is real.

Fraz is a charming host, but he plays on people's deepest fears and desires and does his best to turn friends into enemies. Casting *mirror image* in his throne room causes one of the mirrored walls to disappear and reveal his treasure: 38,000 cp, 10,580 sp, 7,500 ep, 3,500 gp, 360 pp, a coral-handled dagger worth 200 gp, a rose quartz worth 2 gp and a pair of *boots of flying*.

FRAZ-URB'LUU: HD 25 (130 hp); AC -3 [22]; Atk 2 clobbers (1d12), bite (1d10) or tail slash (2d6); Move 15 (F24); Save 3; CL/XP 35/8900; Special: Gnashing teeth, spells, summon demonic entity, +2 or better weapon to hit, immunity to electricity and poison, sealed mind, magic resistance (75%), telepathy 100 ft.

74.17 Canyon of Pain: This hex contains flooded canyons. The rushing water in the canyons is very powerful, and folk who attempt to cross or move along these canyons may find themselves swept away. Throughout the canyons there are hundreds of male and female shades chained to the walls. A thief can release these shades, who are weak and incapable of moving on their own. When chains are emptied, though, they lash out and try to grab a new prisoner, groping and exploring them uncomfortably. Freed prisoners eventually regain their strength, and prove to be lascivious and incapable of controlling their lusts.

76.16 Swirling Cone: A conical hole 80 feet deep and 50 feet in diameter forms a maelstrom here, with waters flowing in and swirling into the hole with a deafening roar. There is a blinking, purple light at the bottom of the maelstrom – a lantern on a stone platform that charms any on whom its light falls. If the lantern is removed from the platform, the waters suddenly cease, disappearing like a curtain and revealing 20 brain-eating zombies perched in small caves in the walls.

BRAIN-EATING ZOMBIE: HD 3, AC 8 [11], Attacks: 1 strike (1d8), Move: 6, Save 14; CL/XP 5/240; Special: Absorbs spells.

77.15 Ki'sikil: K'sikil is the profane city of Lilith, the archdemon and demon queen of the lilins. Over 10,000 shades dwell in Ki'sikil, males and females in heavy cloaks and bound with thick chains that allow them little freedom to roam and no ability to touch one another. Trade in the

city is through a network of men and women handing objects back and forth, while others weave the heavy cloaks from hair shorn from new arrivals or work the fields around the city-state, where arugula, lettuce, squash and velvet beans are grown. Merchants in the marketplace moan to get attention, for their mouths are bound. They sell jars of ambergris taken from whales in the Acheron and Styx, saffron and other expensive spices, and many tools and objects of a sensual and grotesque nature.

The city of Ki'sikil is built entirely of cedar wood, which is so damp that it is virtually non-flammable. The narrow avenues and lanes are patrolled by lamias and owl-winged harpies, while owls cluster beneath roof overhangs, winging their way out whenever the rain eases up. The city is dominated by the palaces of the great lilins and by the great palace of Lilith, resplendent in silver, gold and lapis lazuli. Dark shedu guard the entrances to the palaces.

The great palace is has four great bell towers. Each day, at the appointed time, the bells are rung to call the shades into the palaces of their mistresses. The shade's chains are wound up, drawing them into the palaces, where their robes (but not leather masks) are removed and they are plied with narcotic wine by roaming baccae. The gentle reader can probably guess how these festivities end up. When they are complete, the people are whipped back into the streets, crawl back into their heavy robes and go on with their meager eternities.

HARPY: HD 3; AC 7 [12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (F18); Save 14; CL/XP 4/120; Special: Flight, siren-song.

BACCAE: HD 3; AC 7 [12]; Atk 2 claws (1d6) and bite (1d4) or weapon (1d10) and bite (1d6); Move 6; Save 14; CL/XP 4/120; Special: Beast form, charming gaze.

LAMIA: HD 9; AC 3 [16]; Atk 2 claws (1d6); Move 24; Save 6; CL/XP 12/2000; Special: Spells, touch drains wisdom.

DARK SHEDU: HD 9; AC 3 [16]; Atk 2 hooves (1d6); Move 12 (F24); Save 7; CL/XP 13/3200; Special: Spells (*astral spell* (self), *charm monster* (3/day), *detect evil*, *ESP*), etherealness, telepathy, magic resistance (30%).

LILIN: HD 7; AC 6 [13]; Atk 2 claws (1d3) and weapon (1d8); Move 12 (F18); Save 9; CL/XP 8/800; Special: Magic resistance (15%), immune to fire, magical abilities (*charm person*, *ESP*, *charm monster*, *teleport*), +1 magic weapons to hit.

LILITH: HD 17 (71 hp); AC 2 claws (1d4) and +2 *longsword* (1d8; *finger of death* 3/day); Move 12 (F18); Save 3; CL/XP 20/3400; Special: +2 magic

weapons to hit, magic resistance (65%), immune to fire, magical abilities (*ESP*, *fireball*, *hold person*, *charm monster*, *suggestion*, *teleport*, *lightning bolt* (3/day), *wall of fire* (3/day), *wish* (other, 1/wk)), summon minions (1d4+1 lilins).

78.18 Angel Statue: The statue of an angel is half-buried in the soil here. Tarnished and caked by mud, the statue rises from the ground at a sharp angle. It holds a torch topped by a white sphere. This sphere glows brightly, serving as a beacon throughout this hex, even in the heaviest rain.

When one approaches within 10 feet of the glowing sphere, it becomes brighter, the radius of light coming closer to the investigator. When the person merges with the light, they find themselves in an endless plane of white light. The floor here is white marble, and thousands of white statues litter the ground, each one in pose of decadent surrender. As the investigator wanders, they are approached by images from their deepest fantasies and invited to partake of them. Should they refuse, the white light fades and they find themselves returned to the soggy ground looking at the angel, marked by their experience by their skin becoming pallid and their hair stark white.

Those who give into their fantasies have their intelligence, wisdom and charisma drained away at the rate of 1d3 points per encounter. Refusing encounters after the first requires a successful saving throw. When any of the person's mental ability scores is reduced to 6 or lower, they begin to become drowsy and stiff, and their skin takes on a marble sheen. When any score is reduced to 0, they become a permanent fixture on the demiplane.

79.17 House of Solace: There is a village here of stone cottages with roofs grown heavy with the constant damp. The village is inhabited by shades in tattered clothes. The shades of the village work at odd jobs like gardening great, leafy turnips, tending skinny, featherless fowl, repairing their cottages, making rope, etc. At the sight of visitors, they flock around the travelers, pawing at their skin, desperate to feel human warmth. "You must be tired," they say, "you must come to the House of Solace!"

The House of Solace looks like a great stone inn with picture windows, a roaring fireplace and trellises covered in white roses. The inn is indeed comfortable, with quiet serving women painted with rouge scurrying about with heaping platters of sausage and mugs of ale and padded

chairs circled around burning braziers. As people relax in the place, they may notice the lights growing dim. Soon, the roaring fireplace is nothing but embers and the only light in the place comes from the brazier. Even that begins to grow dim, and a person discovers they are in a quickly receding island of wan light in a great, cavernous darkness. Soon, the light is gone completely. There is no sound to be heard and no sign of one's companions. It is then that the grues come out.

GRUE: HD 9; AC 2 [17]; Atk 1 bite (2d6); Move 9; Save 6; CL/XP 10/1100; Special: immune to blunt and piercing weapons, extinguish normal lights, swallow whole.

79.20 Reservoir: Tall walls have been erected here to create a reservoir. The walls are glass, allowing a slight glimpse into the periphery of the water, where translucent fish swim about. The reservoir is inhabited by a giant octopus, but otherwise devoid of interest. Wheels atop the walls open the reservoir's flood gates, creating a river that leads directly to the Canyon of Pain [78.18].

GIANT OCTOPUS: HD 7; AC 7 [12]; Atk 8 tentacles (1d3); Move 2 (S10); Save 9; CL/XP 10/1400; Special: constriction and pinioning.

81.18 Haunted Caldera: A dormant, steaming volcano rises above the soggy moors in this hex. Within the volcano is a lake fed by the endless rains and emptied via a dozen waterfalls. Five wooden dhows float in the caldera, about 1d6 x 50 yards from the lip of the caldera. Each boat is inhabited by a crooked boatman, naked save for a loincloth and unarmed save for a 10-ft pole. These boatmen are coffer corpses, but they do not challenge visitors unless those visitors threaten the boat. When intruders arrive, the boatman merely points to the hatch leading below decks and stares with vacant eyes. Each boat is a doorway into a pocket dimension. Each pocket dimension holds a portal to another scene, and one must travel through all of these scenes to finally return to Hell.

[SCENE 1] The first scene is a bath in the Roman style. The chamber contains a steaming pool and twenty men and women relaxing in the water or lying on couches near the water, drinking wine and eating small morsels. Water pours into the pool from golden faucets in the shape of swans and there is a large marble box engraved with a raven near a pair of doors (they do not open).

When characters enter, slaves scurry over to them and attempt to undress them and lead them into the water or to a couch. They will pour wine into silver goblets and offer them trays of delicacies. Those who resist the overtures of the slaves are scolded and left alone. One might notice that nobody speaks here under any circumstance.

About five minutes after the arrival of the characters, the steam becomes thicker, and people in the water begin to scream in pain, but they don't seem to be able to leave the pool. The steam becomes as thick as a *fog cloud* and the others begin screaming as well. The steam cloud inflicts 1d4 points of damage per round. After five more minutes, the scream stop, for the bathers have been boiled alive. They now rise as twenty coffer corpses with red skin and lolling tongues to attack anyone still alive.

The escape from the first scene is through the marble box, which requires an open doors check to open. The box appears as black as pitch inside and one can hear the sounds of a street festival coming from it.

COFFER CORPSE: HD 2; AC 5 [14]; Atk 1 slam (1d6); Move 9; Save 16; CL/XP 5/240; Special: Death grip, weapon resistance, deceiving death, cause fear.

[SCENE 2] The second scene is a crowded street thronged with men, women and children who look Mediterranean. The characters tumble from a cart that was loaded with artichokes into the street, which forms a 300 yard circuit.

Tall buildings and merchant stalls flank the cobblestone street, and people are dressed in finery and adorned with flowers. There are jugglers, acrobats and a band of gypsy dancers, as well as a bent old man carrying a barrel of water on his back. The barrel has black ravens painted around the rim, just under the lid.

Most people are gathered around the dancers, who move seductively to trilling pipes and tambourines. All is well for a while, but the dancers and musicians are Baccae. At the height of their dance, they fall on all fours in the manner of wolves and begin leaping and tearing at people. The crowds bolt (each adventurers must save or be knocked prone and trampled for 2d6 points of damage). Moments after a person is killed, they rise up and assume the wolf aspect, attacking their former friends and family. Assume

1d4 new Baccae are created after the first round, 1d4+1 the second, 1d4+2 the third, and so on.

The ewer is the only way to escape this hellish carnival, and the old man must be knocked down to do it. Within the ewer there is no water, only blackness and the sounds of sobbing.

BACCAE: HD 3; AC 7 [12]; Atk 2 claws (1d6), bite (1d4) or 1 weapon (1d10); Move 6; CL/XP 4/120; Special: Beast form, charming gaze.

[SCENE 3] This scene takes place in a torture chamber reminiscent of the popular imagining of the Spanish inquisition. Dozens of beaten and broken men and women, some in scold's bridles, are chained to the walls looking down on a pit containing an iron maiden, a rack, judas chairs, a person hung on a strappado, another on an unbalanced breaking wheel turning slowly back and forth, ignored by the chamber's executioner. The executioner stands 7 feet tall, with a club foot and a scarred chest and back. He wears a black hood over his face and carries an executioner's axe, its blade engraved with a raven.

Ignoring the adventurers unless attacked, the executioner slowly walks around the ring where most of the prisoners are chained. After passing 1d4 people, he stops, raises his axe, says "Forgive me" and splits them in twain. The body droops in the chains, and an angry spirit rises from it. These spirits circle the room a few times and then focus their rage on the adventurers. The only way to escape the room is to "die" by the executioner's axe. The axe is as a *vorpal weapon*, taking one's head on a natural roll of d20.

EXECUTIONER: HD 9+3 (44 hp); AC 0 [19]; Atk 1 club (3d6); Move 12; Save 6; CL/XP 9/1100; Special: None.

APPARITION: HD 4; AC 4 [15]; Atk spectral strangulation; Move 12 (F24); Save 8; CL/XP 5/240; Special: Strangulation (save or die of fright), detect living, incorporeal, sunlight powerlessness.

[SCENE 4] The beheaded or otherwise dispatched adventurers from Scene 3 arrive now in the hold of a ship on a storm-tossed sea. The ship is empty save for plague victims who cough and sputter and barely cling to life. Above decks is no different. The ship is uncontrolled, all the crew and the captain taken with the plague. The sky is completely black and the waters unnaturally white. A raven banner flies atop the highest mast.

The only person on the ship apparently unaffected by the plague is an old woman with a wooden bucket of brackish water and a wooden ladle. The woman walks among the sick below deck and offers them a drink, cackling and talking to herself. This woman is an annis hag, and any attempt to reach the upper deck or the raven flag is opposed by her. At her command, the bodies of the dead, stacked like cordwood against one wall, begin to rise and stumble about as leper zombies. A total of 2d6 leper zombies animate each round and attempt to hold the adventurers that they might take a drink from the bucket.

To escape, one must make it to the top of the crow's nest beneath the raven flag. Up here, they will see a brilliant coppery sun rising on the horizon. The light from the sun increases until it is blinding, and the people are deposited in the next scene. Folk who jump overboard and drown find themselves back in the hold of the ship one hour later.

ANNIS: HD 8 (31 hp); AC 1 [18]; Atk 2 claws (2d8), 1 bite (1d8); Move 12; Save 8; CL/XP 10/1400; Special: Hug and rend, polymorph, call mists.

LEPER ZOMBIES: HD 1; AC 6 [13]; Atk 1 claw or bite (1d6); Move 9; Save 17; CL/XP 3/60; Special: Disease, those slain animate as leper zombies.

[SCENE 5] When the light of the copper sun dims, the survivors find themselves on a sun drenched piazza of red tiles and pretty, cast iron tables painted yellow and white. The piazza is surrounded by buildings covered in white plaster topped by sparkling blue domes. There is no exit, and the doors to the buildings are stuck fast.

On a wall, tucked in behind an empty cart at the end of a short alley between a trattoria and cobbler's shop, there is painted a fresco. The painting depicts three men sitting around a table. Words above their heads read "I never was, am always to be", "No one ever saw me, nor ever will", and "What am I". The men wear powdered wigs and brass-buttoned undress shirts. Their faces are gaunt and have a waxy, unhealthy complexion. There are two doors flanking the fresco – they are not apparent when one first looks upon the painting. One is carved with a winged, happy infant, the other with an old man with a scythe. The man represents the past, the infant the future, and the "future" is the answer to the riddle.

Those who enter the "past" are taken back to the first scene. Those who enter the "future" emerge from the

hatch of the boat on the volcanic lake. Each one holds a platinum piece in his pocket that grants him *protection from undead* (per the *scroll*). For each comrade who died in the scenes, there is a black onyx in one character's pocket. The onyxes are worth a number of gp equal to the dead character's level x 100. They do not offer a means of resurrecting them.

82.20 Tunnel Village: Driven into a soggy hillside in this hex there is a tunnel 2 miles long. The tunnel is studded by hundreds of living cells, each one barred and locked. The living cells are home to 600 grimlocks who beg for release from their prisons. Each cell contains a fabulous treasure of gold and silver objects, piles and stacks of coins and richly woven tapestries, all illusory. The locks are not difficult to pick, but opening one door opens them all.

The grimlocks seek to capture intruders, bringing them via secret trap door to a deep pit beneath the tunnel. Captives are chained to the walls, with one of their number bound to a stone altar. A massive wheel of gold decorated with a marred angelic face is suspended above them and slowly lowered, foot by foot until it crushes the life out of them.

GRIMLOCK: HD 3; AC 4 [15]; Atk 2 slams (1d6) or 2 weapon (1d8); Move 15; Save 14; CL/XP 5/240; Special: Blind-fight, invisible in rocky areas, immune to fire, berserkers (double attacks).

84.18 Istuar: Istuar is a village of shades that resemble fat burghers with pitiless eyes. Their village is composed of plastered, wood-frame buildings and sodden cobblestone roads. There are no walls to protect the village. In the middle of the town square there is a fountain with a stone statue of a lithe man holding aloft a golden skull in one hand and a ring of keys behind his back in the other. This is the statue of Istuar, a master thief whose soul was long ago consigned to Hell. Rumors abound in Hell about some wondrous treasure hidden in the village that bears his name. Several skeletons heaped around the statue would seem to confirm that many have sought this treasure but few have lived to claim it.

When the statue is first approached to be examined for clues, heavy black bars materialize around the person, forming a cage with a locked door. This lock has three keyholes and proves impossible for any thief to pick. The bars and lock defy bending, breaking or cutting, being formed of adamant. After the bars materialize, a *magic*

mouth forms on the statue and emits a mocking laugh. It continues, "You seek three keys, so cleverly hidden only a child could find them and only a madman could seize them." The keys are actually hidden within three of the villagers, Baldur the Baker, Brethr the Butcher and Caisor the Chandler. The only way to remove these keys from their gullets is to slay them and cut the keys out. The cage remains materialized until the person or persons trapped within pass away, usually by their own hands or find some other means of escape.

Istuar's treasure is actually quite close to the trapped person, for the adamant bars hold a core of gold, each one worth 1,000 gp and weighing 10 pounds. There are fifteen bars in all. If the lock is opened properly, the adamant bars dematerialize, leaving the gold bars behind.

86.21 Amethyst Houses: A dozen egg-shaped houses of amethyst crystal are clustered here atop a windswept hill. The houses are inhabited by patchwork women with empty eye sockets, their leader a high priestess without a name. The high priestess bears a shield with three entwined dragons, one gorging on the other, and a spear of ash with a silver head. These priestesses guard a well of amethyst light covered by a black shield. When removed, the light erupts from the well, arching into the blackness above and implanting fiendish obsessions in all who gaze on the light unless they pass a saving throw (-2 for chaotics, +2 for lawfuls). The black shield is made of lead and is incredibly heavy. A person with strength 18 can wield it, but suffers a -2 penalty on all melee attacks while doing so. The shield gives them a 15% magic resistance.

PATCHWORK WOMAN: HD 7; AC 4 [15]; Atk 2 claws (1d4); Move 12; Save 9; CL/XP 7/600; Special: None.

HIGH PRIESTESS, CLERIC LVL 13: HP 36; AC 2 [17]; Save 4 (2 vs. paralysis and poison); CL/XP 13/2300; Special: Banish undead, spells (4/4/4/4/1). Platemail, shield, mace, holy symbol.

88.23 Scrag Pool: A bumptious gaggle of scrag is lurking in a rippling pool here, their lank, greenish hair floating on the water's surface like a lily pad. There are twelve of the trolls in all. They have faces like frogs and long arms that end in webbed claws. Their legs are long and bony, and do not look up to the task of holding up their great bulk. A cave beneath the water holds their treasure, the twisted, misshapen bones of a human. The marrow in these bones

has been turned to gold, and amounts to about 100 gp. In addition, there is a pair of bronze *Gemini helms* and a rotting leather sack containing 400 sp and 250 gp.

SCRAG: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3 hp/round, breathe water.

89.21 Edaigrim's Manor: The air is noticeably colder in this hex than the others. The rain often falls as sleet and the bare, stone ground is often slick. The air is so cold, one can see their breath, and if that breath escapes their mouth as a curse, it takes the form of a frost mephit.

ICE MEPHIT: HD 3; AC 1 [18]; Atk 2 claws (1d6); Move 12 (F21); Save 14; CL/XP 5/240; Special: Harmed by magic weapons, breath weapon (10' cone of ice shards, 1d4 damage and -2 to hit and AC), *chill metal* (1/day), *magic missile* (1/hour), regenerate 2 hp/round when touching ice or in air below 32-degrees, summon ice mephit (25%).

Shaggy goats graze on the lichens that grow here, tended by shivering shades in leather collars and loincloths holding crooks. The shades are among the 400 slaves of a fortress of drow who serve a powerful drow mage named Edaigrim. The fortress is defended by 110 drow warriors and a bodyguard of six gargoyles. The drow warriors wear long coats of mithril mail and carry spears and long bows. They carry black arrows with flint heads that cause considerable pain whenever they do maximum damage, breaking in the wound and causing a cumulative -1 penalty to hit.

Edaigrim's keep is constructed of pale gray, almost lavender, stone that is etched with ice. It consists of a central keep with a peaked roof and four towers topped by crenellations. The upper windows of the keep are kissed by frost, often in profane geometries that dazzle the eye. The interior is cluttered with ornate furniture. Each chamber in the place features a large painting. Some are landscapes while one depicts a large library.

Edaigrim dwells within the paintings. They are his prison within a prison, but also his salvation, for they depict all of the lovely places in the upper world that he could otherwise never go. When he occupies one of the paintings, one sees his still image there, but does not see him moving about. Others can enter the paintings by stripping themselves of steel or iron and anointing themselves with rare oil extracted from the glands of an ethereal stalker. A supply of this oil – enough to anoint 2d6 people, is kept in the dungeons.

The village, composed of several stone blockhouses with flat roofs, is clustered around the keep. A drow archer stands atop each blockhouse, making sure the slaves cause them no grief. The slaves keeping the goats are not permitted to wander further away than an arrow shot.

DROW: HD 3; AC 4 [15]; Atk 1 short sword and dagger (1d6+1 and 1d4+1 + 1d3 cold) or crossbow (1d4+1); Move 12; Save 14; CL/XP 5/240; Special: Adamant chainmail, adamant buckler, darkvision 120-ft, surprise (4 in 6), find secret doors, spells (*dancing lights*, *faerie fire*, *darkness*), magic resistance (50%), immune to cold, cold touch.

GARGOYLE: HD 4; AC 5 [14]; Atk 2 claws (1d3) and bite (1d4) and horn (1d6); Move 9 (F15); Save 13; CL/XP 6/400; Special: Fly.

EDAIGRIM, DEMONOLOGIST LVL 17: HP 17; AC 9 [10]; Save 5 (3 vs. demons and devils); CL/XP 18/3800; Special: Banish undead, immune to fear, conjurare, evocatio, invocare. Dagger, staff.

91.24 Golden Castle: There is a large castle here with walls that range from 40 to 120 feet tall and numerous towers, all ranging from 60 to 150 feet tall. The castle is made of great blocks of iron pyrite. The chambers within play host to every manner of subtle torture – ceilings a bit too low, furniture built to be uncomfortable, rooms a bit too warm or too cold, etc. Tables might have food and drink set out, the food is always made of wax and the goblets hold vinegar or salt water. The castle is home to Lamoth, a pit fiend with black, oily-looking skin wreathed in green flames. Lamoth has a grotesque, deeply creased face, a



weak chin covered in dribble and green eyes. His castle is defended by 200 goblins that arm themselves with leather armor, shield, short sword and lance. They ride large, ungainly spider-eaters into battle.

Each room of the castle is keyed in to a different magic-user spell effect (roll 1d8 for the spell level and then randomly determine the spell). The magic is centered on a single, simple item that can be associated with the spell in some way. The spell affects each character that enters the room (saving throws permitted) until the key item is destroyed or its magic dispelled (lasts for 1 hour).

GOBLINS: HD 1d6 hp; AC 5 [14]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight, touch de-ages people.

SPIDER-EATERS: HD 4+1; AC 5 [14]; Atk 1 sting (2d4) and bite (1d8); Move 12 (F24); Save 13; CL/XP 5/240; Special: Implant eggs, poison.

LAMOTH: HD 13 (70 hp); AC -4 [23]; Atk 1 sickle (2d6) and 1 jagged club (2d6) and 1 tail (2d6); Move 9 (F21); Save 3; CL/XP 25/5900; Special: Magic resistance (60%), +1 or better weapon to hit, immune to fire and poison, half damage cold (50%), constrict, regenerate 3 hp/rd, spells, strength.

93.26 Claws of Intoxication: The ground of this hex is covered in thousands of arms carved from the living stone. They are black and glossy and have cruel talons. The arms are packed closely together, such that while moving through the hex it is almost impossible not to be scratched. Movement through the hex is cut in half, and each day spent traveling requires characters to roll 3d6 under their dexterity score or be scratched. Characters in armor can deduct their armor bonus from this roll.

When a character is scratched, he becomes instantly drunk. Their veins stand out on their skin and become a deep purple. Drunkards become noisy (increases chance of wandering monsters to 1-2 on 1d6) and they suffer a cumulative -2 penalty to all d20 rolls, including attacks and saves (count as +2 to their dexterity check). A character scratched more than three times collapses on the ground in a drunken stupor and, over the course of an hour, turns into an obnoxious satyr (whether they were originally a male or female). About 50% of all encounters in this strange land are with gangs of 1d6+8 satyrs.

SATYR: HD 5; AC 5 [14]; Atk 1 weapon (1d8); Move 18; Save 12; CL/XP 6/400; Special: Magic resistance (50%), pipes, concealment.

95.25 Dark Cenotaph: This hex is entirely flat and crisscrossed by the white roads, streets and lanes of a city, though it is almost devoid of buildings. The only structure in the entire hex is a rugged, crooked cenotaph of obsidian, about 12 feet tall and with razor-sharp edges.

Adventurers are reflected on the object as shimmering, white shapes reminiscent of ghosts. At first, these images behave just as reflections should; i.e. copying the movements of the original. After a few minutes, though, the images begin to move independently, pointing the person to a small button otherwise almost impossible to find (1% chance for non-thieves, percent chance equal to intelligence score for thieves).

When the cenotaph opens, it reveals naught but a black hole with a brass pole shaped vaguely like a scaled serpent reaching down into the abyss. At the bottom of the pole, which is 80 feet long, there is a series of steamy caves, each one featuring a bubbling pool of mud and dozens of nests for the 60 ophidians who dwell herein. The ophidians are controlled by a grand sultan, Jii-Bevih, who holds an efreet in a copper bottle and who is guarded by a gang of fifteen inphidians. The other 59 ophidians are mostly adult females who serve in his harem, the rest being neutered males who act as servants. Jii-Bevih rules his little roost as a vassal of Cali, using his females as spies on her behalf.

OPHIDIAN SPY: HD 3; AC 4 [15] or 3 [16] with shield; Atk 1 two-handed weapon (1d8+1) or weapon with shield (1d8) and bite (0); Move 12; Save 14; CL/XP 5/240; Special: Reproductive bite.

INPHIDIAN: HD 4; AC 3 [16]; Atk 2 snake bites (1d4 + poison); Move 12; Save 13; CL/XP 5/240; Special: Blinding spray, poison.

JII-BEVIH: HD 10 (59 hp); AC 2 [17]; Atk 1 fist or sword (1d8+5); Move 9 (F24); Save 5; CL/XP 12/2000; Special: *Wall of fire*.

96.28 Maze of Chains: The whole of this hex is composed of a maze. The maze's walls are chains strung between posts of differing heights – some are as low as 10 feet tall, while the tallest rise 50 feet above the ground. Lurking within this maze are chain devils. The devils are encountered on a roll of 1 on 1d6 made once every 6 hours spent in the maze. One must find the center of the maze to eventually escape. This should take 24 hours of travel. For each 6 hour portion, roll 1d6. Allow players to guess the number to make progress towards the center. Rangers and elves need only get within one of the number. Each time

the number is not guessed, the time is wasted. Once the center is reached, one needs four more correct guesses to find their way out.

At the center of the maze there is a dead tree covered in fig vines. The figs are wrinkled and dark purple and they taste very sweet. Eating a fig grants one the power of oracle for one week. Each time the character and his allies enter a dangerous situation, the character is struck with a vision of one person's death. That person suffers a -2 penalty to all saving throws and a +2 [-2] penalty to Armor Class during the remainder of that encounter.

CHAIN DEVIL: HD 8; AC -1 [20]; Atk 2 chains (2d4); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (35%), silver or +1 to hit, immune to cold and poison, resistance to fire (50%), control chains, assume face.

97.25 Terrible Gash: A gorge cuts across this hex from northwest to southeast. The gorge looks like a gash in flesh. The walls bleed and the lower portions are inhabited by massive rot grubs (big enough to tear your face off). The blood pooled in the bottom not only cures blindness but gives one darkvision (or increases one's darkvision by 30 feet). Encounters in the gash are with 4d6 giant rot grubs.

GIANT ROT GRUB: HD 2; AC 6 [13]; Atk 1 bite (1d6); Move 16; CL/XP 3/60; Special: Wounds from bites go necrotic (1d3 damage per round until healed by *cure disease*).

98.31 Profane Sculpture: Three hundred duergar labor here on a grand monument to Abigor, depicting him violating warrior angels in a manner that should cause most paladins to blush. The work will be 100 feet tall when finished and is about 60% of the way there. It is carved from the living stone. The duergar dwell in caves hidden behind creases and crevices in the sculpture. These caves are small and cramped, and smell of sweat and bitters. Their master is a duergar artist called Spaarel. Any damage done to the sculpture attracts the attention of Abigor, who sends bearded devils to punish the offenders.

DUERGAR: HD 3+1; AC 3 [16]; Atk 1 weapon (1d8); Move 9 (B9); Save 17 (13 vs. magic); CL/XP 4/120; Special: Surprise (2 in 6), immune to acid, paralysis, poison and illusion, spells (*enlarge*, *mage hand*).

100.29 Zombie Canyons: This hex is filled with shallow canyons, the floors of which are covered in thick mud. Numerous brain-eating zombies are trapped in this mud, unable to move their feet more than a few inches per round and all the time wailing with unholy hunger. One

must cross one of these canyons about once per mile. A given canyon will be about 10 feet deep and 1d6 x 20 feet wide. Regardless of which path they choose, adventurers will come into contact with 4d4 of these zombies, who will be close enough that they can strike. What adventurers will not know (at first) is that these zombies have iron boxes strapped to their feet with leather belts. The boxes add maybe one foot to their height, so the mud, which appears to be about 1 foot thick is actually 2 feet thick. These boxes contain the zombies vital organs as well as 1d20 gold coins and 3d20 silver coins.

BRAIN-EATING ZOMBIE: HD 3; AC 8 [11]; Atk 1 strike (1d8); Move 6; Save 14; CL/XP 5/240; Special: Absorbs spells.

101.33 Abigor's Fastness: Abigor, a Grand Duke of Hell, has here established his fastness, a grandiose city of colossal white buildings in the Gothic style. The town is protected by a thick wall of white stone decorated with bas-reliefs of great lions and one hundred towers. The walls are 50 feet tall, the towers rise 80 feet. The walls become dazzling in the presence of light. Magical light causes them to sparkle so brightly that they have the same effect on viewers as the *color spray* spell. The fields around Abigor's Fastness are covered in phosphorescent fungus that is grazed on by stench kows. The stench kows and fields of stinging nettles and vetch are worked by shades whipped by Abigor's dretches regardless of what they do.

In the midst of this bustling town, populated by swaggering drow and their slaves, the shades of children they call their squires, there is the grand fortress of Duke Abigor. The fortress is built from the same white stone as the rest of the city-state and features rambling halls and stairs that meander and wander with seemingly no rhyme or reason. These halls are interrupted by numerous alcoves containing the forms of burning witches. Large, black sows (polymorphed drow who displeased their lord) wander the halls and some of the chambers.

The stronghold contains four armories at the top its bronze, 100-ft tall towers defended by four companies of mechanical archers, living quarters for his three companies of drow knights (males and females in platemail, plumed helms and tabards of crimson and gold) and 60 companies of dretches, a pseudo-solarium bathed in red light and home to all manner of dangerous plants, a bower once

inhabited by Caizel in her turn as Abigor's mistress, a long hall filled with vats of boiling water used as a stew and numerous casemates and oubliettes.

The grand hall measures 50 feet long by 36 feet wide. It is divided into two naves by Gothic rib vaults supported by massive pillars that are actually the two arms of some massive giant. The walls are plastered and covered with distorted, horrific frescoes and tapestries made from the tattooed skins of those foolish enough to have exchanged their souls for his the powers he can provide. The floors are bare stone and covered with tiny pyramid-shaped spikes. One end of the hall features a large hearth of blue-white flames that chill one to the bone. Before this hearth Abigor sits on a throne of gem-encrusted ivory. The hall is protected by six animated suits of Gothic plate armor made of mithril and sized for ogres. They have clawed gauntlets and cruel spikes on their sabatons.

DROW: HD 3; AC 4 [15]; Atk 1 short sword and dagger (1d6+1 and 1d4+1 + 1d3 cold) or crossbow (1d4+1); Move 12; Save 14; CL/XP 5/240; Special: Adamant chainmail, adamant buckler, darkvision 120-ft, surprise (4 in 6), find secret doors, spells (*dancing lights*, *faerie fire*, *darkness*), magic resistance (50%), immune to cold, cold touch.

BLACK SOW: HD 3+3; AC 7 [12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: Continue attacks 2 rounds after death.

BURNING WITCH: HD 6; AC 4 [15]; Atk 1 strike (1d8 + 1d6 fire + level drain); Move F12; Save 11; CL/XP 8/800; Special: Drain 1 level with hit, fire, spells as 6th level magic-user.

MECHANICAL ARCHER: HD 4; AC 2 [17]; Atk 1 weapon (1d8+1); Move 12; Save 13; CL/XP 5/240; Special: Immune to mind effects.

MITHRAL GUARDIAN: HD 15; AC -3 [22]; Atk 2 strikes (1d10); Move 12; Save 3; CL/XP 17/3500; Special: Regenerate 3 hp/round, shield master (split damage by half with master).

ABIGOR: HD 25 (125 hp); AC -4 [23]; Atk 1 lance (2d6 + 1d6 freezing damage) or touch (level drain); Move 15; CL/XP 31/7700; Special: Magic resistance (60%), +2 weapon to hit, immune to cold, fire and poison, spells, magical abilities, summon lesser fiend. Appears in NOD 7.

102.36 Girallons in the Mist: This hex is composed of a deep canyon with 100-ft high walls. Water pours into the canyon from the surrounding hexes, eventually running into a swirling maelstrom that empties via subterranean rivers into the River Styx. White and gray ferns fill this canyon, which is inhabited by giant white rats and great white girallons. The ground here is misty and the air stagnant and hard to breath. The mist increases the chance

of surprise by 2 and reduced travel speed by half. Encounters with 2d6 girallon occur on a roll of 1-2 on 1d6. The girallon dwell in caves in the canyon walls that appear to have been carved aeons ago by the ophidians. They feature vaulted chambers, wide stairs, serpentine statuary and dozens of chapels. The girallon keep their treasure in these chambers – assume any given chamber has a 1 in 6 chance of holding 500 gp worth of treasure.

GIRALLON: HD 7+1; AC 16; Atk 4 claw (1d6) and 1 bite (1d8); Move 15 (Climb 15); Save 9; CL/XP 7/600; Special: Rend with claws, track by scent.

103.37 City of Rats: There is a walled city in this hex that appears to have just sprung up from the ground. The walls are composed of stalagmites 50 feet tall. Stairs work their way to the top of these “walls” and then down the other side. Within the walls there are hundreds of mouldering mansions of every shape and size. They are divided by lanes filled with camphor trees. The walls of these manors are paper thin and the interiors completely empty. Once per hour, swarms of ethereal rats pour through the streets, their bodies not hindered by the trees. Adventurers will be attacked by one swarm after another for a full 10 rounds. The rats then disappear by scurrying into buildings and bushes. One manor in the city (assume a 1% chance of any given manor being it) has a blue lantern hanging in front of it. This is noticeable, as no other house has such a lantern. Inside this house there are a dozen boxes of wine – twenty bottles in each worth about 100 gp each. The wine is a crisp, white wine over 500 years old. How it got here is a complete unknown.

ETHEREAL RAT: HD 2; AC 6 [13]; Atk 1 bite (1d3 + ethereal poisoning); Move 9 (C9); Save 16; CL/XP 4/120; Special: Ethereal poisoning, etherealness, surprise on roll of 1-4 on 1d6.

104.35 Snails: The gray stone mounds in this hex are unnaturally warm, creating a perpetual fog in the creases and canyons. The mounds are roamed by giant snails with reddish shells and black, rubbery hides. They spread their slime liberally over the mounds, making them quite treacherous (1 in 6 chance per hour of falling for 3d6 points of damage).

GIANT SNAILS: HD 12; AC 3 [16]; Atk 1 bite (1d12) or acid squirt; Move 6; Save 3; CL/XP 13/2300; Special: Spit acid.

104.43 Monument: There is a monument of serpentine and marble constructed here in honor of the wizard Albirix,

a favorite among the powers of Hell for three centuries before they permitted him to die from a rusty nail – such is the humor of the lords Hell. His body is preserved here beneath wine colored glass. It pleads for release from its imprisonment, but the glass cannot be penetrated by any normal means and magic used in the monument has a 50% chance of backfiring.

The monument is shaped like a bell jar, with a high, vaulted roof. Ten will-o-wisps swarm around this vault, which drips a coppery slime that burns the skin (1d6 points of damage) but causes flashes of brilliance in the mind.

One tile of the monument’s floor appears to glow. There are 20 tiles in all, so there is a 1 in 20 chance of any given tile glowing. The glowing tile changes once every 1d4 rounds. Stepping on the glowing tile requires a successful dexterity check, as the glow tends to move just before a person steps on the tile. If they successfully step on it, or are standing on it when it begins to glow, they fall through the tile (30-ft) into a dusty crypt that holds the following treasure: 3,800 ep, 9,600 gp and 260 pp. The hole appears stationary to a person in the crypt, but it is impossible to hold a rope down the hole for them or attach a rope via a grapple, as every time the glow moves, the rope or grapple are ejected. How the person escapes is their problem.

WILL-O-WISP: HD 9; AC -8 [27]; Atk 1 shock (2d6); Move 18; Save 6; CL/XP 10/1400; Special: None.

105.40 Column of Pain: A 200-ft tall column of black stone is situated here in the middle of a wide plaza of white stone. A roaring white fire is kindled atop the column despite the constant rain. About 60 shades are chained to this column, the chains biting into their bodies. Despite this, the shades seem to revel in it if their moans and shouts of ecstasy can be believed. If snapped out of their reverie, the shades can, collectively, answer a single question about any site in Erebus. They answer truthfully.

106.41 Balanced Stone: A large, oval shaped stone about 30 feet in diameter is poised atop a narrow spire. Legend says a massive bird-thing waits in that stone to be hatched that it might destroy both Hell and Heaven.

106.44 Ogre Lair: Twenty glossy, black ogres with blue hair and fists clad in iron gauntlets dwell here with their 5 demanding females and 9 young. Their lair is a series of

damp caves centered on pools that, at odd intervals, freeze solid for 1d4 hours and then melt. When the ice melts, it reveals a dire polar bear with jutting fangs and frosty breath. The ogres test themselves against these beasts, and have many pelts decorating their caves. Prisoners are chained near these pools, allowing the bear some feeding before the ogres destroy it.

OGRES: HD 6+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 11; CL/XP 6/400; Special: None.

DIRE BEAR: HD 7; AC 6 [13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; CL/XP 7/600; Special: Hug.

106.51 Galand: Galand was a paladin who believed that the war against evil should be taken to the enemy. To that end, he concocted a scheme to establish a fortress of Law within Hell itself. Banding together with six other like-minded servants of Law, the group stormed Hell, found their way to Erebus and established themselves in a ruined fortress. Liberating shades, they brought them to this place to be reformed. A chapel was soon dedicated to the archangel Raphael. The plan, alas, was shortsighted. Resources were a problem almost instantly, and the shades were uncooperative, forcing Galand to become more brutal day by day to maintain order. In the end, his companions died and he lived on as an iron-fisted tyrant incapable of dealing with the tiniest displeasure or disagreement. He took the fight to Hell, and Hell won.

GALAND, FIGHTER LVL 13: HP 9d8+8; AC 2 [17]; Save 4; CL/XP 13/2300, Special: Multiple attacks, parry. Platemail, shield, falchion, dagger, brass chain (115 gp).

107.48 Beggars: Hundreds of hungry ghosts wander this hex, being encountered in groups of 3d6 on a roll of 1-4 on 1d6. They appear as starving men, women and children with pallid skin and tiny mouths, moaning and grasping at people's supplies. The ghosts focus on grabbing food and water rather than hurting adventurers, though they will not hesitate to pummel people into submission to get at their supplies.

HUNGRY GHOSTS: HD 1+1; AC 9 [10]; Atk 1 claw (1d4); Move 12; Save 17; CL/XP 3/60; Special: Phantasmal force, invisibility, suffer double damage from cold and fire.

107.55 Stone Circle: The circle of yellowish stone pillars standing on a tall hill with a flat top was not built by druids, not even the scary, bloodthirsty variety. Rather, it is the



construction of Volac, a high president of Hell who dwells in the terrible city of Dis. An observatory underground (and beneath thick clouds and rain) seems rather stupid, but it befits the dark sense of humor that pervades Hell. Unfortunately, Volac has discovered a way.

In the midst of the circle there is a simple stone table. The table is of the same color as the stones, but it is stained with blood. Volac places a mortal victim, not a shade, on the table and using a ritual knife made of a cold, black metal that seems to be made of the very stuff of the Astral void, makes an incision on his still living victim. As the knife separates the victim's flesh, a rent in the air above the stone circle permits one to view the Astral Plane. As the wound closes, the tear closes, so many different incision on different parts of the body must be made. Each incision inflicts 1d4 points of damage.

Volac's duties usually keep him busy in Dis, so there is only a 1% chance that he will be present at his stone circle making his observations. Volac appears as a demonic cherub, much the same as Lucifer's spiritual form. If Volac manages to capture mortals, he immediately travels to the stone circle to take advantage of his good fortune.

108.45 Battle: Twenty clawed fiends are locked in battle here with Malchidael, a planetar of the Moon. He bears a message for the lords of Dis, and though the devils no

better than to challenge him, the clawed fiends do not. Should one aid him, he might accompany them to Dis.

CLAWED FIEND: HD 2; AC 7 [12]; Atk 2 claws (1d8/1d8); Move 3; Save 16; CL/XP 3/60; Special: None.

MALCHIDAE: HD 17 (144 hp); AC -8 [27]; Atk 3 weapons (1d10+4); Move 15 (F48); Save 3; CL/XP 29/7100; Special: Spells, magic resistance (65%), regenerate 4 hp/round, immune to cold, lightning, magic missiles, petrification, poison, surprise, life drain, mind effects, death magic, trap the soul, resistance to fire (50%).

109.49 Hanged Men: Long-necked creatures resembling slimy black brontosaurus wade through the mire here, dredging gray vegetation up from the muck. There are at least 100 creatures in this vast herd. The naked bodies of female and male shades hang from the necks of these creatures from iron shackles and chains attached to iron collars. They hang from their wrists, their arms broken and pulled from their sockets. As the brontosaurus lower their heads into the water to feed, they dunk the people, who suffer in silence. Looking into the eyes of the hanged men and women forces one to pass a saving throw or be controlled by them as though a puppet.

BRONTO: HD 25; AC 6 [13]; Atk 1 stomp (4d10); Move 9; Save 3; CL/XP 25/5900; Special: None.

HANGED MAN: HD 3; AC 7 [12]; Atk 2 claws (1d4); Move 6; Save 14; CL/XP 3/60; Special: Hangman's rope.

110.52 Adhrath: Adhrath is a community of 200 darklings surrounded by spiked, stone walls about 30 feet tall. The town wall has two gatehouses through which flows a river. The river pools in the center of the town. About the only thing that actually enters the town via the rushing river are drowned shades and mortals. Most folk enter via the foot paths that run along the banks of the river.

The townsfolk dwell in huts made of rusted iron, the fabricator being the damned shade of an old armorer called Culien who works non-stop in his miserable forge, chained to his anvil. The town's master is the long-lost and unlamented barbarian prince Subul the Strangler. Subul is a willing vassal of Baaphel [32.23].

Very near the river there is a marketplace of lost souls attempting to sell various goods drawn from across Hell. The "guardian" of the marketplace is a stone idol of the demoness Eberanc, who took Subul as her consort until he slayed her. The idol depicts her as a maiden with a lovely

face, multi-faceted blue eyes, a demure mouth that barely shows the fangs within, and a spiral black horn jutting from her forehead. Her body is that of a rat with blue-black fur and the tail of a swine. Bat wings jut from her back. In life, a gangrenous vapor (treat as a cloud of green slime) surrounded her loathsome body.

DARKLING: HD 2; AC 7 [12]; Atk 1 knife or dagger (1d4); Move 12; Save 16; CL/XP 3/60; Special: *Darkness 15 ft. radius* (2/day), move between shadows (per *dimension door*), surprise (2 in 6), AC +3 in dim light and +5 in complete darkness, see perfectly in darkness.

SUBUL, BARBARIAN LVL 13: HP 78; AC 6 [13]; Save 4; CL/XP 14/2600; Special: Immune to backstabs, fear magic, berserker (+2 hit and dmg, -2 AC, 12 rounds, fight until ends). Ring armor, battleaxe, hand axe, dagger.

NEW MONSTERS

DEMONS

Demons can emanate darkness in a 15-ft. radius. Demons have 50% resistance to fire and are immune to electricity and poison. Demons can communicate telepathically with anyone they can see.

Abashakt

Abashaktim are among the mightiest of demons, rivaling even baalrochs in power. However, what other demons possess in raw combat prowess, the abashakt make up for in cunning and strategy. An abashakt looks like a naked, male humanoid with perfect physical features, save for the two horns protruding from its forehead and its longish canine teeth. All abashaktim have high foreheads, sunken eyes and long, straight black manes used to hide their horns. They are usually found indulging in some typically demonic vice.

Abashaktim dislike direct combat, preferring to use their many magical abilities and godlike skill at deception to trick their opponents. An abashakt loves to humiliate its opponent in the most abject and perverse ways it can imagine instead of killing it. When forced to fight, abashaktim use their wounding whips. Any creature hit with one of these whips must make a saving throw or be stunned with pain for 1d3 rounds.

Abashaktim can suggest (as the spell, except -5 to save) a course of action to any mortal within earshot. This does not count as an attack during a round of combat.

Abashaktim can use the following spells: *Charm monster* (3/day), *confusion*, *darkness 15 ft. radius*, *detect invisibility*, *dispel magic*, *ESP*, *feeblemind* (3/day), *hold monster*, *invisibility*, *magic jar*, *mass charm* (3/day), *maze* (1/day), *phantasmal force*, *sleep*, *project image* (1/day), *symbol of insanity* (1/day) and *teleport*. In addition, they can summon 2d20 quasits, 1d6 babaus, 1d6 succubi or one marilith once per day.

ABASHAKT: HD 10; AC -2 [21]; Atk 1 whip +3 (1d6+3); Move 12; Save 5; CL/XP 16/3200; Special: +1 or better weapon to hit, immune to electricity and poison, resistance to fire (50%), magic resistance (75%), spells, *suggestion*, summon demon, telepathy, whip.

Babou

Babou's look like a skeletal humanoid coated in blood and with a large, curved horn jutting up from the back of its head and long claw-like fingers. Any living being that meets a babau's gaze (20' range) must make a saving throw or be affected as if hit with a ray of enfeeblement spell. A babau has a 19 strength (+3 to hit and damage). Babau deal quadruple damage with backstabs. A babau demon can exude a reddish slime over its whole body. This substance causes slashing and piercing attacks to do only half normal damage, as the weapons tend to slide off the demon's body. Hits from cold iron weapons cause 2 additional points of damage to the babau.

Babau have the ability to use any of the following spells: *Cause fear* (by touch), *levitate*, *fly*, *dispel magic*, *polymorph self* and *heat metal*. A babau can attempt to gate in another babau demon with a 25% chance of success.

BABOU: HD 7+7; AC -4 [23]; Atk 2 claw (1d4+1), 1 horn (2d4) or 1 weapon (+3 damage); Move 18; Save 9; CL/XP 12/2000; Special: Magic resistance (50%), immune to electricity and poison, resistance to fire and slashing and piercing weapons (50%), spells, backstab, +2 damage from cold iron.

Bar-Lgura (Minor Demon)

Bar-lgura have the ability to use any of the following spells: *Create water*, *cause fear* (by touch), *dispel magic*, *entangle*, *plant growth*, *teleport* and *telekinesis*. A bar-lgura can use the following abilities each twice per day: change self, invisibility, major image. A Bbar-lgura has a 25% chance to gate in another bar-lgura demon.

BAR-LGURA: HD 6+6; AC -4 [23]; Atk 2 claw (1d6) and 1 bite (2d6); Move 12 (Climb 21); Save 11; CL/XP 10/1400; Special: Magic resistance (45%), immune to electricity and poison, resistance to fire (50%), spells, summon demon.

Chasme

A chasme demon creates a buzz and drone in a horrid, rasping voice at all times except when using spells. This voice causes opponents of less than 10 HD to save vs. intelligence each round or fall asleep. Sleeping victims can be woken with vigorous shaking, otherwise sleep persists for 2d4 hours or until the chasme drains the victim's blood for 1d4 points of damage.

Chasme have the ability to use any of the following spells: *Detect good*, *detect invisibility*, *teleport* and *telekinesis*

(150 lbs.) A chasme demon can attempt to gate in another chasme with a 15% chance of success.

CHASME: HD 7+7; AC -2 [21]; Atk 2 claw (1d8) and 1 bite (2d6); Move 9 (Fly 27); Save 9; CL/XP 10/1400; Special: Magic resistance (40%), immune to electricity and poison, resistance to fire (50%), *sleep*, spells, summon demon.

Rutterkin (Minor Demon)

Rutterkin are twisted, ugly humanoids with gray skin and mouths full of crooked teeth. They usually wield double-headed glaives or man-catchers. Rutterkin have the ability to use the following spells: *Cause fear* (by touch), *telekinesis* and *teleport*. A rutterkin can attempt to gate in another rutterkin with a 15% chance of success.

RUTTERKIN: HD 5+5; AC 0 [19]; Atk 2 slams (1d6+1) or 1 weapon; Move 15; Save 12; CL/XP 8/800; Special: Magic resistance (40%), immune to electricity and poison, resistance to fire (50%), spells, summon demon.

Shigidi (Nightmare Demon)

The shigidi is the demon of nightmare and terror. It is worshipped by some savage jungle tribes, who summon it to rob others of their breath in the night. A shigidi delights in killing mortals during their sleep and is only too happy to let evil wizards summon it to do so. A shigidi's true form is a naked, squat, misshapen goblin with clay-textured skin. It usually remains invisible, and can do so while attacking.

A shigidi attacks by squatting on the chest of a sleeping humanoid, and crushing the air out of its victim with its sheer weight. The creature's touch inflicts 1d6 points of charisma damage to those who fail a saving throw. Creatures reduced to 0 charisma die of fright.

Shigidi can use the following spells: *Cause blindness*, *cause disease*, *darkness 15 ft. radius*, *nightmare*, *sleep*.

SHIGIDI: HD 8; AC -1 [20]; Atk 1 touch (1d6 charisma); Move 9 (F15); Save 8; CL/XP 13/2300; Special: +1 or better weapon to hit, immune to electricity and poison, resistance to fire (50%), *invisibility*, *nightmare*, spells.

Succubus

Succubi are beautiful demons capable of draining a person's life force by kissing them. A succubus' kiss drains one level. Succubi have the ability to use any of the following spell-like abilities, one at a time, at will: charm person, clairaudience, detect thoughts, ethereal jaunt, shape change (any medium humanoid), and suggestion. A

succubus can attempt to gate in a nalfeshnee (75%), marilith (25%) or a demon lord (5%) with a 40% chance of success.

SUCCUBUS: HD 6; AC -1 [20]; Atk 2 claws (1d4); Move 15 (F24); Save 11; CL/XP 14/2600; Special: Magic resistance (70%), +1 or better weapon to hit, immune to poison, resistance to cold, electricity and fire (50%), level drain, spells, summon demons.

DEVILS

All devils other than erinyes, barbed devils and bone devils can only be harmed by magical or silver weapons. In addition, devils are immune to fire and poison and have 50% resistance to cold.

All devils can cast the following spells as innate abilities at will: *Animate dead*, *charm person*, *phantasmal force*, *suggestion* and *teleport*.

Barbed Devil (lesser devil)

Barbed devils are the sentinels of Hell; they cannot be surprised. Those struck by a barbed devil's attacks must make a saving throw or be affected as though the victim of a *cause fear* spell.

Barbed devils have the following spell-like abilities: At will – *Animate dead*, *charm person*, *hold person*, *phantasmal force*, *produce flame*, *pyrotechnics*, *suggestion* and *teleport*. Once per day, a barbed devil can attempt to gate in another barbed devil with a 30% chance of success.

BARBED DEVIL: HD 8; AC -1 [20]; Atk 2 claw (2d4) and 1 tail slash (3d4); Move 15; Save 8; CL/XP 16/3200; Special: Fear, spells, immune to fire and poison, resistance to cold (50%), summon barbed devil 30%, magic resistance (35%), silver or magic weapon to hit.

Bearded Devil (lesser devil)

Bearded devils glory in battle. Most carry glaive-guisarmes, but otherwise attack with their wiry beards and claws. Creatures suffering max damage from a bearded devil's beard must pass a saving throw or develop an infernal rash that reduces dexterity by 1 point per round for 4 rounds.

Bearded devils have the following spell-like abilities: At will – *Cause fear* (by touch), *pyrotechnics* and *produce flame*. Once per day, a bearded devil can attempt to gate in another bearded devil with a 35% chance of success.

BEARDED DEVIL: HD 6; AC 0 [19]; Atk 1 bite (1d8) and 2 claw (1d4) or 1 weapon (1d8); Move 15; Save 11; CL/XP 9/1100; Special: Immune to fire and poison, resistance to cold (50%).

Bone Devil

Bone devils are malicious tormentors of souls. They delight in suffering. Bone devils generate fear (as the spell cause fear) in a 5 ft. radius.

Bone devils are armed with hooks carved from bone. Those hit by a bone devil's hook must make a saving throw or be grappled. Grappled victims will then be hit by the bone devil's scorpion-like tail. The tail inflicts 2d4 points of damage and forces a saving throw against poison. Failure results in a loss of 1d4 points of strength for 10 rounds.

Bone devils have the following spell-like abilities: At will – *Animate dead, cause fear, charm person, detect invisibility, fly, invisibility, phantasmal force, suggestion* and *teleport*; 1/day – *wall of ice*. Once per day, a bone devil can try to gate in another bone devil with a 40% chance of success.

BONE DEVIL: HD 9; AC -2 [21]; Atk 1 hook (2d6); Move 21; Save 6; CL/XP 16/3200; Special: Magic resistance (40%), immune to fire and poison, resistance to cold (50%), fear, hook, spells.

Chain Devil (Kyton)

Chain devils are humanoid devils wrapped in chains. A chain devil can control up to four chains within 20 feet, making the chains attack or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a saving throw to break the chain devil's power over that chain. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail a saving throw suffer a -2 penalty to hit for 1d3 rounds from the shock.

CHAIN DEVIL: HD 8; AC -1 [20]; Atk 2 chains (2d4); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (35%), silver or +1 to hit, immune to cold and poison, resistance to fire (50%), control chains, assume face.

Horned Devils

Horned devils are hateful of anything stronger than them. They dwell in the lower reaches of Hell. Horned devils exude fear (as the spell cause fear) in a 5-ft radius. Most horned devils wield military forks that deal 2d6 points of

damage. 25% of horned devils will be armed with a barbed whip that stuns for as many rounds as it dealt damage unless the victim succeeds at a saving throw.

Creatures damaged by a horned devil's tail will bleed 1 point of damage per round until the wound is bound or healed.

Horned devils have the following spell-like abilities: At will – *Animate dead, charm person, detect magic, ESP, phantasmal force, produce flame, pyrotechnics, suggestion* and *teleport*; 1/day – *wall of fire*. Once per day, a horned devil can attempt to gate in another horned devil with a 50% chance of success.

HORNED DEVIL: HD 5; AC -6 [25]; Atk 2 claw (1d4) and 1 bite (1d6) or 1 weapon (2d6) and 1 tail (1d3); Move 12 (Fly 24); Save 12; CL/XP 14/2600; Special: Magic resistance (50%), silver or magic weapon to hit, immune to fire and poison, resistance to cold (50%), spells, whip.

Ice Devil

Ice devils inhabit a portion of Hell that has, much to the dismay of many, frozen over. They carry great spears that deal 2d6 points of damage and slow those struck (as the spell) unless they make a saving throw. Ice devils can cast *phantasmal force, wall of ice* and *teleport*. Once per day, an ice devil can attempt to gate in two barbed devils or one ice devil with a 60% chance of success.

ICE DEVIL: HD 11; AC -5 [24]; Atk 2 claw (1d6) and 1 bite (2d6) and barbed tail (2d6); Move 9; Save 4; CL/XP 20/4400; Special: Magic resistance (55%), silver or magic weapons to hit, immune to cold and poison, resistance to fire (50%), spells.

Pit Fiend

Pit fiends live in the deepest parts of Hell. They are all the personal servants of Lucifer. Victims hit by the pit fiend's tail must make a saving throw or be grappled; grappled victims will suffer 2d4 damage. Pit fiends have a +6 bonus to grapple checks due to their immense strength.

Pit fiends can use the following spells: At will – *Animate dead, charm person, detect invisibility, detect magic, hold person, phantasmal force, polymorph self, produce flame, pyrotechnics, suggestion, teleport* and *wall of fire*; 1/day – *symbol of pain* (-4 to hit and -2 dexterity for 2d10 rounds). Once per day, they can attempt to gate in 1d3 barbed devils or one pit fiend with a 70% chance of success.

PIT FIEND: HD 13; AC -4 [23]; Atk 1 sickle (2d6) and 1 jagged club (2d6) and 1 tail (2d6); Move 9 (F21); Save 3; CL/XP 25/5900; Special: Magic resistance (60%), +1 or better weapon to hit, immune to fire and poison, half damage cold (50%), constrict, regenerate 3 hp/rd, spells, strength.

Drow

Drow are descended from elves who, in the elder times, rebelled against the old gods and turned to the worship of demons. When the old gods brought low their sparkling cities, the drow stormed their great temple high in the Pillars of Asur and, for this blasphemy were cursed to never look upon the sun again. What drow were left descended into the earth and have lived there ever since.

Drow are taller than most surface elves, being purer of blood. Their skin is now as black as pitch, their eyes as brilliant as ever in shades of violet and chartreuse, and their hair stark white. They suffer a -4 penalty to hit and save when operating in sunlight, but can see 120 feet in complete darkness. Drow can use the following spells as innate abilities: *Dancing lights*, *darkness* and *faerie fire*.

Drow females leaders usually take levels as cleric/fighters, while drow males are usually fighter/magic-users. In either case, they usually wear elven chainmail with gleaming black links and carry long swords and light crossbows.

DROW: HD 2; AC 3 [15]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 3/60; Special: Darkvision 120 ft., -4 to hit and save in sunlight, spells (*dancing lights*, *darkness*, *faerie fire*).

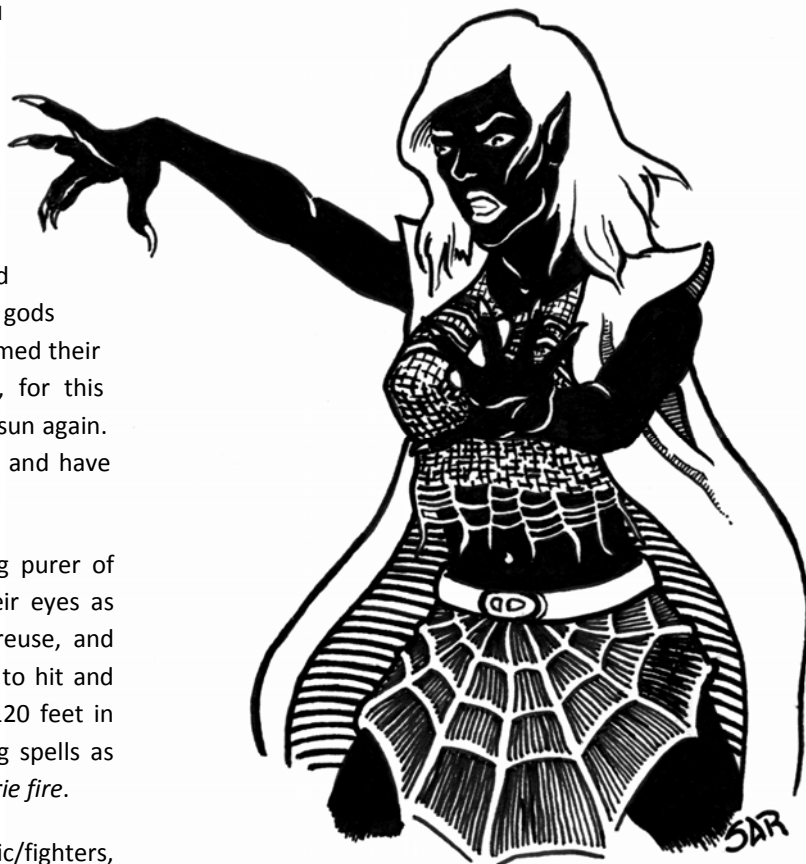
Duergar

Duergar are malevolent dwarves that live deep within the earth. They cannot stand the light, and never approach the surface. They speak the silent language of subterranean peoples, their own tongue and dwarf. Duergar have grey skin. They favor drab colors for their clothing. Duergar can live to be 600 years old.

DUERGAR: HD 1+1; AC 3 [16]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 3/60; Special: Surprise on 1-2 on 1d6, +4 to save vs. magic, immune to paralysis, poison and illusion, spells (*enlarge*, *mage hand*).

Hellcat

Hellcats are native to hell. They serve as the associates and familiars of devils. When found on the material plane it is be in the service of chaotic creatures. They cannot remain



on the material plane for more than a year and a day. The only requirement of a hellcat is a living human being each week as its meal. If a hellcat's master fails to deliver this meal, they are eaten instead.

Hellcats are invisible in the presence of a light source. In darkness they are visible as a shimmering outline with burning red eyes. They resemble house cats the size of tigers. Although hellcats are vulnerable to magic weapons, the magic weapon's bonus is not applied to hit or damage.

HELLCAT: HD 7+1; AC 5 [14]; Atk 2 claws (1d6) and 1 bite (2d6); Move 12; Save 9; CL/XP 11/1700; Special: Invisibility, only harmed by magic weapons, immune to mind control, magic resistance 20%.

Planetar

Planetars are celestial creatures numbering no more than 100. They are the servants of benevolent deities, their alignment matching their master's. Planetars can travel through the planes at will. They typically fight using +4 defending bastard swords of wounding. They have dexterity, wisdom and charisma scores of 21 and strength scores of 20. Planetars have opaline skin and glowing blue eyes. Their double wings are also opaline.

Planetars cast spells as level 7 clerics and druids. They can cast the following spells naturally: At will – *Continual light, detect invisibility, etherealness* (as the potion), *fire resistance, invisibility, polymorph, read magic, remove curse, remove fear, speak with dead, teleport*; 7/day – *wind walk*; 3/day – *Blade barrier, dispel magic, heal, raise dead*; 1/day – *Animate object, control weather, earthquake, feeblemind, holy word, insect plague, restoration, shape change, symbol* (any).

Each planetar radiates a magic circle against evil (40' radius). They can commune at need and remove blindness, deafness, disease and cure light wounds by touch. They automatically detect evil, illusion, invisibility, lie, magic and traps and always know alignment. They can communicate telepathically and understand all languages. If killed anywhere by their home plane, they will rematerialize on their home plane in 4 decades.

Once per day a planetar can gate in one of the following types of creatures: 1d3 astral devas, 1d4 monadic devas or 1d6 movanic devas. Once per day they can summon: 1d4 couatl or 1d2 androsphinx.

PLANETAR: HD 17 (144 hp); AC -8 [27]; Atk 3 weapons (1d10+4); Move 15 (F48); Save 3; CL/XP 29/7100; Special: Spells, magic resistance (65%), regenerate 4 hp/round, immune to cold, lightning, magic missiles, petrification, poison, surprise, life drain, mind effects, death magic, trap the soul, resistance to fire (50%).

Primordial Ooze

These lake-sized, greenish-brown oozes are left over from the creation of the universe. Samples of this ooze are supremely useful to magic-users interested in trans-mogrification magic. Creatures struck by the ooze must succeed at a saving throw or degenerate into pools of primordial ooze. These creatures do not lose their sentience, and thus must also make a saving throw to avoid going mad. Should they succeed, they may attempt a saving throw each round to rebuild each of their ability scores from 0, with a penalty applied to the saving throw equal to the number of points he is trying to rebuild. Thus, trying to reclaim 5 points of intelligence would infer a -5 penalty to the saving throw. Once each round, the ooze can give birth to a monster, losing a number of hit points equal to the monster's hit points. These spawned creatures disintegrate if the ooze is destroyed. The ooze can spit gobs of slime up to 120 feet as a missile attack.

Primordial Ooze: HD 20; AC 4 [15]; Atk 3 slams (4d6) or 1 spit (4d6); Move 9; Save 3; CL/XP 24/5600; Special: Degeneration, spawn, spit goo, regenerate 5 hp/rd.

Serpent God

Serpent gods are the demons of Apep, the demon prince of reptiles. Serpent gods strike with their "claws", which consist of six vipers that deal 1d4 damage plus 1 point of strength damage from their venom (saving throw negates). The serpent god also attacks with its own powerful bite, which injects venom that kills a creature outright unless they succeed at a saving throw.

The serpent god can spit its deadly venom up to 30 feet, but must make a ranged touch attack to do so. Its body of writhing snakes is quite adept at grappling and crushing victims; the serpent god can make up to three grapple attacks per round with a +4 bonus. Grappled victims suffer 1d6 points of crushing damage each round and must succeed at a saving throw or lose one level.

Serpent gods have the ability to use any of the following spells, one at a time, at will: *Cause fear, comprehend languages, detect invisibility, detect magic, dispel magic, read magic, suggestion, symbol* (any), and *telekinesis*. A serpent god can attempt to gate in a marilith demon with a 35% chance of success.

SERPENT GOD: HD 12+4; AC -3 [22]; Atk 6 vipers (1d4) and 1 bite (2d6); Move 9 (S15); Save 3; CL/XP 20/4400; Special: Only harmed by magic weapons, magic resistance (75%), spells.

Svirfneblin

The svirfneblin live deep beneath the earth, ever searching for precious stones and metals. They look like hairless gnomes with brownish skin and grey eyes. Svirfneblin are akin to earth elementals, and groups of them have a 10% chance per svirfneblin to summon a medium earth elemental. Svirfneblin warriors wear chainmail and are armed with daggers and picks. Many carry hollow-tipped darts filled with poison or acid. Svirfnebli are so stealthy that they surprise on a roll of 1-2 on 1d6, and they notice odd stonework as well as dwarfs. A svirfneblin's innate toughness and resistance to magic gives them an improved saving throw value. All svirfneblin can cast the following spells once per day: blindness, blur and change self.

SVIRFNEBLIN: HD 3; AC 3 [16]; Atk 1 weapon (1d8); Move 9; Save 12; CL/XP 5/240; Special: Surprise on a 1-2 on d6, summon earth elemental.

NEW MAGIC ITEMS

Demon Armor: This plate mail is fashioned to make the wearer appear to be a demon. The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth. This +2 *plate mail* allows the wearer to make claw attacks that deal 1d6 points of damage, strike as +1 weapons, and afflict the target as if she had been struck by a cause disease spell. The “claws” are built into the armor's vambraces and gauntlets, and cannot be disarmed.

A suit of demon armor is infused with chaos and as a result it drains one level from any non-chaotic wearing it. This level remains drained as long as the armor is worn and disappears when the armor is removed. The level drain cannot be overcome in any way while the armor is worn.

Gemini Helms: When little used, Gemini helms allow the two wearers to swap abilities. One category of ability can be swapped at a time for up to 1 hour in a 24 hour period. These categories are as follows: fighting ability (i.e. attack bonus), strength, intelligence, wisdom, constitution, dexterity, charisma, hit points (damage stays with the person damaged, though, so a person who normally has but 20 hit points and swaps it with his comrades 50 hit points will die when the switch it over if he's taken more than 19 points of damage), saving throws (all categories, if applicable), prepared/memorized spells and spell casting ability and special abilities (i.e. a thief could swap his special thief abilities for a ranger's special ranger abilities).

Each time two people use the helms, there is a cumulative 1% chance of a feedback, up to a maximum chance of 12%. If a feedback occurs, consult the following table:

D10	Effect
1-6	Memory Swap: Particular memories swap between the people - perhaps memories of their parents.
7-9	Personality Swap: This could also count as an alignment swap.
10	Combination: The pair average all of their ability scores and lose half of their class levels (-1), gaining half of their comrade's class levels +1. In other words, a 6th level fighter and 8th level combined would turn into two 4th/5th level fighter/thieves.

NEW SPELLS

Crystal Shroud

Level: Cleric/Magic-User 4

Casting Time: 1 minute

Range: Personal

Duration: 1 hour/level

This spell conjures a special spider that moves around the caster's body, leaving a fine pattern of webbing all around him. When the casting time ends, the webbing charges with magic and expands into a flaring, dimly glowing field of energy. The light from this shroud grants opponents a +1 bonus to attack rolls against the caster, but it blunts the force of any attacks that do successfully hit, reducing damage by half. Moreover, he cannot be grappled or entangled by anything.

Dire Gestation

Level: Cleric/Magic-User 5

Casting Time: 1 round

Range: 30 feet

Target: One living creature

Duration: 1 round/level

When it is cast, the spell infuses the target with the essence of the caster. If the target fails its saving throw, this essence begins growing within the target, causing 1d6 hit points of damage at the time the spell is cast and an additional 1d6 hit points of damage per round thereafter, for the duration of the spell. The target is allowed a new saving throw at the end of each round and, if any of these saves succeed, the spell immediately ends and no further damage is caused.

While the spell is active, the caster loses 1d4 hit points at the beginning of each round of its duration as his essence is pumped into the target. If the spell lasts within the target until its duration has expired, the target immediately dies as the caster bursts from its guts in a shower of blood and viscera, having grown a new body for himself within the body of the target. The caster is fully healed and free from any disease, harmful magical effects, or poisons when he emerges from the body of his target. The caster's previous body, regardless of its condition or any magical effects upon its person, disintegrates immediately upon the successful completion of this spell.

All of his equipment and possessions remain where they were, with anything being worn simply falling through the dust of his old body.

The real risk to this spell comes if the caster runs out of hit points before the target does or before the duration of the spell elapses. At 0 hit points, the caster dies and disintegrates as above. He will be reborn if the target suffers the full duration of the spell, but if the target makes a successful saving throw after the caster dies and ends the spell prematurely, the caster is gone permanently and will require a *wish* to bring him back.

Envenomed Blade

Level: Magic-User 6
Casting Time: 1 round
Range: 150 feet
Target: One living creature
Duration: 1 round/level

If the target of this spell fails its save, its blood is transformed into a deadly poison. Even worse, if the victim dies, its body bursts with venom that showers a 10-foot radius sphere. The poison inside the target's body causes 1d4 points of damage per caster level. Those splashed with the poison from an exploding target are treated as if they had suffered a bite from a giant spider.

Eternal Death

Level: Magic-User 9
Casting Time: 1 round
Range: 30 feet
Target: One living creature
Duration: Instantaneous

This spell shoots a ray of black light at a target. This beam requires a ranged attack and fades away with an undying shriek of soul-wrenching horror if it misses. If it hits, the victim must make a saving throw or be instantly and irrevocably slain. A victim killed in this manner cannot be raised or resurrected, even by the power of a *wish*. If the saving throw is successful, he loses 1d6 per caster level in hit points. This damage may also kill the victim, but it does not cause permanent death as noted above.

The new life aspect of this spell occurs if a target is irredeemably slain through a failed save. The focus of the spell, an unborn fetus of any sentient, humanoid race, is

suffused with the fading life essence of the victim and as that unfortunate dies, the fetus comes to life and is brought instantly to full term. It is this recovery and instant use of the victim's life energy that prevents them from being raised later as, in a way, they have been reincarnated. The new fetus is a normal, healthy baby of its race. Though the fetus, as it matures, may exhibit some of the characteristics and mannerisms of the victim that gave it life, it is its own creature and aside from some odd dreams will remember none of the target's previous life.

Kiss of Crimson Doom

Level: Cleric/Magic-User 2
Casting Time: 1 round
Range: Touch
Target: One living creature
Duration: 1 round per level

Once cast, the caster's lips begin to very slowly bleed. This causes them to turn a shade of deepest crimson and drip slowly down the sides of her chin. If she can successfully kiss a living target on any exposed skin, the victim must make a successful saving throw. Failure inflicts 1d4 damage for the duration of the spell or for as long as the blood remains on their skin. Cleaning the blood off requires a full round and either water or alcohol. Once the kiss is delivered, the caster's lips stop bleeding and the attack cannot be used again without recasting the spell.

Malevolent Shade

Level: Magic-User 7
Casting Time: 1 round
Range: Personal
Duration: 1 round per level

The caster imbues his own shadow with the power to move at his command and may control it out to a range of 10 feet times his wisdom score. Line of sight is required. Scrying of any kind, including spells like *clairvoyance* or *wizard eye*, suffices for line of sight, though the outer range of control does not change.

A malevolent shade has the same statistics as the caster, is incorporeal, has a 4 [15] armor class (modified by the caster's dexterity) and possesses 1 hp per caster level. It can make unarmed attacks for 1d6 points of chilling damage, cannot cast spells and may not carry physical

objects. If the caster also has an active *sword of the night unending* spell or casts one during this spell's duration, the shade gains one as well. There is no special connection between the malevolent shade and the caster; he is unaffected if the spell ended prematurely for any reason.

The malevolent shade's most insidious ability is to feed from killing. If the spell's manifestation kills a living creature of at least 1 HD, its duration is immediately increased by the HD of the victim. It also gains 10 feet of additional control range and 1d4 additional hit points. A malevolent shade cannot be healed.

Sword of the Night Unending

Level: Cleric/Magic-User 3

Casting Time: 1 round

Range: Personal

Duration: 1 round per level

The caster conjures forth a blade of throbbing black energy patterned after his own soul. This sword is different for every caster and once a form is chosen, it cannot be altered. Regardless of form, the caster may wield the *sword of the night unending* even if they normally cannot wield swords. This weapon acts as a *+1 sword* of pure force, meaning it can hit incorporeal creatures. It vanishes and the spell ends prematurely if it leaves the caster's hand. In addition, it inflicts a permanent hit point of damage each time it successfully injures an opponent. Every time it does this permanent infliction (lost hit points can be restored with a *restoration* spell, but not by normal or magical healing), the weapon's bonus increases by one but cannot rise above +5. To cast the spell, the caster needs a black gem worth 250 gp. While the spell is active, the gem vanishes. It reappears if the weapon has not left the caster's hand during its duration. If it has (such as if the sword was disarmed, etc.), the gem permanently disappears and is lost.

Vampiric Web

Level: Cleric/Magic-User 4

Casting Time: 1 round

Range: 150 feet

Duration: 1 turn per level

This spell is treated exactly as the *web* spell, with one important difference. Any attempt to move within, or

break free from, the web results in painful stings as thousands of barbs sink into its captives' flesh, causing 1d6 points of damage. When this damage is caused, the caster of the spell gains one-half the number of hit points the web caused. This spell will not work on any members of the drow clergy, as they are protected from its effects by their dark gods.

JMS

Deep Denizens

Illustration by Jon Kaufman

The fey were born into NOD to tend the Creator's garden. Being wonderfully fecund, completely innocent and infinitely mutable, they spread quickly and mingled their blood with almost everything under the Sun. The ancient elves were fairies much like the fauns and nymphs. They were tall and graceful, ambitious and powerful and capable of the deepest villainy and the highest heroism. Having fairy blood, elves were far more mutable than the humans they at various times ruled, slaughtered or befriended. When an elf of the ancient blood was angry, his face became a mask of horror. When an ancient elf plotted, his eyes became as slits, his mouth grew thin and long and his face became as shadow.

Being possessed of great power and enough material blood to hunger and lust, the elves soon discovered the pleasures of sin and, when their dames and sires, the old gods, refused them turned innocently to demons and devils, who refused nothing. As they wallowed more and more in sin and the pursuit of worldly power, the elves began producing terrible offspring. These babes looked normal enough at birth, but as they grew it became obvious that they were tainted – they had not the mystic might that was the birthright of the elves and fairies, and they were often ugly of body, mind and spirit. The elves were horrified at this and hid these children in the woods or in caves, careless of their fate.

Of course, many died, but others were saved. Some were rescued by creatures of a benign nature, and would become the dwarves. Most, however, were raised by animals or darker spirits, and became the orcs, goblins, hobgoblins, bugbears and kobolds, savage races born from the terrible, beautiful elves and now implacable enemies to the quarter-blooded descendants of the ancient elves who now bear the name "elves" in the current age.

This article presents four of these peoples as playable races for your game. This is, of course, appropriate given that this issue of NOD concerns itself with the underworld,

where most of these peoples spend their time plotting and fighting. The next issue of NOD will present the second half of this article, detailing the drow, duergar, notac-ichat (a new race introduced in the Hell hex crawl in this issue) and the svirfneblin, or deep gnomes.

The Challenge of Humanoids

Standard fantasy games present two sorts of "races". Humans are usually a base line, with no special abilities and limitless ability to progress in any class. They are countered by demi-humans, who have several powers and are thus limited in how far they can advance and limited in what classes they can pursue. The limits are a balancing factor to keep the demi-human characters and their special powers from dominating play.

What of the lowly humanoids? According to their monster stats, they have no special powers to speak of, and in fact are sometimes limited by their sensitivity to bright light. If they can simply advance as far as they want in any class, though, they are nothing but ugly humans with different names and cultures.

This article presents the humanoids with a few limited special abilities, putting them roughly on par with the demi-humans and thus limiting their advancement and access to classes. In addition, it provides some random special abilities to personalize characters and suggest something of their background in the underworld. These additional abilities can either help low-level humanoids survive in the Hell hex crawl presented in this issue of NOD, or can be added to humanoids while lowering their class level limits to maintain balance.

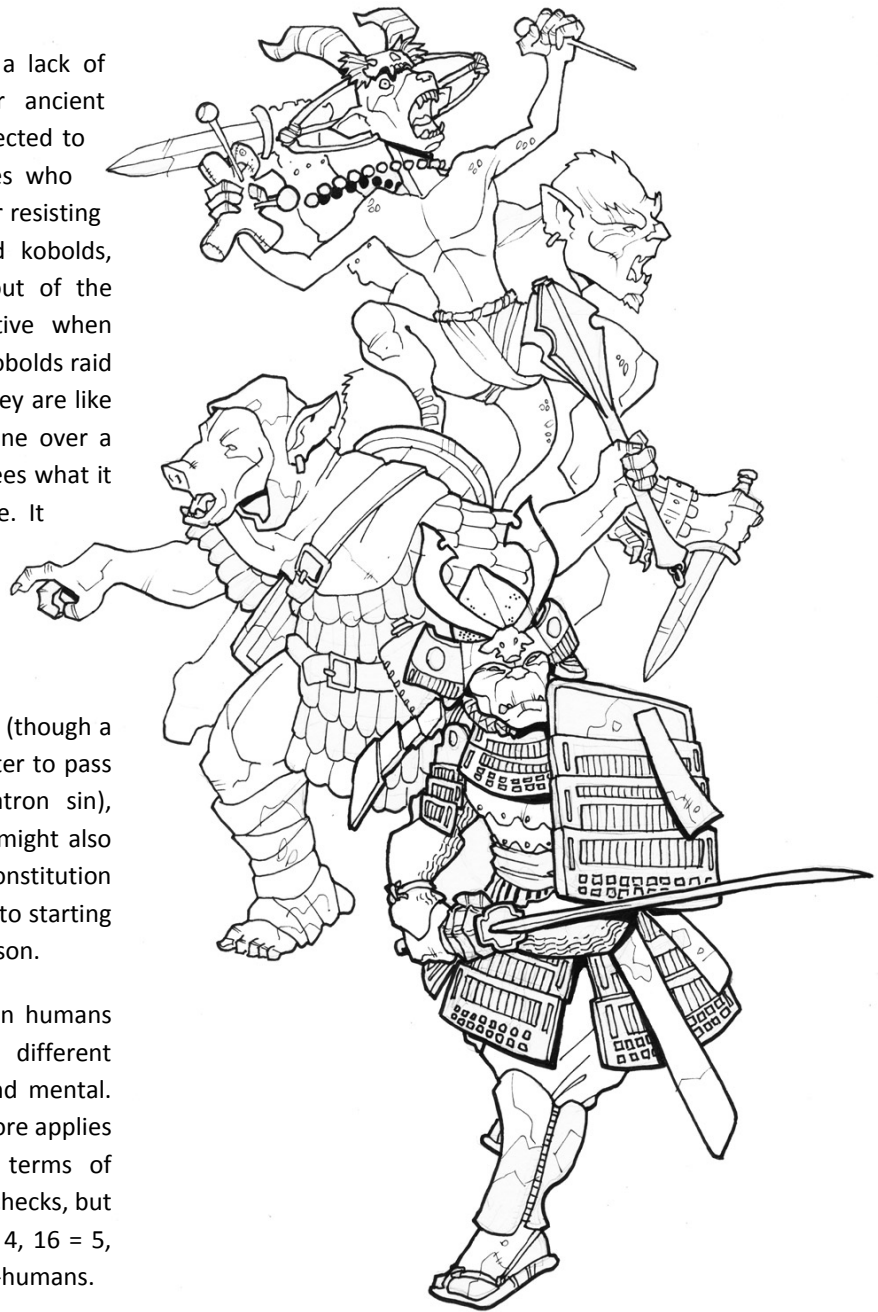
General Information

The unifying factor in the humanoids is a lack of reason. Humanoids are born of their ancient forebears' sins and are inextricably connected to these sins. They are emotional creatures who have difficulty thinking in the long term or resisting their innermost urges. Why else would kobolds, which dig precious metals and gems out of the ground on a daily basis be so primitive when compared to the gnomes and dwarves? Kobolds raid and plunder rather than trade because they are like the fable of the dog carrying a large bone over a bridge that looks down in the river and sees what it thinks is another dog with another bone. It wants that other bone and opens its jaws to steal it, and winds up losing its own bone in the water. Kobolds are creatures of envy, so envy rules them.

While there is no game rule to reflect this (though a referee could require a humanoid character to pass a saving throw to resist his race's patron sin), players should bear it in mind. Referees might also want to permit a +2 bonus to starting constitution for humanoids (max. 18) and a -2 penalty to starting wisdom (min. 3) to reflect their lack of reason.

Humanoids have a different mindset than humans or demi-humans and therefore value different personal characteristics, both physical and mental. For this reason, a humanoid's charisma score applies to other humanoids and monsters in terms of attracting henchmen and rolling reaction checks, but is treated as its inverse (i.e. 18 = 3, 17 = 4, 16 = 5, etc.) when dealing with humans and demi-humans.

Humanoids that reach their highest possible level can call on others of their kind to form a new clan or tribe around them. These humanoids are called chieftains. They must establish themselves in a ruin (or ruin a castle by siege themselves and then occupy it) to declare themselves chieftains, and then send word far and wide of their power. More information on chieftains is contained in the humanoid descriptions below.



Bugbears: The Slothful

Bugbears are large, hairy goblins with shaggy fur that ranges from brown to crimson and skin that ranges from light yellow to orange. They have broad heads and wide mouths filled with fangs. They speak their own language and can learn the language of goblins and hobgoblins.

Being more physically powerful than most other creatures, bugbears tend to be bullies who force weaker creatures to do their work for them. They enjoy throwing their weight around, bearing their fangs and frightening smaller folk. A bugbear will rarely volunteer for anything unless they expect a big payoff or dire consequences for inaction.

Bugbears are thieves at heart. “Why produce,” they ask, “when you can just take from the productive?”

Being larger than most folk, bugbears always begin the game with one additional hit dice for their chosen class (or classes). They still top out at the normal maximum hit dice for their class, just at one level earlier.

Bugbears are naturally sneaky and can surprise their foes on a roll of 1-2 on 1d6. Bugbear thieves gain a +10% bonus on move silently checks.

Bugbears can advance as thieves (no maximum level), fighter/thieves (max. level 6th as fighter) or cleric/thieves (max. level 4th as clerics). A bugbear with a prime requisite of 16 or higher can advance two additional levels.

Bugbear chieftains attract a band of 1d10+10 bugbear warriors plus noncombatants equal to 150% of the warriors. He also attracts 1d2 body-guards with 4 HD each.

Hobgoblins: The Wrathful

Hobgoblins are large, powerful goblins with glaring, yellow eyes, fanged mouths, scarlet to brick red skin and black, wiry hair. They are usually well muscled. Hobgoblins speak their own language and might also learn the languages of orcs, goblins and white apes.

Hobgoblins are militant and warlike, seeing every creature as a potential enemy and every action as a threat. They naturally think themselves most fit to command any expedition, but once they have fought it out and lost they can accept their position as a subordinate if they must (at least, until an opportunity arrives to unseat their leader). Hobgoblins have a devil of time giving up without a fight, and they have very little control over their tempers.

Hobgoblins can fight in light or darkness without difficulty. They can detect unusual stonework and grades and slopes as well as dwarves. Hobgoblins train as warriors almost

from infancy, and thus gain 1 extra hit point per hit dice. Hobgoblin fighters can learn to ride dire wolves just as human warriors can learn to ride horses.

Hobgoblins can advance as fighters (max. level 6th), fighter/clerics (max. level 4th as clerics and 6th as fighters) or fighter/thieves (max. level 6th as fighters). Hobgoblins with prime requisites of 16 or higher can advance two more levels in their chosen class.

Hobgoblins chieftains attract a band of 1d10x10 hobgoblin warriors plus noncombatants equal to 50% of the warriors. They also attract one bodyguard with 2+1 hit dice per 20 warriors. Hobgoblin warriors wear leather armor and carry long swords and crossbows. Bodyguards have chainmail, shield and long sword.

Kobolds: The Envious

Kobolds are short, scaled humanoids that look something like a cross between a reptile and dog. Their scales range from crimson to brown to black. They speak their own language and might also speak gnome, orc or goblin.

Kobolds are terribly unsatisfied. They envy other races their height, their possessions, their skills, etc. Their own prowess at mining gives them plenty to trade, but their inability to trust a deal – to believe the person they are trading with is not getting the best of them – makes it impossible for them to do much but hoard their wealth. Kobolds are not cowardly, but they prefer to attack from ambush and in superior numbers – why stick your neck out when some bigger, stronger creature can do the work?

Kobolds are as skilled at detecting odd stonework and grades and slopes as dwarves. They have a knack for setting and disarming traps, gaining a +10% bonus to do so.

Kobolds can advance as fighter/thieves (max. level 4th as fighters), cleric/magic-users (max. level 5th as clerics, max. level 6th as magic-users) or thieves (no maximum level). Kobolds with prime requisites of 16 or higher can advance two levels higher in their chosen class.

Kobold chieftains attract a band of 1d10 x 10 kobold warriors plus noncombatants equal to 100% of the warriors. They also attract one bodyguard (HD 1) per 20

kobold warriors. Kobold warriors are usually armed with spears and slings. Bodyguards wear leather armor.

Orcs: The Gluttonous

Orcs are large, hunched goblins with jade green to dark green, waxy skins and lank, black hair. They have pig-like faces and tusks. Orcs speak their own language and can learn the languages of goblins, hobgoblins and ogres.

Orcs are always hungry. This defines their culture and their personality. They have metabolisms as fast as those of halflings, and make terrible pigs of themselves when food presents itself, happily eating meat raw off the bone. Parties traveling with orcs know well that they must hide their food if they want to keep it.

Orcs are as skilled as dwarves when it comes to noticing unusual stone work and detecting grades and slopes. Their iron stomachs afford them a +2 bonus to save vs. ingested poisons and disease.

Orcs can advance as fighters (max. level 6th), fighter/clerics (max. level 6th in each), thieves (no maximum level), fighter/thieves (max. level 6th as fighter) or assassins (max. level 8th). Orcs with prime requisites of 16 or higher can advance two levels higher in their class.

Orc chieftains attract a band of 2d4 x 10 orc warriors plus noncombatants equal to 150% of the warriors. They also gain a bodyguard of 1d6 orcs with 2 HD each. Orc warriors typically wear leather armor and carry shield, scimitar and crossbow. Bodyguards wear chainmail.

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TABLE: TRAGIC HUMANOID HISTORY

ROLL	HISTORY
1	Cannon fodder in a great war against one of the following races: Bugbears, dwarves (including duergar), elves (including drow), gnolls, gnomes (including svirfneblin), goblins, hobgoblins, humans, kobolds, ogres or orcs. You gain a +2 bonus to AC against such foes
2	Forced to smelt metal as a slave; +1 bonus to save vs. acidic gases and fire
3	Traded with evil humans; learned a smattering of common (i.e. a number of words of common equal to your intelligence score)
4	Former minion of evil human warlord; no longer affected by light sensitivity
5	Bully; gain +1 bonus to hit creatures smaller than you
6	Bullied; gain +1 AC against creatures larger than you
7	Used to pilfer from your tribe; pick pockets as a 1st level thief (or as thief one level higher)
8	Raised in large, dangerous brood; roll to see if surprised on 1d8 instead of 1d6
9	Fighting since birth; gain +1 bonus to hit using a favored weapon of your tribe (usually morningstar for bugbears, longsword for hobgoblins, battleaxe for orcs and spear for kobolds)
10	Bodyguard of chief; trade up your armor by one step (i.e. chainmail to platemail)
11	Bodyguard of shaman; gain a +1 bonus to save vs. magic
12	Found a magic item; roll one random minor magic item and call it "precious"
13	Killed a sibling over a chunk of meat when young; do +2 points of damage with back attacks
14	Lost in the underworld, had a feral childhood; can track as a 1st level ranger
15	Trained vermin as a child; start with a pack of three giant rats who know three commands
16	Don't like being told what to do; +2 bonus to save vs. charm and commands
17	Killed the boss; can handle poison as well as an assassin
18	You may be a coward, but you're alive; -2 penalty to save vs. fear, but increase movement by 6 when running away from danger
19	Grew up around cruel pranks; +2 to save vs. mechanical traps meant to take you unawares
20	Survived mom's cooking; +2 bonus to save vs. poison

Pandemonium IV

Illustrations from Colin de Plancy's *Dictionnaire Infernal*

Azazel

Prince of Asphodel, Chief of the Nalfeshnees



Azazel was one of the leaders of the earthbound angels who rebelled against Heaven, spending untold centuries as the patron divinity of the wicked empire of Irem. He taught the arts of war and of armor and weapon making to men and the arts of cosmetics and seduction to women, and was eventually defeated by Raphael and cast into the pit. He resides now in Asphodel, the first circle of Hell, chained in the center of his mighty city-state of Kaskamar.

Although Azazel was removed from the material plane his influence lingers on through the conjurations of demonologists and through the many demonic children he fathered with human and demi-human women. The royal line of Irem was descended from Azazel, and though most of that line has been extinguished, others of his children now roam the Crimson Desert as wicked nomads.

Azazel can assume many forms. The most common one, and the one he takes in Asphodel, is of a tall, muscular humanoid man with clawed feet and hands, a curly beard and two small goat horns jutting from his forehead. He can also take the shape of a giant goat, giant vulture (treat as roc) or raven swarm. His final form is that of a giant, seven-headed hydra. Each head has two faces and there are six pairs of wings on the hydra's back.

Azazel attacks as a 24 hit dice monster (when not chained down). He wields a +3 *trident*, upon which flies the imperial pennon of Hell. All demons and undead within sight of this staff are turned as though 2 hit dice higher. Azazel can cast spells as a 12th level magic-user and can use the following spells as innate abilities: At will – *Bestow curse*, *charm person*, *detect invisibility*, *detect magic*, *remove curse*; 3/day – *charm monster*, *divination*, *suggestion*; 1/day – *blade barrier*. Three times per day he can summon a herd of 2d6+12 giant black goats or a flock of 1d4+1 rocs to do his bidding, and once per day he can summon 1d3 nalfeshnees.

AZAZEL: HD 24 (130 hp); AC -3 [22]; Atk 2 claws (2d6) or trident (1d8+6); Move 12; Save 3; CL/XP 32/8000; Special: Immune to electricity and poison, magic resistance (60%), spells, summon goats or rocs, summon nalfeshnees, change form, telepathy 100'.

HYDRA FORM: HD 24 (130 hp); AC -3 [22]; Atk 7 bites (2d6); Move 12 (S12, F24); Save 3; CL/XP 32/8000; Special: Immune to electricity and poison, magic resistance (60%), spit acid (7/day; 60-ft line, 3d6 damage + 1d6 damage per round until washed off with holy water), telepathy 100'.

Flavros (Flauros, Haures)

Great Duke and Grand-General of Hell

Flavros is a vassal of Azazel with ambitions to be much, much more. As a grand-general of Hell he commands an army of 20 companies of hellish hobgoblins, 8 companies of bearded devils and 8 companies of barbed devils. Flavros is master diviner, being able to converse on things

past, present and future and on matters of divinity, the creation of the cosmos and on the strengths and weaknesses of other fallen angels. Unless he is conjured into a magic triangle, Flavros speaks falsely and works to beguile his conjurer.

Flavros appears as a humanoid leopard with large claws. He can also assume the form of a tall, muscular warrior with flaming eyes and an awful expression.

Flavros attacks as a 20 hit dice monster. Wounds inflicted from his claws burn terribly, forcing victims to pass a saving throw or suffer a -2 penalty to hit and on saving throws until the wounds are healed with cleric magic. Armor or shields struck by Flavros (i.e. attacks that would have hit but for the armor or shield) are torn to shreds, losing 1 point of their armor value with each of hit. Magic armor is permitted a saving throw by their user.

Flavros can summon 1d10x10 hellish hobgoblins three times per day and can summon 1d6 bearded devils once per day. He can cast spells as though he were a 7th level cleric and can cast the following spells as innate abilities: *At will – augury, burning hands, charm person, divination, ESP, legend lore, protection from evil*; *3/day – fireball, flame strike*.



FLAVROS: HD 20 (112 hp); AC -2 [21]; Atk 2 claws (2d6 + rending and burning); Move 18; Save 3; CL/XP 28/6800; Special: Immune to electricity, fire and poison, magic resistance (50%), burning wounds, rend armor, spells, telepathy 100 ft.

Haborym (Aym)

Duke of Hell, Demon Lord of Fire Creatures



Haborym is the demon lord of wicked fire creatures, though not of the efreet, who are commanded by the more powerful Iblis who dwells deeper in Hell. He is a patron of plunderers and arsonists, who sets cities, castles and important places on fire. As one of Lucifer's little jokes, the lord of flames was given a domain in Erebus, the circle of Hell where it always rains. Haborym is widely regarded as the gossip of Hell, and demonologists seeking the latest scuttlebutt on the lords the underworld go to him, for he always answers these questions truthfully.

Haborym appears as a very strong man with the head of a bronze calf, riding a giant viper and carrying a flaming sword. His true shape is as a humanoid with three heads, a serpent, a handsome man and a cat. In either form he is terrible to behold, ill-mannered and ill-tempered. He

commands 16 squads of fire giants and 11 companies of bearded devils.

Haborym attacks as a 20 hit dice monster. He usually uses his *flaming bastard sword +2/+4 vs. cold creatures*, but can pummel with both hands. When he assumes his three-headed shape he can attack with a poisonous bite (save or die) and a diseased bite (save or mummy rot). Each day he can summon 2d6 fire giants, 1d6 bearded devils or 1d4 fire phantoms. Haborym can cast fire spells as a 12th level elemental (or as a 8th level magic-user if you do not use the elemental class from **NOD 3**). He can cast the following spells as innate abilities: At will – *Bestow curse, detect magic, divination, ESP, legend lore*; 3/day – *fireball*; 1/day – *firestorm*.

HABORYM: HD 20 (110 hp); AC -4 [23]; Atk 1 serpent bite (1d8 + poison), 1 cat bite (1d8 + disease) and 2 fists (1d6) or 1 *flaming sword* (1d10+5 + 1d6 fire); Move 12 (F21); Save 3; CL/XP 30/7400; Special: Immune to fire and poison, magic resistance (45%), poison, disease, spells, telepathy 100'

Ronové

Marquis and Count of Hell

Ronove is a monstrous marquis and count of Hell who rules over the diabolical city of Gwer, a center of trade in Hell. He looks like a barrel-chested hill giant, though larger than the largest hill giant, with an ugly face and squat, bandy legs. Despite his monstrous appearance, he is among the most intelligent and cultured demon lords, being a teacher of rhetoric and language to demonologists and capable of finding good and loyal servants and gaining the favor of friends and enemies alike.

The marquis commands 10 companies of grimlek demons, five companies of bat monsters and four companies of grimlocks that are treated as cannon fodder. He owes allegiance to none but Lucifer and (begrudgingly and only when absolutely necessary) Azazel. Ronove despises the militant Flavros but he gets on tolerably well with both Barbatos and Alocer.

Ronove attacks as an 18 hit dice monster, but with tremendous strength. He carries a *+3 staff* of black metal that can negate gravity in a 30-ft diameter area up to 300

feet away from him for 1d4 rounds. Once per day he can summon 1d8 bat monsters or 2d6 grimleeks. He can cast spells as a 9th level magic-user and can cast the following spells as innate abilities: At will – *charm person, comprehend languages, detect magic, protection from evil*; 3/day – *charisma (as strength), charm monster, monster summoning V, suggestion*; 1/day – *sonic boom (as fireball, only sonic damage)*.

RONOVE: HD 18 (105 hp); AC -3 [22]; Atk 2 fists (3d6) or 2 staff (1d8+10); Move 9; Save 3; CL/XP 24/5600; Special: Immune to electricity and poison, magic resistance (55%), spells, telepathy 100 ft.



JMS

Titanic Trouble

Illustration from *Meyers Konversationslexikon von 1888*

They can stand toe to toe with most angels and demon lords, but titans don't seem to get any love from the gaming community. To be honest, this isn't that mysterious. Titans occupy a weird place in the game, overshadowed by the more colorful and thematic giants and too powerful for most parties of adventurers to trifle with. In the final analysis, they're just giants with magic spells wearing chiton or togas and sandals.

They also offer some great opportunities for game play. While it is debatable that the titans in the rules are the same titans that once fought the Greek gods for domination of the cosmos, their name and dress do suggest that they are related. In NOD, titans are the children of very minor gods. Like most of the demigods of old, they are mortal and can be killed. But they are physically and magically powerful and, most importantly, they have kin in high (or low) places.

It is their kinship to the gods that makes titans a wonderful addition to most games. One of the strongest elements of Greek mythology were the genealogies of the gods, titans, giants and humans, all entwined and often responsible for tremendous events (mythologically speaking, of course), on Earth (or the material plane, if you prefer). When two kings in mythic Greece went after one another, their divine kin often went toe to toe as well, dragging Heaven into the political and military maneuvering on Earth.

With some divine parentage, the titans offer this same opportunity for a Referee to let his players rub elbows with the gods without necessarily taking on the gods face to face. Perhaps they help the daughter of Eros and earn that deity's thanks. Perhaps they foil the son of Kratos and earn his divine enmity. Whatever their dealings with the titans, the adventurers gain a long-term relationship that can drive a campaign for years.

The titans, as mentioned above, are mortal. They can be killed with weapons and spells. They are, however, also unaging – a titan will never die from growing old.

Titans can live anywhere and, therefore, be found anywhere, but most titans dwell on the Material Plane. They might live alone or lord it over lesser beings by dint of their divine birth and tremendous power. Adventurers might discover that the city-state they just wandered into is ruled by the titan Criomenos, son of Moros, god of impending doom and Eunomia, goddess of law and legislation. Adventurers walk into his royal court to announce themselves as great heroes and find not a little man with a long, white beard and a heavy crown, but instead a titan, head wreathed in gold, hand resting atop a golden scepter as tall as your paladin.

Unlike the titans in the rule book, who have two spells of first to seventh level from both the magic-user and cleric lists (i.e. a total of 28 spells), the titans in this article have 14 spells, seven each determined by their parentage. Since the titans of Nod have fewer spells than "by the book" titans, they gain a special defense to even things out.

Special Defenses

Special defenses should relate to the parentage of a titan. You might also want to give them more than one special defense. Defenses for the titan might include:

- Immunity to poison or disease
- Cannot be attacked by a certain type of creature, such as reptiles, birds or plants
- Cannot be surprised
- Immune to energy drain or falling damage
- Immune to a class of spells (charms, illusions, death spells)
- Magic resistance (maybe 15% for the least titans, with a 5% bump per additional hit dice)

- Only harmed by +1 weapons
- Resistance (half damage) from iron weapons or missile weapons, etc.
- Resistance (half damage) to cold, fire, electricity, acid.

Mater and Pater

Each titan is born from two minor gods. In this article, the gods and goddesses are drawn from Greek and Roman mythology. In your own campaign, you can throw in gods from any pantheon or just invent your own. Roll 1d20 to determine the nature of mother and father and then choose from the deities associated with that nature to determine the titan's exact parentage and genealogy.

Each of these portfolios has a list of spells associated with it that the titan can cast as innate abilities. Each spell can be cast once per day. Where there is overlap between two lists, feel free to swap out a spell of similar level.



1. Air and Weather

Deities: Aello (F), Aeolus (M), Aura (F), Briareus (M), Chione (F), Corus (M), Favonius (M), Fulgora (F), Tethys (F), Typhon (M), Vulturus (M)

Spells: *Light, Stinking Cloud, Fly, Lightning Bolt, Cloudkill, Control Weather, Wind Walk*

2. Animals

Deities: Britomartis (F), Faunus (M), Fausitas (F), Ichnaea (F), Krotos (M), Priapus (M)

Spells: *Speak with Animals, Snake Charm, Monster Summoning I (animals only), Stick to Snakes, Animal Growth, Conjure Animals, Monster Summoning V (animals only)*

3. Chaos and Evil

Deities: Adikia (F), Discordia (F), Dysnomia (F), Eris (F), Kakia (F), Kydoimos (M)

Spells: *Protection from Evil, Curse (R), Cause Disease (R), Fear, Dispel Good (R), Death Spell, Unholy Word (R)*

4. Charm and Beauty

Deities: Eros (M), Hedone (F), Lynx (F), Peitho (F)

Spells: *Charm Person, Snake Charm, Suggestion, Charm Monster, Feeblemind, Charm Plants, Mass Charm*

5. Creation

Deities: Euporie (F), Othorsie (F), Porus (M)

Spells: *Shield, Continual Light, Create Water, Create Food, Animate Object, Conjure Animals, Simulacrum*

6. Darkness

Deities: Charon (M), Erebus (M), Nyx (F), Tartarus (M)

Spells: *Darkness 15' Radius, Invisibility, Darkvision, Confusion, Fear, Invisible Stalker, Mass Invisibility*

7. Death

Deities: Aera Cura (F), Dea Tacita (F), Macaria (F), Mania (F), Melinoe (F), Thanatos (M)

Spells: *Sleep, Cause Light Wounds (R), Cause Disease (R), Cause Serious Wounds (R), Finger of Death, Death Spell, Disintegrate*

8. Earth

Deities: Chrysus (M), Mefitas (F), Plutus (M)

Spells: *Shield, Find Traps, Slow, Wall of Stone, Transmute Rock to Mud, Move Earth, Earthquake*

9. Fire

Deities: Caia Caecilia (F), Fornax (F), Phlegethon (M), Stata Mater (F)

Spells: *Light, Pyrotechnics, Fireball, Wall of Fire, Wall of Iron, Conjure Elemental (Fire), Delayed Blast Fireball*

10. Good and Law

Deities: Arete (F), Astraea (F), Dike (F), Disciplina (F), Eunomia (F), Honos (M), Nomos (M), Peitharch (F)

Spells: *Detect Evil, Bless, Prayer, Protection from Evil 10' Radius, Dispel Evil, Hold Monster, Holy Word*

11. Healing

Deities: Aceso (F), Caia Caecilia (F), Eirene (F), Eleos (M), Eupraxia (F), Panacea (F), Philophrosyne (F)

Spells: *Cure Light Wounds, Strength, Cure Disease, Cure Serious Wounds, Neutralize Poison, Raise Dead, Restoration*

12. Knowledge

Deities: Mens (F), Polymatheia (F)

Spells: *Read Languages, ESP, Locate Object, Speak with Plants, Contact Other Plane, Legend Lore, Mind Blank*

13. Magic

Deities: Angita (F), Astraios (M), Circe (F), Despoina (F), Telete (F), Zagreus (M)

Spells: *Detect Magic, Read Magic, Dispel Magic, Extension I, Magic Jar, Anti-Magic Shell, Limited Wish*

14. Plant

Deities: Amphictyonis (F), Carmanor (M), Chloris (F), Flora (F), Karpo (F), Silenus (M), Thallo (F)

Spells: *Light, Hallucinatory Terrain, Massmorph, Speak with Plants, Sticks to Snakes, Plant Growth, Charm Plants*

15. Protection

Deities: Angerona (F), Soter (M), Securitas (M)

Spells: *Protection from Evil, Shield, Wall of Ice, Wall of Stone, Wall of Iron, Repulsion, Power Word Stun*

16. Sun

Deities: Alectrona (F), Aurora (F), Eos (F), Helios (M), Hemera (F)

Spells: *Light, Continual Light, Fireball, Remove Curse, Raise Dead, Legend Lore, Prismatic Sphere*

17. Travel

Deities: Aequitas (M), Angelia (F), Arke (M), Ioke (F), Iris (F), Portunes (M), Trivia (F)

Spells: *Read Languages, Levitate, Haste, Fly, Passwall, Teleport, Wind Walk*

18. Trickery

Deities: Apate (F), Ate (F), Dolos (M), Furina (F), Laverna (F)

Spells: *Ventriloquism, Invisibility, Phantasmal Force, Rope Trick, Telekinesis, Project Image, Shape Change*

19. War

Deities: Alala (F), Enyalios (M), Homandos (M), Honos (M), Kratos (M), Polemos (M), Virtus (M)

Spells: *Magic Missile, Shield, Fireball, Ice Storm, Finger of Death, Blade Barrier, Delayed Blast Fireball*

20. Water

Deities: Amphitrite (F), Fontus (M), Galene (F), Glaucus (M), Proteus (M), Thetis (F), Thalassa (F)

Spells: *Purify Food & Drink, Water Breathing, Create Water, Wall of Ice, Conjure Elemental (Water), Lower Water, Part Water*

JMS

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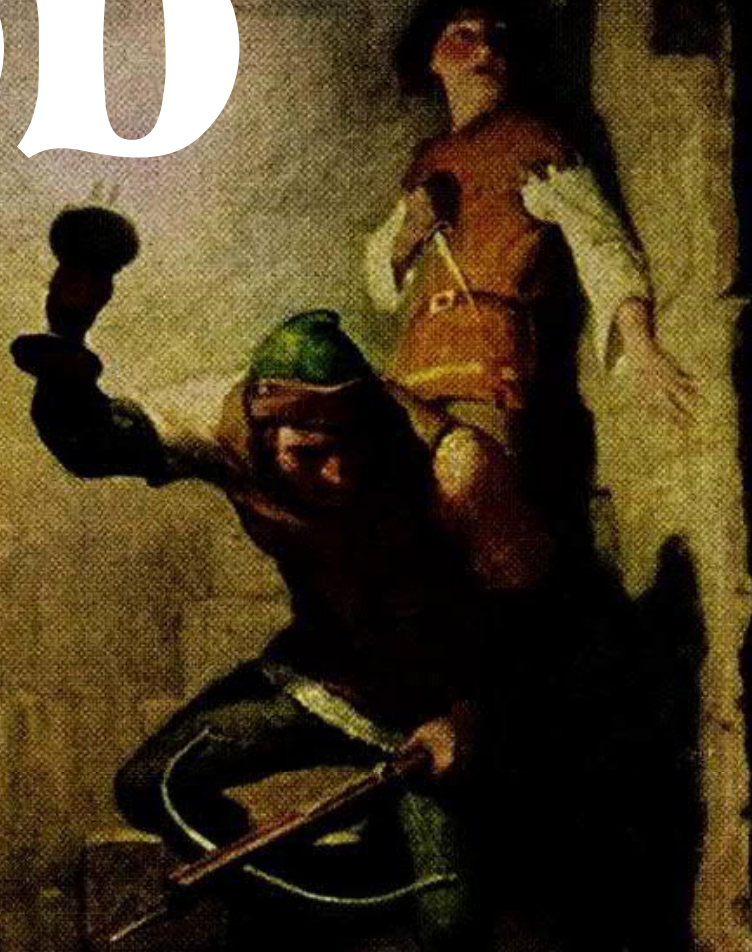
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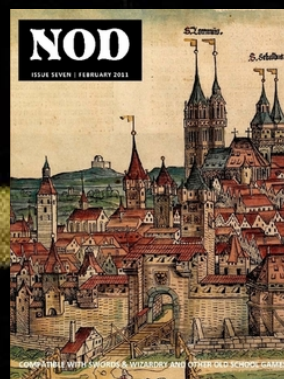
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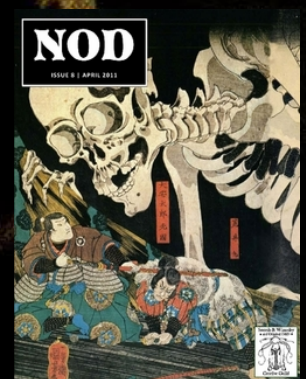
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